



## U11, U13, U16 Cricket League Playing Conditions

### Triggers Colts Cricket League

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These playing conditions are applicable to all U16, U13 & U11 Cricket League games for Triggers Colts Cricket League 2023 League games except as varied here under the ICC Standard Playing Conditions shall apply.

#### 1. Age Criteria

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##### a. U11 Division

Players born after 09/01/2011 (for girls, 09/01/2009)

##### b. U13 Division

Players born after 09/01/2009 (for girls, 09/01/2007)

##### c. U16 Division

Players born after 09/01/2006 (for girls, 09/01/2004)

\* Twelve months exemption from above mentioned DOBs for all players who are new (not played Hardball cricket in TCCL or other external leagues or inter-league tournaments so far)

Clubs shall use player over the age limit only after receiving written email approval from another club by informing player Full name and Date of Birth.

#### 2. Club responsibility

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- a. Clubs shall register the teams and appoint the team managers
- b. Clubs can change the team managers anytime
- c. Clubs shall assume all financial commitments for the teams
- d. There is no maximum players limit for team rosters
- e. Manage club rosters with complete player details
- f. Player registration: Clubs shall submit complete list of Players with Full Name & Date of Birth to TCCL Director by email before the season start and update new player details during the season promptly
- g. Insure the club teams with General Liability Insurance over 1 million

#### 3. Team responsibility

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- a. Team manager shall appoint the Team Coaches & Captains
- b. Team manager can change their Team Coach and/or Captains can anytime
- c. Team shall play only their registered club players
- d. No games postponements will be allowed without prior approval from the League
- e. In a team, any 11 can bat and any 11 can bowl out of 13 players team roster for a game
- f. Team coaches shall exchange the team roster prior to the toss
- g. Only Team Coach or Captain are allowed to initiate communication with Umpire during the game
- h. U11 player shall play in U13 team & U13 player shall play in U16 team with in the club without any restrictions
- i. Home team shall setup the ground at least 15 minutes before the game start time
- j. Teams shall carry First-Aid kit in their team-kit for every game

- k. Teams shall carry nearest emergency care facility direction and contact numbers
- l. Teams shall carry this playing conditions document during the game for reference.
- m. Main umpire is the final authority on any ruling during the game
- n. Teams shall bring the game balls
- o. The home team is responsible for updating the score in CricClubs.com within 1 week following the game

#### 4. Duration of matches

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- a. All Matches - Matches will consist of one innings per side and each innings will be limited to 25 overs for U11, 25 overs for U13 and 30 overs for U16.  
All sides are expected to complete the bowling of their allocated overs with 4 minutes per over and 10 minutes for drinks  
Hours of Play and Intervals and Conditions of Play – all games will be played under the General ICC Laws AND the Spirit of Cricket guidelines

#### 5. Start and Cessation Times

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- a. Play shall not commence until at least 7 registered players from each team are present.
- b. If the game is not started within 10 minutes of start time, there will be a 1 over penalty for every 4 minutes of delay by the offending team - up to a maximum of 5 overs before calling off the game (i.e. If the late attending team is not ready to start play within 30 minutes of the scheduled start time the match will be abandoned and full win points [6] will be awarded to the attending side)
- c. The toss MUST be done 10 minutes before the normal start of play between the two captains or their representatives. In the event of a team (i.e. 7 or more players present) not being able to comply, the opposing team is awarded the toss

#### 6. Drinks and Innings Breaks

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- a. Innings break will be 10 minutes max
- b. Drinks breaks allowed after 15 overs for 30 over games and after 13 overs for 25 overs games, however player(s) may be allowed drinks in natural breaks in the game – when a wicket falls, injury breaks, lost ball etc. However this is at the umpires discretion and permission
- c. Drinks and drink breaks will be taken ON the field of play and players require permission to leave the field of play

#### 7. Length of innings

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- a. It is recommended that, if the team batting second pass the target score before the completion of the allocated overs, the remaining overs will be bowled until all wickets are lost or completion of the allocated overs. However, this additional playing opportunity will not be recorded in CricClubs.com (i.e. no impact to batting/bowling statistics)

#### 8. Game Rules

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- a. The pitch will be 20 yards for U11 and 22 yards for both U13 and U16.
- c. For U16 two batting ends will be used. For U11 & U13 one end will be used. The batting/bowling end for U11 & U13 will be decided by the umpire and remain the same for both teams for the duration of the game.

- d. No coaching shall be conducted inside the field of play during the over is in progress. However, coaching from outside is allowed for U11 during the over is in progress and main umpire will manage if excessive time being used for coaching
- e. Games shall start on time as per the league schedule.
- f. No Players shall play/practice on the pitch within 10 minutes prior to start of the game
- g. It is recommended that, all matches be played in team color cricket clothing
- h. Before the first ball of the last over of each innings, the umpire(s) shall call 'last over' clearly so that both sides understand
- i. Byes, Leg byes, and LBWs are to be administered according to ICC cricket rules
- j. Use of spring stumps is prohibited for 22 yard pitch unless the pitch conditions demand the use of spring stumps

## 9. Batting Rules

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- a. A team cannot have any of the "top batsman" repeated in two consecutive games (top-4 for U13 and top-5 for U11; order does not matter)
- b. Team coaches will exchange list of "top batsman" during the toss along with 13 players team roster
- c. The coach has the option to retire the batsman only after the player has played at least 8 legal deliveries for U11 or 16 legal deliveries for U13. Note: Wides/No balls are not counted as legal deliveries
- d. Retired players in any innings are allowed to bat again, after all the players in the line-up have played. A Player can be retired only once per game. Coaches are encouraged to avoid retiring players as much as possible.

## 10. Bowling Rules

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- a. Every U11 team shall use a minimum of 7 bowlers in an innings, U13 & U16 team shall use a minimum of 6 bowlers in an innings (order does not matter).
- b. For U11, Only maximum of 4 overs allowed per bowler.
- c. For U13, Only maximum of 5 overs allowed per bowler.
- d. For U16, Only maximum of 6 overs allowed per bowler.

## 11. Field Set-up

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- a. Inner Circles: Two outer semi-circles shall be drawn on the field of play. The semi-circles have as their center the middle stump at either end of the pitch. The radius of each of the semi-circles is 30 yards. The ends of each semi-circle are joined to the other by a straight line drawn on the field on the same side of the pitch. No Inner Circles needed for U11.
- b. Boundaries / Outer Circle: It is recommended that, other than in exceptional circumstances, the size of the boundary, measured from the middle of the pitch being used in the match, shall conform to the following dimensions:
  - U16 - Min 55 yards or Max 60 yards
  - U13 - Min 50 yards or Max 55 yards
  - U11 - Min 45 yards or Max 50 yards

## 12. Fielding Regulation

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- a. No player in any age group shall be allowed to field closer than 8 yards from the middle stump, except behind the wicket on the off side, until the batsman has played at the ball. A

fielder shall be allowed to move into the restricted area to make a catch or field the ball provided that they were outside the area when the stroke was made

- b. For the entire length of the innings: at the instant of delivery, there may not be more than 5 fielders on the leg side
- c. Power Play Rules: No Power play for U11. For U13 & 16, First 6 overs at the instant of delivery, no more than 2 fielders are permitted to be outside this outer fielding restriction area
- d. Non Power Play Rules: For U13 & U16, No more than 5 fielders are permitted outside this outer fielding restriction area
- e. In the event of infringement of any of the above fielding restrictions, the striker's end umpire will call and signal "No Ball"

### 13. Wide's and No Balls

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- a. No-balls and wide's will be played with regular rules
- b. No delivery will be called wide if it comes into contact with the striker's bat or person
- c. Balls pitching on the edge or off the artificial wicket shall be called 'No Ball'. Interpretation of Edge & off the wicket is at the discretion of neutral umpire and Team managers are encouraged to understand that from the umpire before the toss.
- d. Where a bowler breaks the non-striker's wicket during his delivery any umpire shall call 'No Ball'

For all other deliveries the following interpretation will apply:

#### e. **Off-Side Wide's**

Two white lines will be marked joining the bowling and popping creases. Each line will be parallel to the Return Crease and will be 35" (88.90 cms) from the center of the middle stump. The umpire will call any delivery that passes over or outside of this line Wide. It does not matter that the striker may move thus bringing the ball into an area where he could play a normal cricket stroke – it will still be a Wide

It will also be a Wide if the batsman moves away from the ball and it passes over or outside of this white line

#### f. **Leg-Side Wide's**

The line markings mentioned above do not apply to leg side deliveries

Any ball passing down the leg side i.e. missing the leg stump and not been hit or hitting the batsman is deemed a wide ball even if the batsman steps inside the line

#### g. **No Balls - Bouncers/Short Pitched Balls**

One 'bouncer' ball per over is allowed. A short pitched ball is defined as any ball that

passes or would have passed over the shoulder of the batsman in his normal standing position. It is immaterial whether he hits it or not

If that short pitch ball is deemed a wide on grounds of height or direction or is a no ball anyway it counts as the one for the over

The bowlers-end umpire will inform the bowler, the batsman and the fielding captain that the one per over has been bowled

Should there be a second 'bouncer' in the same over it will be called No Ball by the umpire

#### h. **Bowling of high full pitch balls**

Any delivery (irrespective of its speed or direction) which passes or would have passed on the full above the waist band of the batsman trousers height, standing upright at the

crease is to be deemed dangerous and unfair, whether or not it is likely to inflict physical injury on the striker  
The umpires will ensure that no such deliveries go unpunished  
It is immaterial whether the batsman hits the ball or not  
The bowlers end umpire will call any such delivery 'No Ball'

#### 14. The Ball

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- a. A new ball will be used at the start of each innings
- b. The umpires will decide if and when a ball becomes unfit for use and obtain a replacement
- c. Teams shall use the Leather White ball distributed by the League.
- d. U11 shall use the junior size balls

#### 15. Team Scorers and Umpires

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- a. Scorers are required from both teams. The person must NOT be a person playing in the game and must be fully dedicated to scoring and must be competent at scoring and have the required knowledge / equipment to score. Both scorers shall remain at same place, record both innings score and reconcile the score every over.
- b. Both teams are responsible for updating the score in CricClubs.com within 1 week following the game
- c. The league will provide the main neutral umpire & leg umpiring will be done by the batting side. It is the coach's responsibility to make sure umpiring is done in the spirit of the game and on field umpires are setting a good example for the kids

#### 16. Points Awarded

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- a. The winning side is awarded 6 points. No points to losing team
- b. It shall be the duty of the coach of the team(s) and the umpire(s) to ascertain between innings the total runs scored by the side batting first and to agree the batting target accordingly
- c. In the case of a NO RESULT each side is awarded 3 point and no bonus point to either side
- d. If a team is not available for game to start on time as explained earlier, full points will be awarded to other team. Umpires will decide on awarding the game

#### 17. The Result

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- a. The team scoring the highest number of runs will be deemed the winner In the event of a tie each team will share 3 points
- b. If match is not possible due to unplayable weather condition with no reschedule possibility, Game will be concluded as "No result" and both teams will receive 3 points

#### 18. Winners of the Tournament

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- a. At the end of group games the team with the highest points will be the winner  
If points are equal then the team ahead in head to head games will be the winner  
If still not decided then NRR will be calculated and higher net run rate will be the winner  
If NRR is equal then both team will be declared the winners of the league

#### 19. Interrupted Games

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- a. In the event of a game been shortened due to weather or delayed during the game by unforeseen circumstances either before the start or during the game
    - Umpires will decide whether the conditions are playable, and when to start/stop the game. Coaches and captains should not interfere with umpire decision.
    - Work out the number of overs to be played by the time left and dividing it by 4 minutes per over
- Wherever possible both sides must have the same number of overs to play
- Umpires to work out the numbers of overs per bowler of a pro rata basis as well as agreeing the fielding restrictions

## 20. Weather Related Exception

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- a. In case of rain interruption the Duckworth-Lewis Method / DL Method Calculator is to be used to calculate the target score for the team batting second. In absence of D/L calculator, end-of-over score will be used as the target score
- b. At-least half of the allotted overs is required for both innings to obtain a result. For U11: Minimum 13 overs per inning are required  
For U13: Minimum 13 overs per inning are required  
For U16: Minimum 15 overs per inning are required
- c. Based on weather forecast, a game cannot be preponed/postponed without approval of the league
- d. Given the long schedule and ground availability game schedule changes are to be avoided
- e. Rainout reschedules: Only one reschedule allowed for each game if it can be played within extended season deadline with ground availability. Both teams shall advice the league within four days from rainout on agreed new venue+date+time, after fourth day, league will set the possible reschedule. If reschedule not possible due to venue or season deadline, it will be closed as rainout. If a game faces second rainout, it will be closed as rainout.
- f. Teams are requested to be accommodative/supportive of the rules that are intended to benefit the teams and league players. All updates will be communicated via email, website and/or Facebook, and all the teams are requested to stay connected/informed. Please call the Tournament manager if in doubt

## 21. Code of Conduct - Players

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- a. No mankading allowed
- b. Incoming Batsman must cross the outgoing batsman on the field
- c. After the games, teams should line up and shake hands before taking photos etc.
- d. Mobile phones are not allowed on the field of play and if a player has one and is seen using or it 'ringing' a 5 run penalty will be awarded to the opposing team
- e. Discarded clothing/bottles or items that are hit by the ball on the field of play whilst the ball is in play will invoke a 5 run Penalty as in helmet rules to the non-offending team
- f. In matches that are played on artificial pitches no spikes will be worn by either batsmen or bowlers and if in the opinion of the umpires the type of footwear is likely to damage or is damaging the surface in any way, they will be asked to change. If the player refuses the player will not be allowed to bat or bowl in that footwear

## 22. Code of Conduct – Club/Team Officials and Coaches

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- a. Always remember that kids participate for pleasure, enjoyment and winning is only part of the fun.
- b. Place the emotional and physical well-being of the players ahead of your personal desire to win.
- c. Never use negative ridicule or yell at children for making a mistake or not winning.
- d. Do not use profanity, vulgar speech towards anyone present in the venue
- e. Do not exhibit aggressive behaviors similar to throwing or kicking objects in the venue
- f. Always operate within the code of conduct, rules and fair spirit of your sport and instruct the kids to do the same.
- g. Ensure that sporting equipment and facilities meet safety standards and are appropriate to the age and ability of all players.
- h. Display control, respect and professionalism to all involved within the sport. This includes opponents, coaches, officials, administrators, the media, parents and other spectators. Encourage players to do the same, be a great role model.
- i. Reported violations will result in suspensions

## 23. Code of Conduct – Parents/Supporters

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- a. Ask child to treat other players, coaches, fans, and officials with respect.
- b. Be a positive role model for your child and the other players on his/her team.
- c. Do not use profanity, or vulgar speech while observing your child's activities.
- d. Do not coach your child, or other children, during games if you are not an official coach.
- e. Keep off of the playing field at all times, unless specifically told otherwise by an official or coach.
- f. Do not taunt, heckle, argue with, any coach, official, or opposing player during the course of your child's games.
- g. Do not use profanity, vulgar speech towards anyone present in the venue
- h. Do not exhibit aggressive behaviors similar to throwing or kicking objects in the venue
- i. Reported violations will result in suspensions.

## 24. Disputes

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- a. Teams shall submit the game related disputes in detail to the league by email within two days after the game day. Division Manager shall send the rulings as outlined by the playing conditions and forward to league director for panel review if rules are not clear.
- b. Clubs shall submit all disputes to league director. No game related dispute shall be allowed after two weeks of the game. League Director shall attempt to resolve the dispute amicably by discussions with all related parties. In case of no resolution, League director shall appoint three member neutral panel to review. Ruling by the neutral panel shall be final.

## 25. Special rules for Developmental Teams division

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The developmental division is aimed towards the growth of cricket and encourage new players to participate in league while they are still learning the game. It is recognized that more skilled / talented players within an age group also need to be challenged more and given a chance to 'play up'. (ie a skilled U11 players will also benefit playing developmental U13 games)

- a. Four players from each organization per Competitive team shall be considered “protected players” – within their age group these players will not be allowed to play in developmental team divisions. They can play above their age groups. These players will be ranked based on peer review. Clubs will list their squads for all age groups with suggested ranking and other clubs will then put their rankings. This applies when there is a parallel Competitive season.

Developmental playing teams cannot have more than 4 HUB players of the same age category. HUB Players are defined by the trial roster submitted at the season start. This applies when there is a parallel HUB season.

Exceptions from protection list:

- Girls are exempt from this peer review exercise.
- First time leather ball players are exempt from this.
- With permission from the opponent club per game basis.

- b. Umpires: Each team should assign one umpire for the game

c. Batting rules

- o Coaches shall only retire batter after player played 12 legal deliveries
- o For U11, Batter to retire after scoring 25 runs but can come back per rule above. For U13/16, the limit is 50 runs. Also, Batter to retire after playing 25 legal deliveries.
- o All retired batters can come back to bat in the same order they are retired provided the team has not lost 10 wickets or their quota of overs is not expired.
- o No batter can get out without facing at least 1 ball (ie non striker runouts).
- o Roster length can be 13 (13 bat/13 bowl rule) but maximum eleven to field.

d. Bowling rules

- o Every player bowls at least 1 over.
- o A player can only bowl 4 overs maximum.
- o For U11, for the first 20 overs, No-balls and wide's are counted (i.e. no extra ball will be bowled) and two runs are awarded to the batting team. Final five overs will be played with regular wide rules.
- o For U13, No-balls and wide's will be played with regular rules
- o For U16, No-balls and wide's will be played with regular rules
- o One End Batting (all age groups).
- o A player taking 3 or more wickets in an over cannot bowl

e. Fielding rules

- o Rotate Fielding Positions every 5 overs (minimum).
- o Rotate Wicket Keepers at half way mark (13 overs) in a 25 over game.
- o If one of the two teams playing has less than 11 players, while the other team has more – players can be freely exchanged to maintain 11 member teams.

f. Second innings

- o If the team reaches the target before 15th over, they should freeze the score and continue to play till 15th over or 10 wickets down.