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Spring / Summer League

Playing Conditions for U11 Vinyl Ball (*Developmental*) Division
(Effective: May 12, 2023)

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Playing Conditions for U11 Vinyl Ball Division

1. These Playing Conditions are meant to override any similar sections / sub-sections of the **USA Cricket Under 11/13/15/17 - 30/40/50 Overs Playing Conditions** (Effective 4/1/23). However, whenever there is a situation that is not covered, or is not clearly defined, then the following shall apply in this order:
 - a. **USA Cricket Under 11/13/15/17 - 30/40/50 Overs Playing Conditions** (Effective 4/1/23)
 - b. **ICC Standard ODI Playing Conditions** (Effective 11/1/22)
 - c. **MCC Laws** (Effective 10/1/22)

Note – we will not be following the USA's/ICC's/MCC's Law 42 for Code of Conduct issues. Instead, please see section 29 below.
2. Divisions and Age limits:
 - a. U11: A male player must have been born after August 31, 2011. Female players must have been born after August 31, 2009.
 - b. Any exceptions to any of the above should be submitted to the Executive for approval at least one week prior to the applicable match. In addition, any violation of the above is considered a forfeiture for the illegal match i.e. the match in which the violation was made. The ineligible player will have his/her statistics erased for the illegal match only.
3. A club can enter more than 1 team per Division.
4. Rosters are completely flexible until the playoffs (playoffs include any game subsequent to the preliminary rounds) with the following limitations:
 - a. Registration information for new players must be submitted by 8:00pm on the Thursday before, for the player to be allowed to play in a match on the Saturday or Sunday.
 - b. Only **U11 D2** (Leather Ball) and **U13 D2** players can also play **U11 Vinyl Ball**.
 - c. Players may not play for more than one team in the same Division (except as noted at 5.a below)
 - d. No new player shall be added to the roster after the final match of the preliminary rounds. For a player to participate in the playoffs, that player must have played in at **least one** preliminary round match. (Note – a totally rained out/Abandoned match does not count. The match should have started.)
 - i. A player **must** have batted or bowled in the match to be considered as “played in the match”.
 - e. Any violation of the above is considered a forfeiture for the illegal match i.e. the match in which the violation was made. The ineligible player will have his/her statistics erased for the illegal match only.
 - f. Any exceptions to any of the above should be submitted to the Executive for approval at least one week prior to the applicable match. In addition, any violation of the above is considered a forfeiture for the illegal match i.e. the match in which the violation was made. The ineligible player will have his/her statistics erased for the illegal match only.
5. If a team withdraws or is expelled from the league, the following shall apply:
 - a. If the team played 50% or less of their preliminary round matches, including abandoned matches, then their players can play for other team in the same division for the remainder of the season.
 - b. If the team played more than 50% of their preliminary round matches, including abandoned matches, then their players cannot play for other teams in the same division for the remainder of the season.
 - c. The points earned by the other teams in matches involving the withdrawn/expelled team will be removed. The team scores in these matches will not be factored into overall Net Run Rate calculations.
 - d. All individual player statistics (of both teams) will remain intact for matches involving the withdrawn/expelled team.
6. Players should be properly dressed in their team's top and bottom.
7. Rescheduled matches: There will be no rescheduled matches due to possible rain/rain. (This includes individual teams agreeing to start a match earlier in the day than originally scheduled to avoid possible rain).
8. On match day, and up until the umpire(s) arrive, the home team is responsible for calling off the match due to rain.
9. Starting a match or resuming a match in the next innings:
 - a. Before the coin toss, a hard copy team sheet with full name (distinguishing the playing XI vs subs) should be provided to the Umpire(s), Opposing Captain, and Scorers.
 - b. If one team is not able to spin the toss at 15 minutes prior to start time, they will forfeit the toss.
 - c. A team may not start or resume a match with less than eight (8) nominated players.
 - d. Unless there is a responsible Ground Authority, the home team is responsible for preparing the pitch and setting up the field. If this is not done by the home team by the scheduled start time, this counts as not being able to start a match on time.
 - e. The bowling team must provide the new ball. Otherwise, this counts as not being able to start or resume a match on time.
 - f. A team that is late or unable to start or resume a match at the scheduled start /resume time will lose one (1) over for every five (5) minutes or part thereof, that they are late, not to exceed thirty (30) minutes.
 - g. A team that is not ready to start or resume a match within thirty (30) minutes of the scheduled start /resume time will automatically forfeit the match.

10. Mandatory equipment:
 - a. Batters shall not be allowed to bat unless he/she is wearing:
 - i. One (1) batting pad on the front leg.
 - ii. Helmet with full-face guard.
 - iii. Cup/box (male batter)
 - b. Fielders:
 - i. All male fielders shall wear a cup/box whenever play is in progress. All females shall be exempted from such requirement.
 - ii. Helmet for fielder 8 yards or closer from the striker
 - c. Wicketkeepers shall wear helmet if standing up and a cup/box (males only).
 - d. All other equipment shall be optional.
11. The length of pitch (see Appendix 1):
 - a. Sixteen (16) yards.
12. Field size (see Appendix 1):
 - a. A circle, with radius 30 yards from the middle of the pitch. The straight boundaries are 22 yards from the rear of each wicket.
13. Length of innings and matches:
 - a. 20 overs per innings and a maximum of 4 overs per bowler. Any part over of a bowler counts as a full over for this purpose.
 - b. Maximum of 1 hour and 40 minutes per innings, excluding breaks. A water break of 5 minutes is allowed at the halfway point (10 overs) of each innings. The innings break is 10 minutes. Total match time = 3 hours and 40 minutes.
 - c. Whenever there are two matches on the same ground, the morning match must end by the **start time** for the afternoon match. The [CricClubs Duckworth-Lewis-System \(DLS\) Calculator](#) will be applied in the event the first match does not end by this cut off point.
 - d. The umpires shall ensure that the pace of the match is maintained.
14. Balls: White Youth Vinyl ball.
15. Field restrictions: No inner circle
16. Bowling Ends: Bowling will be done from one end (decided by Umpire). Batters will switch ends at the end of each over.
17. The Wicket is Down:
 - a. The Umpiring & Rules Committee strongly recommends that normal cricket wickets (i.e. 3 individual wooden/plastic stumps) be used whenever possible. Should normal wickets be used then Law 29 for putting the wicket down shall be followed.
 - b. When normal wickets are **not** used (e.g. "spring" type set of stumps or those with a base of some sort), any part of the base or construction shall be considered as part of the wicket. If the entire set of stumps fall onto the ground, they **must** be replaced back to an upright standing position in order to have an opportunity of legally putting the wicket down again.
18. Fast short-pitched ball: A fast short-pitched delivery is a ball, which passes or would have passed above shoulder height of the striker standing upright at the popping crease:
 - a. A bowler shall be limited to one fast short-pitched delivery per over.
 - b. A ball that passes above head height of the batter, standing upright at the popping crease, that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a "wide".
 - i. For the avoidance of doubt, any fast short-pitched delivery that is called a wide shall also count as one of the allowable short-pitched deliveries of that over.
 - c. In the event of a bowler bowling more than one fast short-pitched delivery in an over the umpire shall call and signal "no ball" and then tap his head with the other hand.
 - i. If in the first instance a bowler delivers more than one fast short-pitched ball in an over the umpire shall call and signal "no ball" and when the ball is dead, shall caution the bowler and inform the captain of the fielding side.
 - ii. If there is a second instance of the same bowler being no balled in the innings for bowling more than one fast short-pitched delivery in an over, the umpire shall advise the bowler that this is his final warning.
 - iii. Should there be any further instance (third time) by the same bowler in that innings, the umpire shall call and signal "no ball" and when the ball is dead, tell the captain to take the bowler off. If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor bowl any part of the next over.
19. No ball:
 - a. The umpire at the bowler's end shall call and signal "No ball" if a ball which he considers having been delivered, without having previously touched the bat or person of the striker, either,
 - i. bounces more than **once** before it reaches the striker's popping crease, or
 - ii. rolls along the ground before it reaches the striker's popping crease.
 - b. If a ball delivered by the bowler comes to rest in front of the line of the striker's wicket, without having previously touched the bat or person of the striker, the umpire shall call and signal "no ball" and immediately call and signal dead ball.
 - c. Any non-pitching delivery, which passes or would have passed above waist height of the striker standing upright at the popping crease is 'unfair' and shall be called a "No ball".

- i. Dangerous delivery: Any non-pitching delivery as described at 19.c above is also ‘dangerous’ if the bowler’s end umpire considers that there is a risk of injury to the striker. In making that judgement the umpire shall:
 - disregard any protective equipment worn by the striker, and by mindful of:
 - the speed, height, and direction of the delivery
 - the skill of the striker
 - the repeated nature of such deliveries.
 - ii. If any non-pitching delivery, or a series on non-pitching deliveries is considered to be ‘dangerous’ by the umpire, then when the ball is dead, the umpire shall repeat the No ball signal and then caution the bowler, indicating that this is a first and final warning. The umpire shall also inform the other umpire, the captain of the fielding side and the batsmen of what occurred.
 - iii. Should the same bowler repeat this “dangerous” delivery during the same over, the umpire shall ask the captain to remove the bowler. This bowler can return to bowl again in the same innings. The over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor bowl any part of the next over.
- d. Illegal action: If in the opinion of either umpire, the ball has been thrown, he shall call and signal “No ball”, and caution the bowler. This caution shall apply throughout the innings.
- i. If either umpire considers that after such caution a further delivery by the same bowler in that same over is thrown, the umpire shall call and signal “No ball” and issue a first and final warning.
 - ii. If either umpire considers that a further delivery by the same bowler in that same over is thrown, he shall call “No ball” and ask the captain to remove the bowler and he shall not be able to bowl again in that innings. The over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor bowl any part of the next over.
- e. Any delivery pitching outside the defined width of the pitch **before** reaching the striker’s **wicket** shall be called a “No ball”.
- f. Inclusive of 19.e above, any delivery passing so wide outside the defined width of the pitch that the striker’s would have had to leave the pitch to play it, shall be called a “No ball and “Dead ball”. It does not matter whether the striker left the pitch or not.
- g. A penalty of one (1) run shall be awarded instantly on the call of “No ball”. This penalty shall stand even if a batter is dismissed.
- h. **Free Hit:** Every “No ball” shall result in a “free hit”, except as noted in section 22.

20. Wide ball:

- a. “Wide Guidelines” are thirty-five (35) inches from the center of the middle stump on the “offside” and twenty-four (24) inches from the center of the middle stump on the “onside”.
- b. As a reminder, all runs completed by the batter or any resulting boundary, together with the 1 run penalty for wide shall count as **wides**, all debited to bowler. E.g. if a wide ball beats the wicket keeper and
 - i. goes to the boundary, a total of 5 wides shall be scored.
 - ii. the batsmen run 2, a total of 3 wides shall be scored.

21. LBW will **not** be enforced, and Leg-byes will **not** be allowed.

22. Limit on balls per over:

- a. No over shall consist of more than eight (8) deliveries e.g. eight (8) wides or eight (8) no balls or any combination of fair deliveries, wides and no balls.
 - i. If the 8th delivery is a “No ball” then there shall be no “free hit”, whether in the same over or in the following over.
 - ii. The only exception to 22.a and 22.a.i above is for the last over (i.e. the 20th over), which must contain six (6) valid deliveries.

23. Batting Rules:

- a. A team can have unlimited batters, but the innings shall consist of no more than ten (10) outs/dismissals. Additional batters may be possible at the retirement of another batter. (Any batter who retired and did not return is considered “Not Out”)
- b. Except as noted below at 23.c below, a coach may retire a batter at any time, and he/she may return to bat at any time.
- c. It is mandatory for a batter to retire his/her innings once he/she has scored twenty-five (25) runs. This score may be changed due to the batter scoring a boundary, but not to exceed thirty (30) runs. However, this batter may return only after the **fall** of all **other** remaining wickets.
 - i. If more than one batter retires at 25 runs, they can return in any order (after the fall of all **other** remaining wickets).
 - ii. Batters who scored less than 25 runs and were strategically retired do **not** count as the fall of a wicket. He/she must return to bat and be dismissed to count as the fall of a wicket.
 - iii. If a batter is absent when it is his/her time to bat, it counts as the fall of a wicket.
- d. Runner: A runner for an injured batter is **not** permitted.
- e. The incoming batter has **2 minutes** to be ready to receive the ball, or for the other batter to be ready to receive the next ball, otherwise he/she (the incoming batter) would be given out **Timed Out**, upon appeal.
- f. The incoming batter and the outgoing batter do not have to cross on the field of play.

24. Substitute Fielders:
- Each team is allowed to have an unlimited number of substitute fielders. These substitutes are allowed to field any point in time, for any reason, and shall be allowed to bowl and keep wicket.
 - Whenever a substitute comes on to the field of play, the umpire at the bowler's end shall be notified. However, failure to do so would **not** result in penalty runs should the substitute come into contact with the ball whilst in play.
25. Late arrival and absences from field:
- Players, who arrive late, are allowed to bat or bowl immediately.
 - Fielders, who leave the field for any reason, are allowed to bowl immediately upon return.
26. Umpires:
- For preliminary round matches, neutral umpires will **not** be used. Both umpires shall be one from each team as follows:
 - The bowler's end umpire shall be from the batting side, and the umpire at the striker's end shall be from the fielding side.
 - For playoff matches, neutral umpires will be used.
 - Neutral umpires should be present at at least 45 minutes prior to the schedule start time of the match. If no neutral umpire is present at 15 minutes prior to the start of the match (i.e. at the latest time for the coin toss), then the respective teams shall supply non-neutral umpires as described at 26.a above and proceed with the coin toss. If only one neutral umpire subsequently arrives, then he/she shall umpire the match as prescribed at section 26.b.ii below.
 - If there is only one (1) neutral umpire (bowler's end umpire), the batting team shall provide the striker's end umpire.
 - If there are no neutral umpires, both umpires shall be one from each team as stated at section 26.a.i above
 - All "No balls" shall /must be called by the bowler's end umpire. Except for
 - wicketkeeper infringement, illegal action, fielding restriction, bowler breaking the wicket during his/her delivery.
 - Prior to the start of the match, both umpires (irrespective of whether either is neutral) should agree on who is going to make the call for the following:
 - "No ball" for non-pitching deliveries above the waist, and for multiple fast short-pitched deliveries
 - "Wide" for fast short-pitched deliveries passing above head height.
 - Neutral Umpire fees for playoffs: **\$75** (*irrespective of Certification level*).
27. Tie: If the scores in the main match are equal, the result shall be a "Tie". A Super Over match will then be played, but **only** in the Playoffs.
28. Super Over match (***applicable only to Playoffs***).
- The team batting second in the main match will bat first in the Super Over match.
 - The umpires shall stand at the same end as that in which they finished the main match.
 - The umpire(s) will choose from which end to bowl.
 - Each captain shall give to the umpire(s) the list of names of the three (3) batsmen and the one (1) bowler.
 - The loss of two (2) wickets in the Super Over ends the team's one over innings.
 - Only nominated players from the main match may participate in the Super Over match.
 - Each team's over is played with the same fielding restrictions applicable for the last over of the main match.
 - The captain of the fielding team (shall select the ball with which the fielding team shall bowl its over from the box of balls provided by the umpires (which shall include the balls used in the match, but no new balls). The team fielding second may then choose to use the same ball as chosen by the team bowling first or choose another ball from the same box.
 - If the Super Over match ends in a tie, there shall be a 2nd Super Over. If the 2nd Super Over ends in a tie, then the winner will be based on league standings.
 - The procedure for 2nd Super Over is as follows:
 - The team batting second in the 1st Super Over shall bat first in the 2nd Super Over.
 - The balls used by each team in the 1st Super Over shall be used by the same team in the 2nd Super Over.
 - The end from which to bowl will be the same as the 1st Super Over.
 - Any batter dismissed in the 1st Super Over shall be ineligible to bat in the 2nd Super Over.
 - Any bowler who bowled in the 1st Super Over shall be ineligible to bowl in the 2nd Super Over.

29. Code of Conduct:

- a. No parents/coaches are allowed on the field during the match without the permission of the umpire(s), except for an emergency.
- b. Inclusive of 29.a above, if either umpire finds any parent, coaches or player guilty of misconduct/inappropriate heckling/inappropriate sledging, then
 - i. on the first offence, the umpire shall issue a first and final warning.
 - ii. on the second offence by any parent/coach/player of the same team, the umpire shall award a 5-run penalty.
 - iii. any further offence attracts a 5-run penalty, and if caused by any player of the same team, such player shall be removed from the match and take no further part.
 - iv. serious player misconduct e.g., physical abuse, could require either
 - automatic removal without warning, in addition to a 5-run penalty, or
 - the match being awarded to the other team (*on the assumption that the misconduct is very serious*)
 - v. serious parent/coach misconduct e.g. physical abuse, would result in the match being awarded to the other team.

30. Shortened matches:

- a. For a match that starts late due to circumstances beyond the control of either team (e.g. rain) or whenever there is a temporary interruption due to rain, **and** there is **no need** to end the match at a certain time, every effort should be made to have the match played out to the original expected total number of overs per team. However, if there **is a need** to end the match at a certain time, then the following shall apply:
 - i. The number of overs for both teams shall be reduced at the rate of 5 minutes per over, based on the available time remaining.
 - ii. The minimum number of overs to constitute a match is 5 overs.
 - iii. No bowler shall bowl more than 20% of the total overs. Where the total overs is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance e.g. in a 9 over game, 4 bowlers could bowl 2 overs each, and 1 other bowler bowl 1 over.
 - iv. For afternoon matches, the estimated end time is **7:45pm** for April, **8:00pm** for May, **8:15pm** for June. These times should be used to determine the amount of playing time/over left for the day in the event of delayed starts or interruptions.
- b. When the match is ended by rain, the following will apply:
 - i. If rain ends a match in the 1st inning, then the match shall be considered "Abandoned". **None** of the runs scored in the match for either team shall count towards either team's overall net run rate calculations.
 - ii. If rain ends a match in the 2nd inning
 - a. but before the batting team has faced 5 overs, then the match shall be considered "Abandoned". **None** of the runs scored in the match for either team shall count towards either team's overall net run rate calculations.
 - b. but after the batting team has faced 5 overs, then the winner will be based on the [CricClubs Duckworth-Lewis-System \(DLS\) Calculator](#)* taking into consideration all completed overs. The runs scored in the match shall count towards either team's overall net run rate calculations as follows: Team 1 will be credited with Team 2's Par Score off the same number of overs faced by Team 2. (*The Rules & Umpiring Committee has the right to validate the result).
- c. **All** runs scored and all wickets taken shall count towards the individual player statistics.

31. Points:

- a. Match result: Win= **2** points, Tie= **1** point, Abandoned = **1** point, Loss= **0** points.
- b. Points will be awarded to the side that has won the match due to forfeiture, or if the other side is not ready to play or do not have enough players to start/resume by the cut-off point of 30 minutes after the scheduled start time/resume time, as follows:
 - i. Winner gets **2** points.
 - ii. Loser (i.e. team who is short) gets **0** points.
 - iii. Points when both teams do not have enough players by the cut-off point of 30 minutes: **0** points for each team.
- c. Any forfeiting team must inform MYCA/WYCL by 8pm on the Thursday before the match, otherwise they will also **lose** 1 point.

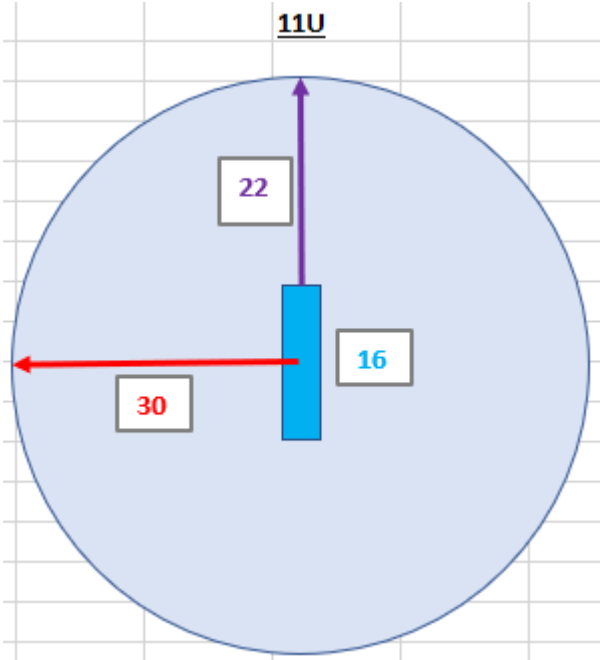
32. Division standings tiebreakers: 1- Net Run Rate, 2- Head-to-head, 3-Coin Flip by Rules & Umpires Committee.

- a. Net Run Rate:
 - i. A team's net run rate is calculated as follows: The average runs per over scored by the team **minus** the average runs per over scored against the team.
 - ii. In the event of a team being all out in less than its full quota of overs, the calculation of the net run rate of both teams shall be based on the full quota of overs to which the batting team would have been entitled and not on the number of overs in which the team was dismissed.
 - iii. For matches that are washed out due to rain, please see section 30.b for net run rate calculations.

33. Play offs Format (subject to change):
 - a. Semifinals and Finals:
 - i. 1st vs 4th (SF1)
 - ii. 2nd vs 3rd (SF2)
 - iii. Win SF1 vs Win SF2 (Final)
 - b. If Semifinals get washed out, league standings will decide who advances to the Final.
 - c. If Final gets washed out, the title will be shared.
34. COVID Guidelines (*Recommended*):
 - a. A comprehensive effort should be made by every participating team to ensure that their team is COVID-19 free.
 - b. Teams should try to have appropriate hygiene measures around the field of play and are responsible for educating their players.
 - c. Players and umpires should maintain social distancing (at least 6 feet apart) on the field of play.
 - i. There shall be regular hand sanitizing when in contact with the ball.
 - ii. Do not touch eyes, nose, and mouth after making contact with the ball.
 - iii. Saliva should not be used on the ball. Umpires should keep the ball clean with an appropriate cloth each time a player uses saliva on the ball (accidentally or not).
 - iv. Umpires may consider wearing gloves when handling the ball.
 - v. Players should practice appropriate field positioning.
 - vi. No handing over of player items (cap, towels, sunglasses, jumpers) to the umpire or teammates. Each player should be responsible for their own items.
 - vii. Bowlers may place their caps by their bowling marker, but in line with the stumps, in which case no 5-run penalty will be awarded if the ball were to come into contact with the cap.
 - viii. Discourage sharing of equipment where possible. If it is required ensure equipment is cleaned appropriately.
 - ix. Players should also avoid any unnecessary body contact on the field of play.
 - d. All participants should minimize the use of communal facilities before /after play. Players should come to the ground “ready to play”.
 - e. Spectators and team management should also practice social distancing.
35. Changes to these Playing Conditions: The Rules & Umpires Committee reserves the right to make changes to these playing conditions and communicate such changes as deemed necessary.
36. Appeals/Complaints:
 - a. Teams are allowed to lodge appeals or file complaints in writing to the Rules & Umpires Committee (email contact is in the appendix) within **24** hours after the end of their match. The committee will respond in 72 hours.
 - b. Umpire errors in judgment and misapplication of the Law are considered “normal” umpiring mistakes, and therefore the umpire’s call is final and will not be overturned. However, such scenarios will be used as teaching moments for future matches.
 - c. Poor team behavior off the field or other exceptional events will be considered and could result in some form of penalty.

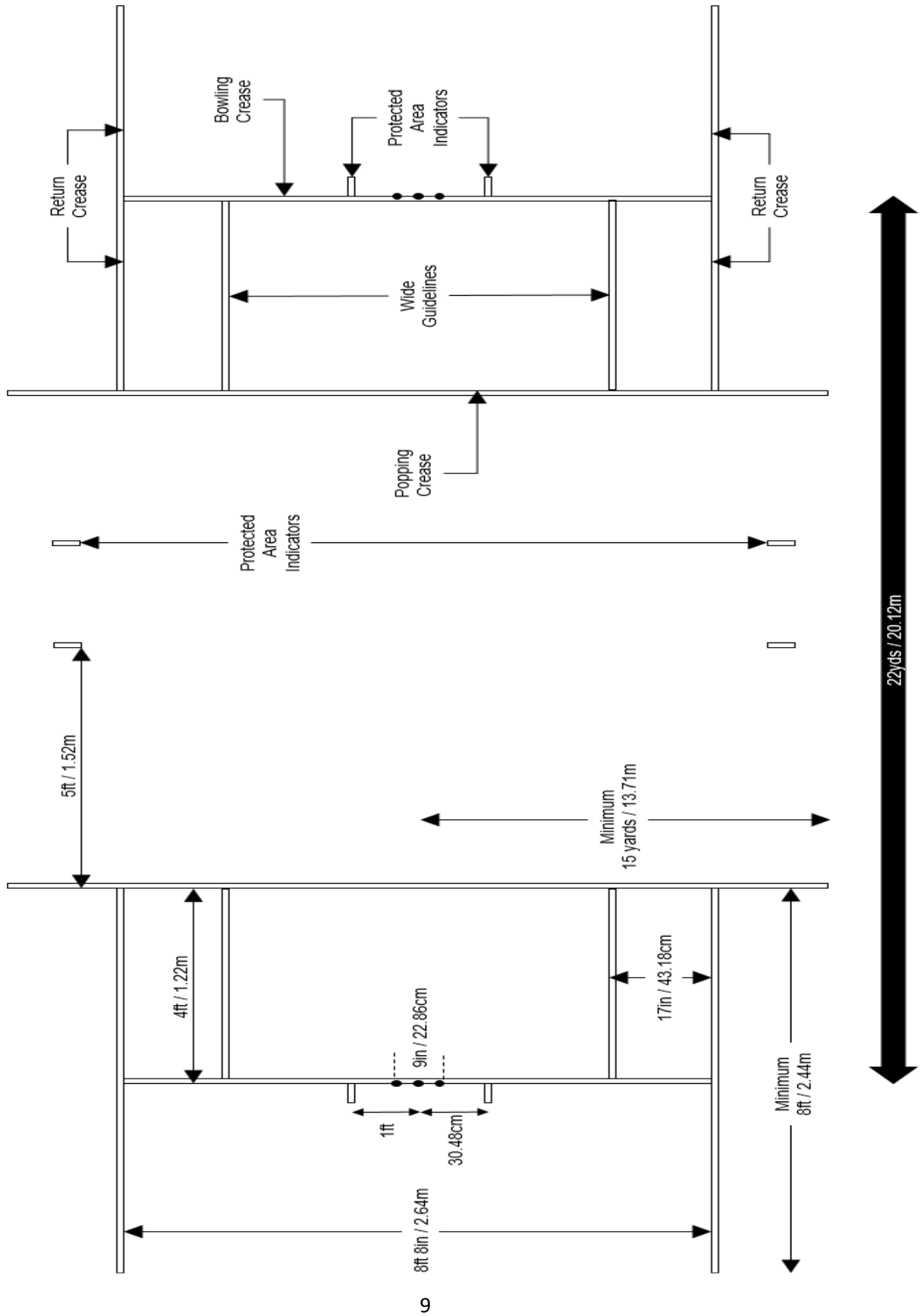
Appendix 1 – Field Dimensions: Outer Boundary and Pitch Length.

(All dimensions are in yards)



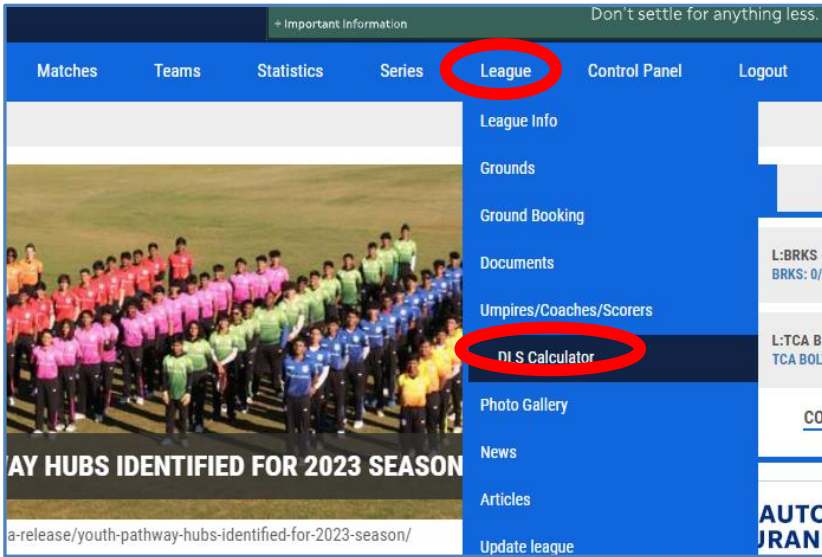
Appendix 2 – Pitch and Crease Dimensions

Note - Pitch length is 16 yards for U11 Developmental



Appendix 3 – DLS Calculator

The DLS calculator to be used is in [CricClubs](#). Go to **League** and then click **DLS Calculator**:



The following screen will then appear:

DLS CALCULATOR

FIRST INNINGS

Over at the start of the first inn:

Team 1 final score:

Overs.Balls Bowled	Runs	Wickets Lost	Overs Lost Per Side

SECOND INNINGS

Over at the start of the second inn: **0.0**

Target: Par Score :

Overs.Balls Bowled	Runs	Wickets Lost	Overs Lost Per Side

Note : This Calculator is in accordance with the ICC DLS Calculator 5.0

Here are a few scenarios and screenshots:

1. Scenario # 1 – In a 30 over match, Team 1 makes 150 off 30 overs without interruption. Team 2 needs 151 to win off 30 overs. Rain ends the match during Team 2 innings after the minimum of 12 overs were bowled.

- Enter **30** for overs at the start for Team 1 innings and **150** for final score, then click **CALCULATE**:

The screenshot shows the 'DLS CALCULATOR' interface. On the left, under 'FIRST INNINGS', there are two input fields: 'Over at the start of the first inn:' with the value '30' and 'Team 1 final score:' with the value '150'. Both fields are circled in red. Below these are two empty tables with headers: 'Overs.Balls Bowled', 'Runs', 'Wickets Lost', and 'Overs Lost Per Side'. Each table has a '+ Add Row' button below it. On the right, under 'SECOND INNINGS', there is an input field 'Over at the start of the second inn:' with the value '30.0'. Below it, 'Target: 151' and 'Par Score : 150' are displayed, along with a 'ParScore Chart' link. There are also two empty tables with the same headers as the first innings, each with a '+ Add Row' button. At the bottom center, a blue 'CALCULATE' button is circled in red. A note at the bottom right states: 'Note : This Calculator is in accordance with the ICC DLS Calculator'.

- Next, click **ParScore Chart**.

This screenshot shows the same 'DLS CALCULATOR' interface as the previous one, but with the 'CALCULATE' button now disabled. The 'ParScore Chart' link under 'SECOND INNINGS' is circled in red. The '30' and '150' input fields are no longer circled. The rest of the interface, including the tables and buttons, remains the same. The note at the bottom right is still present: 'Note : This Calculator is in accordance with the ICC DLS Calculator'.

- The Ball-by-Ball Par Scores below will appear. (You can then export to Excel, PDF or print it. **PDF** may be the most convenient to distribute on match day.)

Note – Team needs 1 more run to win than which is displayed at each point. i.e. the Target Score is 1 more than the Par Score.

The screenshot shows a web browser window with the URL <https://cricclubs.com/USACricketJunior/dlsCalculateParScoreChart.do?clubId=40319&oversBallsBowled1...>. The page title is "Table of Ball-by-Ball Par Scores". Below the title are three buttons: "Excel", "PDF" (circled in red), and "Print". The main content is a table with the following structure:

Overs Bowled	Overs Remaining	Wickets									
		0	1	2	3	4	5	6	7	8	9
0.0	30.0	150	150	150	150	150	150	150	150	150	150
0.1	29.5	1	9	20	33	48	67	88	110	130	144
0.2	29.4	1	9	20	33	49	67	88	110	130	144
0.3	29.3	2	10	20	33	49	67	89	110	130	144
0.4	29.2	2	10	21	34	49	68	89	110	130	144
0.5	29.1	3	11	21	34	49	68	89	110	130	144
1.0	29.0	3	11	21	34	49	68	89	110	130	144
1.1	28.5	4	12	22	34	50	68	89	110	130	144
1.2	28.4	4	12	22	35	50	68	89	110	130	144

- If rain ends the match at **20.2** overs, with Team 2 on **88** for **3**, Team 2 **loses** by **3** runs.
- If rain ends the match at **21.1** overs, with Team 2 on **107** for **5**, Team 2 **wins** by **5** runs.

The screenshot shows a continuation of the table from the previous image. The URL is <https://cricclubs.com/USACricketJunior/dlsCalculateParScoreChart.do?clubId=40319&oversBallsBowled...>. The table data is as follows:

19.5	10.1	83	84	86	89	93	98	105	116	130	144
20.0	10.0	84	85	87	90	93	98	105	116	130	144
20.1	9.5	85	86	88	90	94	99	106	116	130	144
20.2	9.4	86	87	89	91	95	99	106	116	130	144
20.3	9.3	87	88	90	92	95	100	107	116	130	144
20.4	9.2	87	89	91	93	96	100	107	117	130	144
20.5	9.1	88	90	91	94	97	101	107	117	130	144
21.0	9.0	89	91	92	94	97	102	108	117	130	144
21.1	8.5	90	92	93	95	98	102	108	117	130	144
21.2	8.4	91	93	94	96	99	103	109	118	130	144

2. Scenario # 2 – In a 30 over match, Team 1 was 70 for 2 off 10.2 overs, when rain fell for 80 minutes resulting in 16 overs being lost in total, but 8 overs from each team. Team 1 then ended with 140 for 7 off 22 overs. Rain ends the match during Team 2 innings after the minimum of 12 overs were bowled.

- After each interruption which results in overs being lost, a new ParScore Chart has to be created.
- When play resumed after the interruption in Team 1’s innings, the following is required:
 - Enter **30** for overs at the start for Team 1 innings.
 - In the first row for Team 1, enter the following:
 - Overs.Balls Bowled = **10.2**
 - Runs = **70**
 - Wickets Lost = **2**
 - Overs lost Per Side = **8**
 - Enter **140** for final score, then click **CALCULATE**.
 - Team 2 now requires **146** to win off **22** overs.

The screenshot shows the ParScore Calculator interface. On the left, under 'FIRST INNINGS', there are input fields for 'Over at the start of the first inn:' (30) and 'Team 1 final score:' (140). Below these is a table with columns: 'Overs.Balls Bowled', 'Runs', 'Wickets Lost', and 'Overs Lost Per Side'. The first row contains the values 10.2, 70, 2, and 8. On the right, under 'SECOND INNINGS', there is an input field for 'Over at the start of the second inn:' (22.0) and a 'ParScore Chart' link. Below this is another table with the same columns, which is currently empty. At the bottom center, there is a 'CALCULATE' button. A note at the bottom right states: 'Note : This Calculator is in accordance with the ICC DLS Calculator'.

- Next, click **ParScore Chart**

This screenshot shows the same ParScore Calculator interface as the previous one, but with the 'ParScore Chart' link under 'SECOND INNINGS' highlighted with a red circle. The rest of the interface, including the 'FIRST INNINGS' data and the 'CALCULATE' button, remains the same.

- The Ball-by-Ball Par Scores below will appear. (You can then export to Excel, PDF or print it. **PDF** may be the most convenient to distribute on match day.)

Note – Team needs 1 more run to win than which is displayed at each point. i.e. the Target Score is 1 more than the Par Score.

		Wickets									
Overs Bowled	Overs Remaining	0	1	2	3	4	5	6	7	8	9
0.0	22.0	145	145	145	145	145	145	145	145	145	145
0.1	21.5	0	7	15	25	38	55	75	98	121	138
0.2	21.4	1	8	16	26	39	55	75	98	121	138
0.3	21.3	2	8	16	26	39	55	76	98	121	138
0.4	21.2	3	9	17	27	40	56	76	99	121	138
0.5	21.1	4	10	17	27	40	56	76	99	121	138
1.0	21.0	4	10	18	28	40	56	76	99	121	138
1.1	20.5	5	11	19	28	41	56	76	99	121	138
1.2	20.4	6	12	19	29	41	57	76	99	121	138

- If rain ends the match at **13.5** overs, with Team 2 on **78** for **2**, Team 2 **loses** by **4** runs.
- If rain ends the match at **14.1** overs, with Team 2 on **117** for **7**, Team 2 **wins** by **9** runs.

https://cricclubs.com/USACricketJunior/dlsCalculateParScoreChart.do?clubId=40319&oversBalls...											
12.2	9.4	69	70	72	75	79	85	93	105	122	138
12.3	9.3	70	71	73	76	80	86	94	105	122	138
12.4	9.2	71	72	75	77	81	86	94	106	122	138
12.5	9.1	72	74	76	78	82	87	95	106	122	138
13.0	9.0	73	75	77	79	83	88	95	106	122	138
13.1	8.5	74	76	78	80	84	88	96	106	122	138
13.2	8.4	76	77	79	81	84	89	96	107	122	138
13.3	8.3	77	78	80	82	85	90	97	107	122	138
13.4	8.2	78	79	81	83	86	91	97	107	122	138
13.5	8.1	79	80	82	84	87	91	98	107	122	138
14.0	8.0	80	81	83	85	88	92	98	108	122	138
14.1	7.5	81	83	84	86	89	93	99	108	122	138
14.2	7.4	83	84	85	87	90	94	99	108	122	138
14.3	7.3	84	85	86	88	91	94	100	109	122	138

3. Scenario # 3 – Similar facts as Scenario #2, except that rain also fell when Team 2 was on 40 for 1 off 4.5 overs. The delay lasted 30 minutes and resulted in 6 overs being lost from Team 2 innings, leaving them with 11.1 overs to bat, or 16 overs in total.

- When play resumed after the interruption in Team 2’s innings, the following is required:
 - In the first row for Team 2, enter the following:
 - Overs.Balls Bowled = **4.5**
 - Runs = **40**
 - Wickets Lost = **1**
 - Overs lost Per Side = **6**
 - Click **CALCULATE**.
 - Team 2 now requires **113** in total to win (off **11.1** more overs, or **16** overs in total).

FIRST INNINGS

Over at the start of the first inn:

Team 1 final score:

Overs.Balls Bowled	Runs	Wickets Lost	Overs Lost Per Side
10.2	70	2	8

[+ Add Row](#)

SECOND INNINGS

Over at the start of the second inn: **22.0**

Target: **113** Par Score : **112** [ParScore Chart](#)

Overs.Balls Bowled	Runs	Wickets Lost	Overs Lost Per Side
4.5	40	1	6

[+ Add Row](#)

CALCULATE

Note : This Calculator is in accordance with the ICC DLS Calculator

- Next, click **ParScore Chart**

FIRST INNINGS

Over at the start of the first inn:

Team 1 final score:

Overs.Balls Bowled	Runs	Wickets Lost	Overs Lost Per Side
10.2	70	2	8

SECOND INNINGS

Over at the start of the second inn: **22.0**

Target: **113** Par Score : **112** [ParScore Chart](#)

Overs.Balls Bowled	Runs	Wickets Lost	Overs Lost Per Side
4.5	40	1	6

- The Ball-by-Ball Par Scores below will appear. (You can then export to Excel, PDF or print it. **PDF** may be the most convenient to distribute on match day.)

Note – Team needs 1 more run to win than which is displayed at each point. i.e. the Target Score is 1 more than the Par Score.

Also Note - The **Wickets** columns below relate to the **additional** wickets that will fall.

Overs Bowled	Overs Remaining	Wickets									
		0	1	2	3	4	5	6	7	8	9
4.5	11.1	28	31	34	39	46	56	70	88	105	
5.0	11.0	29	32	35	40	47	57	70	88	105	
5.1	10.5	30	33	36	41	48	57	71	88	105	
5.2	10.4	31	34	37	42	48	57	71	88	105	
5.3	10.3	32	35	38	42	49	58	71	88	105	
5.4	10.2	33	36	39	43	49	58	71	88	105	
5.5	10.1	34	36	40	44	50	59	71	89	105	
6.0	10.0	35	37	41	45	51	59	72	89	105	
6.1	9.5	36	38	41	46	51	60	72	89	105	
6.2	9.4	37	39	42	46	52	60	72	89	105	

- If rain ends the match at **14.3** overs, with Team 2 on **86** for **7**, Team 2 **loses** by **14** runs.
- If rain ends the match at **15.2** overs, with Team 2 on **110** for **9**, Team 2 **wins** by **2** runs.

14.2	1.4	97	97	97	98	98	98	99	101	106
14.3	1.3	99	99	99	99	99	99	100	102	106
14.4	1.2	100	100	100	100	100	101	101	102	106
14.5	1.1	102	102	102	102	102	102	102	103	107
15.0	1.0	103	103	103	103	103	103	104	104	107
15.1	0.5	104	105	105	105	105	105	105	105	107
15.2	0.4	106	106	106	106	106	106	106	107	108
15.3	0.3	107	107	107	107	108	108	108	108	109
15.4	0.2	109	109	109	109	109	109	109	109	110
15.5	0.1	110	110	110	110	110	110	110	111	111
16.0	0.0	112	112	112	112	112	112	112	112	112

Appendix 4 - USA Cricket Playing Conditions, ICC Standard ODI Playing Conditions, and MCC Laws.

USA Cricket Under 11/13/15/17 - 30/40/50 Overs Playing Conditions:

- [USA Cricket Under 11/13/15/17 - 30/40/50 Overs Playing Conditions](#) (Effective April 2023)
(Located at <https://cricclubs.com/USACricketJunior/documents.do?clubId=40319>)

ICC Standard ODI Playing Conditions:

- [ICC Men's Standard ODI Playing Conditions](#) (Effective November 2022)
(Located at <https://www.icc-cricket.com/about/cricket/rules-and-regulations/playing-conditions>)

MCC Laws

- [Full MCC laws](#) (Effective 10-1-22) –word document (but does not include January 2023 updates to 38.3.1)
(Located at <https://www.lords.org/mcc/about-the-laws-of-cricket>)
- **Web Version:** <https://www.lords.org/mcc/the-laws-of-cricket> (Includes January 2023 updates to 38.3.1)
- **Mobile App** can also be downloaded from: <https://www.lords.org/mcc/the-laws-of-cricket>

Appendix 5 – Contact Information

For any clarification, please contact the following members of the Rules & Umpiring Committee:

- Rohan Chambers (Chairman) rohan.chambers40@gmail.com, 718-825-9832
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