

# HOUSTON TCCL HUB CRICKET RULEBOOK SEASON 2024

## Age Group - Under 11; Under 13; Under 15

*This Houston TCCL Hub Committee playing conditions are applicable to all U15, U13 & U11 Cricket League games for USAC Houston HUB 2024 League games except as varied here under the ICC Standard Playing Conditions shall apply.*

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## Section I.01 AGE GROUPS

	After	Before	After	Before	After	Before
Gender	Under 11	Under 11	Under 13	Under 13	Under 15	Under 15
Boy	9/1/2012	8/31/201 4	9/1/2010	8/31/201 2	9/1/2008	8/31/201 0
Girl	9/1/2010	8/31/201 4	9/1/2008	8/31/201 2	9/1/2006	8/31/201 0

## Section I.02 PLAYER RESTRICTIONS

- i. Teams must confirm the Player roster before the season and each player must be listed in only one team across the age groups. Players will be considered for Trials/Zonal selection only for the age group of their respective team.
- ii. A player is not allowed to play for more than one team.

## Section I.03 THE MATCH PARAMETERS

- i. All Matches will consist of one innings per side and each innings will be limited to:
  - 25 overs for U11
  - 30 overs for U13
  - 35 overs for U15
- ii. **U11 - 25 Over Matches**
  - Time Allocated to Team for 25 Overs - 2 hrs (includes one 5 mins break)
  - 2nd Innings will be followed by 10 Min Innings Break
  - Game start time will be set in Cricclubs schedule based on ground availability
  - In case of unforeseen situations like weather, Umpires can delay the start up to 2 hours with over reduction based on the delay
- iii. **U13 - 30 Over Matches**
  - Time Allocated to Team for 30 Overs - 2 hrs. 30 Mins
  - 2nd Innings will be followed by 15 Min Innings Break
  - Game start time will be set in Cricclubs schedule based on ground availability
  - In case of unforeseen situations like weather, Umpires can delay the start up to 3 hours with over reduction based on the delay
- iv. **U15 - 35 Over Matches**
  - Time Allocated to Team for 35 Overs - 3 hrs
  - 2nd Innings will be followed by 30 Min Innings Break
  - Game start time will be set in Cricclubs schedule based on ground availability
  - In case of unforeseen situations like weather, Umpires can delay the start up to 4 hours with over reduction based on the delay

- v. Each side shall consist of 12 players with only maximum eleven can bat and maximum eleven can bowl.
- vi. Games will be played from only one end for the reasons below,
  - Two back-to-back games scheduled for the day for the ground
  - If the pitch conditions are not Suitable/favorable or is considered unsafe for the Bowlers on one side
  - Delayed starts which would require that the match be completed in time.
  - Mutually agreed upon by both the coaches
- vii. Each side is expected to complete the bowling of their allocated overs within the allocated time. The details of which shall appear in the Playing Regulations below.
- viii. Should each side not be able to bat for at least minimum overs, the match shall be considered abandoned, and split points shall be awarded to each side if the game cannot be rescheduled.

Category	Minimum Overs
U11	13
U13	15
U15	18

***Section I.04 DRINK BREAKS***

- i. Drink breaks will be allowed after -
  - i.25 over match (U11): 13 overs
  - ii.30 over match (U13): 15 overs
  - iii.35 over match (U15): 18 overs
- ii. All drink breaks must be taken on the field and must not exceed 5 minutes.
- iii. Players may be allowed drinks when a wicket falls, an injury occurs or the match ball is lost, providing no further time is wasted thereby.
- iv. Players will require explicit permission from one of the umpires to leave the field of play to fetch drinks for themselves or for others.

***Section I.05 PLAYING REGULATION***

- i. All matches shall be played in color cricket clothing. Umpires are instructed not to permit non-compliant players on the field of play.
- ii. The scheduled start time of any match will be the time shown on the HOUSTON TCCL HUB League Cricclubs website <https://cricclubs.com/USACricketJunior>
- iii. The toss must be made at least 15 minutes before the normal start of play, between the two captains or their appointees. Prior to the toss each captain/coach will nominate eleven players (twelve in case of using Super-sub) and hand it in writing to neutral Umpire and upload the team onto cricclubs.
- iv. In the event a team has less than 7 players present at the time of the toss, the opponent team will be awarded the toss provided they have 7 players.
- v. Play shall not start until at least 7 registered players from each team are present.

- vi. If a team does not have 7 players at the start time, then Umpires can start penalizing an over for every 5 mins the game if the start is being delayed.
- vii. Should a team not be ready to start play within 30 minutes of the scheduled start time, the match as well as full points, will be awarded to the opposing side.
- viii. Penalty overs will be deducted for late starts by either or both teams.
- ix. For all age groups, the main umpire will be a league appointed neutral umpire while the leg umpire will be from the batting team. If a neutral umpire is unavailable, the game will begin with parental umpires. Leg umpire should not be the parent of the batter who is batting.
- x. Start of play shall be deemed to be when the umpire calls play.
- xi. The scheduled times of play shall follow as defined in the "Match Parameters" section
- xii. Scoring will be done via the CricClubs portal; Team roster information will be recorded at the start of the match.
- xiii. Phones shall not be allowed on the field of play. Should a player use it, a 5-run penalty will be awarded to the opposing team. Umpires shall not store/keep any articles/objects belonging to the players.
- xiv. The captains/coaches and the umpires together shall ascertain-at the end of the first innings, the total runs scored by the side batting first and hence the target for the team batting second, accordingly.
- xv. Batter and Wicket Keepers must wear helmets.
- xvi. U11 team cannot have any of the "top batsman" repeated in two consecutive games (top-5 for U11; order does not matter)
- xvii. Players who violate the age category rules will be disqualified from competing in USA Zonal. Additional Penalties will be decided by the HUB Committee for the Academy/Team in case of any age category violations.
- xviii. Maximum Over limit for Bowlers per player:

Category	Maximum Overs
U11	5
U13	6
U15	7

## Section I.06 LENGTH OF INNINGS

### **Uninterrupted Matches:**

- i. Each team shall have the opportunity to bat its full quota of allocated overs. Should they be “All Out” before the completion of the allocated overs or should a result be reached, the remaining overs need not be bowled.
- ii. As follows from the preceding article, if the team batting first is dismissed before the completion of their allocated overs, the team batting second shall be entitled to face the full quota of allocated overs, providing a result has not been achieved earlier.
- iii. Fielding Captains/Coaches are required to monitor the time taken to bowl the overs but can seek advice from the umpires about the bowling rate.
- iv. Umpires shall consider other circumstances such as delays caused by the batting side, time taken in retrieving the ball, injuries occurring or excessive heat.
- v. Playing games during extreme temperatures
- vi. The weather conditions limits (actual temperatures are taken into consideration, not feels like). Game suspensions related to the temperatures rule can be imposed only if the criteria of extreme temperatures are met for the entire duration of the game. If there is a time window available to conduct a shortened overs game and if the result of the game can be achieved, then the game must be played within that window with reduced overs.
  - Extreme temperature guidelines are: Below 45F & Above 105F
    - If Temperatures are below 45F or above 105F and are going to stay that way throughout, then both teams can decide individually to play or not and the games will happen only if both the teams decide to play. These games will be treated as weather affected and the rules related to rescheduling will apply.
    - Players are allowed to wear winter gloves (lighter) during fielding to help combat the cold conditions whenever the temperatures are below 55F.
- vii. Minimum time needed for weather affected games to be played.
  - a. U11 - 2.5 hours (Should allow the teams to play a minimum of 13 overs each)
  - b. U13 - 3 hours (Should allow the teams to play a minimum of 15 overs each)
  - c. U15 – 3.5 hours (Should allow the teams to play a minimum of 18 overs each)
- viii. Interrupted Matches:
  - a. Should a match be interrupted by rain or other unavoidable circumstance, the following shall apply:
    - b. If the interruption is at/before the beginning of the match, the remaining time will be equally divided between the two sides and the revised number of overs per innings shall be computed by allowing five minutes per over. The umpires may reduce the interval between innings to ten minutes.
    - c. If the interruption occurs during the match, the overs to be bowled shall be revised by dividing the time lost by five minutes. The rounded off figure shall be the number of overs to be reduced. Subsequent interruptions, if any, shall be dealt with in the same manner.
    - d. One reschedule on next available date after regular rounds with mutual agreements of both teams within 48 hours. And the abandoned game scoresheet will be deleted. Regular season will be over by 30-Jun.

- e. Revised Bowlers' Quota
  - When total overs are reduced the Umpires shall recalculate the bowlers' quota as well which shall be 1/5th of the revised maximum, rounded off.
  - The bowler's quota will be recalculated only at the first interruption and shall remain unchanged even if there are multiple further interruptions.

**Section I.07 PLAYING AREA**

Age Group	Pitch Length	Ball Size /Wt	Inner Circle	Boundary
U-11	21 yards	4.75 oz /135 grams	30 yards	Min 45 yards and Max 50 yards
U-13	22 yards	5.5 oz/156 grams	30 yards	Min 50 yards and Max 60 yards
U-15	22 yards	5.5 oz/156 grams	30 yards	Min 55 yards and Max 65 yards

For the entire length of each innings: at the instant of delivery, there may not be more than five fielders on the leg side.

**Inner Circles:**

- i. Two outer semi-circles shall be drawn on the field of play. The semi-circles shall have as their center, the middle stump at either end of the pitch.
- ii. The radius of each of the semi-circles appears above.
- iii. The ends of each semicircle shall be joined to the other by a straight line.

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 dimensions of boundary specified in above table (section I.07)

**Section I.08 FIELDING RESTRICTION**

- i. **Power Play Rules** - At the instant of delivery:
  - Powerplay 1 No more than two (2) fielders shall be permitted outside this fielding restriction area. In an innings of 35 overs, these are overs 1 to 8 inclusive.
  - Powerplay 2 No more than five (5) fielders shall be permitted outside this fielding restriction area. In an innings of 35 overs, these are overs 9 to 35 inclusive.

Total Overs in Innings	Powerplay 1	Powerplay 2
16	3	13

17	4	13
18	4	14
19	4	15
20	4	16
21	4	17
22	5	17
23	5	18
24	5	19
25	5	20
26	5	21
27	6	21
28	6	22
29	6	23
30	6	24
31	6	25
32	7	25
33	7	26
34	7	27
35	7	28

ii. **Non-Power Play Rules** - No more than five fielders are permitted outside this outer fielding restriction area and no more than five fielders are permitted on leg side.

- In the event of infringement of any of the above fielding restrictions, only neutral umpire will call and signal No Ball.
- Any substitution of a fielder can only take place only with the permission of the neutral umpire.

### *Section 1.09 WIDES AND NO-BALL*

**i. Wide - Off Side**

- Two lines shall be drawn joining the bowling and popping creases. Each line will be parallel to the Return Crease and will be @ 35 inches from the center of the middle stump.
- The umpire will call any delivery that passes over or outside of this line a Wide. Even if the striker moves and brings the ball into an area where a normal cricket stroke could be played, the delivery shall still be considered a Wide Ball.
- If the striker moves away from the ball and it passes over or outside the extra line, the delivery shall be deemed a wide (and thus called and signaled).

**ii. Wide – Leg Side**

- The extra lines described above shall not apply to the leg side deliveries.
- Any delivery passing down the leg stump and not being played with the bat or making contact with the striker’s person, shall be a wide ball (and thus called and signaled).

**iii. No Balls - Short Pitched Deliveries – Bouncers**

- One 'bouncer' ball per over is allowed. Whereby a “bouncer” is defined as a short pitched delivery that passes or would have passed over the shoulder of a striker, in normal standing position. The fact that the striker actually hits it or not shall be ignored.
- The short-pitched delivery shall count as one in the over even if it is called a wide ball or a no ball.
- All subsequent bouncers in the over, if any, shall be called No Ball.
- Any ball that bounces more than once before the crease will be called No Ball.

**iv. Free Hit**

- All No Balls shall be treated with a Free Hit.

**v. Bowling of high full pitch balls and other situation**

- Any delivery (irrespective of speed or direction) which passes or would have passed on the full above the waist height of the striker, standing upright at the crease, shall be deemed dangerous and unfair, whether or not it is likely to inflict physical injury and shall be called a No Ball.
- Any ball that pitches outside the pitch will be called No Ball.
- Striker’s right to play the ball: This is restricted so as to require some part of their bat or person to remain within the pitch. Should they venture beyond that, the umpire will call and signal Dead ball.

***Section I.10 THE BALL***

- i. A new ball will be used at the start of each innings.
- ii. The fielding team shall hand the new ball (match ball) to one of the umpires before the start of the innings.
- iii. The match balls will be provided by the Houston TCCL HUB league.
- iv. The umpires will decide when a ball becomes unfit for use and obtain a replacement from the teams.
- v. Use of saliva to polish the ball: This prohibition has been in place for over two years in international cricket as a Covid-related temporary measure and it is considered appropriate for the ban to be made permanent. The outbreak of COVID-19 had enforced the rule to avoid transmission of the virus on the field. The rule came into play when cricket resumed after a break in July 2020 and will now be made permanent. During the saliva ban, the players resorted to the use of sweat to shine the ball, which has proven to be effective.

***Section I.11 GROUND SETUP***

- i. Home teams are teams defined on the left side of each match fixture
- ii. Home teams will provide stumps with bails and cones for the ground setup. Use of Bails in a high wind or any situation during the game, the Umpires may decide to dispense with the use of bails.
- iii. Home teams are responsible to set the ground.
- iv. Boundaries should be set up with an oval shape - measured close to the center of the pitch on the sides and semi-circle from each side of the middle stump.
- v. The ground must be set up not less than 20 minutes before the start of play.



- vi. Umpires to ensure that the ground has been set-up as per the regulations laid by USA cricket for HUB matches before the toss.
- vii. No practice on the pitch will be allowed after the toss has been conducted.

### ***Section I.12 POINTS AWARDED***

- i. The winning side shall be awarded points based on Cricclubs.
- ii. The losing side shall be awarded no points.
- iii. Should a match be abandoned or drawn (or no result), each side shall be awarded Cricclubs points.
- iv. Should a team unable to start a match as described above or unable to finish a match for any reason, the umpires shall award the match and full points to the opposing team.

### ***Section I.13 FORFEITURES***

- i. Forfeitures are unacceptable offenses, and the Houston TCCL HUB League administration shall take it very seriously.
- ii. Should a team forfeit a match, it will be subjected to disciplinary actions which may be comprised of fines, points reduction plus an inquiry/hearing.
- iii. Further penalties may be imposed.

### ***Section I.14 SCORERS AND UMPIRES***

- i. Both teams will provide a scorer. Umpires shall ensure the correctness of the score at the end of each innings.
- ii. The Houston TCCL HUB League shall provide and appoint one qualified umpire for each match.

### ***Section I.15 THE RESULT***

- i. The team scoring the highest number of runs shall be the winner.
- ii. In the event of a tie, Split points between the teams.
- iii. In case of rain or any other interruption during the second innings of the game, D/L Rule will be applied to arrive the result, please refer to the CricClubs DLS calculator. <https://cricclubs.com/USACricket/viewDIsCalculator.do?clubId=4273>

### ***Section I.16 BATSMAN RETIRING***

- i. A batsman can retire due to an injury occurring during the match and he or she can return to bat at the fall of a wicket or the retirement of another batsman.
- ii. Should the retirement be voluntary (or tactical) the batsman would not be permitted to bat again.
- iii. **U11 Rules:**
  - The coach has the option to retire the batsman only after the player has played at least 12 legal deliveries Note: Wides/No balls are not counted as legal deliveries.

- 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.

### *Section 1.17 SUBSTITUTE*

- The neutral umpire may permit a substitute as per ICC rule.
- The substitute is not to be mixed with the twelve nominated players in the list.

### *Section 1.18 PARENTS & CAREGIVERS CODE OF BEHAVIOR*

**Some of the greatest role models we have in our cricketing community are our parents. When assisting and supporting at your child's games please keep in mind the codes of behavior listed below:**

- DO NOT FORCE AN UNWILLING CHILD TO PARTICIPATE IN CRICKET;
- REMEMBER, CHILDREN ARE INVOLVED IN CRICKET FOR THEIR ENJOYMENT, NOT YOURS;
- ENCOURAGE YOUR CHILD TO PLAY BY THE RULES;
- FOCUS ON THE CHILD'S EFFORTS AND PERFORMANCE RATHER THAN WINNING OR LOSING;
- NEVER RIDICULE OR YELL AT A CHILD FOR MAKING A MISTAKE OR LOSING A GAME;
- REMEMBER THAT CHILDREN LEARN BEST BY EXAMPLE.
- APPRECIATE GOOD PERFORMANCES AND SKILLFUL PLAY BY ALL PARTICIPANTS;
- SUPPORT ALL EFFORTS TO REMOVE VERBAL AND PHYSICAL ABUSE FROM SPORTING ACTIVITIES;
- RESPECT OFFICIALS' DECISIONS AND TEACH CHILDREN TO DO LIKEWISE;
- SHOW APPRECIATION FOR VOLUNTEER COACHES, OFFICIALS AND ADMINISTRATORS. WITHOUT THEM, YOUR CHILD COULD NOT PARTICIPATE;
- RESPECT THE RIGHTS, DIGNITY AND WORTH OF EVERY PERSON REGARDLESS OF THEIR GENDER, ABILITY, CULTURAL BACKGROUND OR RELIGION.
- RESPECT THE ROLE OF THE COACH AND ALLOW THEM TO DO THEIR JOB, INCLUDING SITTING AWAY FROM THE PLAYERS WHEN REQUESTED BY COACHING STAFF DURING MATCHES.
- DO NOT COACH FROM THE SIDELINES – REFRAIN FROM COACHING YOUR CHILD OR OTHER PLAYERS DURING GAMES AND PRACTICES UNLESS YOU ARE ONE OF THE OFFICIAL COACHES OF THE TEAM.

### *Section 1.19 COACHES CODE OF BEHAVIOR*

**The environment created by a coach is integral to the overall experience of all players involved within cricket in the United States. USA Cricket is determined that cricket be a safe and enjoyable space for all. As such, below are some foundational expectations of coaches within our community. They are by no means exhaustive, but are a great starting point:**

**FOUR PILLARS OF A USA CRICKET COACH: 1. SAFETY – Create and foster a safe environment (physical and mental) 2. FUN - Fun must be a central consideration for every activity, regardless of age/level/ability 3. INCLUSION – Give everyone equal attention and respect 4. EMPOWERMENT - Encourage players to discover, think, learn, and play (Implicit v Explicit coaching)**

- REMEMBER THAT MANY PLAYERS PARTICIPATE FOR PLEASURE AND WINNING IS ONLY PART OF THE FUN;
- NEVER RIDICULE OR YELL AT A PLAYER (PARTICULARLY YOUNG PLAYERS) FOR MAKING A MISTAKE OR NOT COMING FIRST;
- BE REASONABLE IN YOUR DEMANDS ON PLAYERS' TIME, ENERGY AND ENTHUSIASM;
- OPERATE WITHIN THE RULES AND SPIRIT OF CRICKET AND TEACH YOUR PLAYERS TO DO THE SAME;
- ENSURE THAT THE TIME PLAYERS SPEND WITH YOU IS A POSITIVE EXPERIENCE;
- AVOID OVERPLAYING THE TALENTED PLAYERS - ALL YOUNG PLAYERS NEED AND DESERVE EQUAL TIME, ATTENTION AND OPPORTUNITIES;
- ENSURE THAT EQUIPMENT AND FACILITIES MEET SAFETY STANDARDS AND ARE APPROPRIATE TO THE AGE AND ABILITY OF ALL PLAYERS;
- DISPLAY CONTROL AND RESPECT TO ALL THOSE INVOLVED IN CRICKET. THIS INCLUDES OPPONENTS, COACHES, UMPIRES, ADMINISTRATORS, PARENTS AND SPECTATORS. ENCOURAGE YOUR PLAYERS TO DO THE SAME;
- SHOW CONCERN AND CAUTION TOWARD SICK AND INJURED PLAYERS. FOLLOW THE ADVICE OF A PHYSICIAN WHEN DETERMINING WHETHER AN INJURED PLAYER IS READY TO RECOMMENCE TRAINING OR COMPETITION;
- OBTAIN APPROPRIATE QUALIFICATIONS AND KEEP UP-TO-DATE WITH THE LATEST CRICKET COACHING PRACTICES AND PRINCIPLES OF GROWTH AND DEVELOPMENT OF YOUNG PEOPLE;
- ANY PHYSICAL CONTACT WITH A YOUNG PERSON SHOULD BE APPROPRIATE TO THE SITUATION AND NECESSARY FOR THE PLAYER'S SKILL DEVELOPMENT;
- RESPECT THE RIGHTS, DIGNITY AND WORTH OF EVERY PERSON REGARDLESS OF THEIR GENDER, ABILITY, CULTURAL BACKGROUND OR RELIGION.
- DO NOT COACH FROM THE SIDELINES – ONCE THE TEAM CROSSES THE BOUNDARY ON TO THE FIELD OF PLAY, ALL DECISION MAKING (FIELD POSITIONING, BOWLING CHANGES ETC.) SHOULD BE THE RESPONSIBILITY OF THE TEAM CAPTAIN AND LEADERSHIP GROUP.

## ***Section 1.20 UMPIRES & MATCH OFFICIALS CODE OF BEHAVIOR***

**Umpires are integral to the integrity and fairness of our sport. See below USA Cricket's foundational code of behavior for umpires. Umpires should:**

- **I**N ACCORDANCE WITH **U**SA **C**RICKET GUIDELINES, **M**ODIFY RULES AND REGULATIONS TO MATCH THE SKILL LEVELS AND NEEDS OF YOUNG PEOPLE;
- **C**OMPLIMENT AND ENCOURAGE ALL PARTICIPANTS;
- **B**E CONSISTENT, OBJECTIVE AND COURTEOUS WHEN MAKING DECISIONS;
- **C**ONDEMN UNSPORTING BEHAVIOR AND PROMOTE RESPECT FOR ALL PARTICIPANTS;
- **E**MPHASIZE THE SPIRIT OF THE GAME RATHER THAN THE ERRORS;
- **E**NCOURAGE AND PROMOTE RULE CHANGES WHICH WILL MAKE PARTICIPATION MORE ENJOYABLE;
- **B**E A GOOD SPORT YOURSELF . **A**CCTIONS **S**PEAK **L**OUDER **T**HAN **W**ORDS;
- **K**EEP **U**P-**T**O-**D**ATE WITH THE LATEST AVAILABLE RESOURCES FOR UMPIRING AND THE PRINCIPLES OF GROWTH AND DEVELOPMENT OF YOUNG PEOPLE;
- **R**EMEMBER, **Y**OU **S**ET **A**N **E**XAMPLE . **Y**OUR **B**EHAVIOR AND **C**OMMENTS SHOULD BE POSITIVE AND SUPPORTIVE;
- **P**LACE THE SAFETY AND WELFARE OF PARTICIPANTS ABOVE ALL ELSE;
- **G**IVE ALL PEOPLE A 'FAIR GO' REGARDLESS OF THEIR GENDER, ABILITY, CULTURAL BACKGROUND OR RELIGION.

## ***Section 1.21 PLAYERS CODE OF BEHAVIOR***

- **P**LAY BY THE RULES;
- **N**EVER ARGUE WITH AN UMPIRE. **I**F YOU **D**ISAGREE, **H**AVE YOUR CAPTAIN, COACH OR MANAGER APPROACH THE UMPIRE IN AN APPROPRIATE MANNER DURING A BREAK OR AFTER THE GAME;
- **C**ONTROL YOUR TEMPER. **V**ERBAL ABUSE OF OFFICIALS AND SLEDGING OTHER PLAYERS, DELIBERATELY DISTRACTING OR PROVOKING AN OPPONENT ARE NOT ACCEPTABLE OR PERMITTED BEHAVIORS IN CRICKET;
- **W**ORK EQUALLY HARD FOR YOURSELF AND YOUR TEAMMATES. **Y**OUR **T**EAM'S **P**ERFORMANCE WILL **B**ENEFIT AND SO WILL YOU;
- **B**E A GOOD SPORT. **A**PPLAUD ALL GOOD PLAYS WHETHER THEY ARE MADE BY YOUR TEAM OR THE OPPOSITION;
- **T**RREAT ALL PARTICIPANTS IN CRICKET AS YOU LIKE TO BE TREATED. **D**O NOT BULLY OR TAKE UNFAIR ADVANTAGE OF ANOTHER COMPETITOR;
- **C**OOPERATE WITH YOUR COACH, TEAMMATES AND OPPONENTS. **W**ITHOUT THEM THERE WOULD BE NO COMPETITION;
- **P**ARTICIPATE FOR YOUR OWN ENJOYMENT AND BENEFIT, NOT JUST TO PLEASE PARENTS, TEACHERS OR COACHES;
- **R**ESPECT THE RIGHTS, DIGNITY AND WORTH OF EVERY PERSON REGARDLESS OF THEIR GENDER, ABILITY, CULTURAL BACKGROUND OR RELIGION

## Change Record

Date	Author	Version	Change Reference
03/21/2024	Haribabu C	1.4	<ul style="list-style-type: none"><li>• Document preface section corrected to show as USAC HUB</li><li>• Sec 1.05 xi updated for Parent Leg umpire.</li><li>• Sec 1.07 Added recommendation for Boundary setup</li></ul>