

# 2024 Midwest WIM All age groups

## Rule Book

Unless otherwise stated in this document, the latest ICC Standard ODI Playing Conditions shall apply. In case of any disputes, Midwest WIM HUB Committee has the authority to take the final decision, & the decision has to be abided by all the teams. Midwest WIM HUB Committee has the sole authority to amend any playing condition as and when required during the tournament.

### 1. Age Criteria

The tournament will be conducted in 3 age categories listed below:

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- 9.1** – All players must register with USAC and pay the annual \$30 registration fee to participate in any pathway competitions.
  - 9.2** – Residents or citizens of USA are eligible to play these competitions in 2024.
  - 9.3** – There is no restriction on how long one has been a resident for the U11, U13 and U15 age-groups.
  - 9.4** - Players can play either in the Hub where they reside or in the Hub that their club/academy participates in.
  - 9.5** - Players are *not* permitted to play for more than one team.
  - 9.6** - Females can participate at the Hub (U11, U13, U15) and Zonal (U13, U15) levels.
  - 9.7** – Female players get a two-year age exception to participate in a lower age-group. They can choose to either participate in their age-group or the lower age-group, but not both.
  - 9.8** - Age cut-offs are on September 1<sup>st</sup> of each year.
  - 9.9** – Selectors **ONLY** may make recommendations for players to play up an age-group at Hub Level if they strongly feel that player has a chance of being selected to represent the Zone in the higher age-group.
  - 9.10** – At Hub Level a male player must participate only in their respective age-group, unless the Hub Body and the parent/guardian has approved selectors recommended exceptional circumstances (see 9.9) for a younger player to play up.
  - 9.11** – Children younger than the U11 cut-off dates (on or before August 31, 2014) cannot participate for any reason.

<b>2024</b>	<b>2024 (Males)</b>	<b>U11</b>	<b>U13</b>	<b>U15</b>	<b>U19</b>	<b>U23</b>
	Born on or after	Sept 1 <sup>st</sup> 2012	Sept 1 <sup>st</sup> 2010	Sept 1 <sup>st</sup> 2008	Sept 1 <sup>st</sup> 2006	Sept 1 <sup>st</sup> 2000
	Born on or before	Aug 31 <sup>st</sup> 2014	Aug 31 <sup>st</sup> 2012	Aug 31 <sup>st</sup> 2010	Aug 31 <sup>st</sup> 2008	Aug 31 <sup>st</sup> 2006
	Age range	9 - 11	11 - 13	14 - 15	16 - 18	18 - 22
	<b>2024 (Females)</b>	<b>U11</b>	<b>U13</b>	<b>U15</b>	<b>U19</b>	<b>U23</b>
	Born on or after	Sept 1 <sup>st</sup> 2010	Sept 1 <sup>st</sup> 2008	Sept 1 <sup>st</sup> 2006	N/A	N/A
<b>2025</b>	<b>2025 (Males)</b>	<b>U11</b>	<b>U13</b>	<b>U15</b>	<b>U19</b>	<b>U23</b>
	Born on or after	Sept 1 <sup>st</sup> 2013	Sept 1 <sup>st</sup> 2011	Sept 1 <sup>st</sup> 2009	Sept 1 <sup>st</sup> 2006	Sept 1 <sup>st</sup> 2001
	Born on or before	Aug 31 <sup>st</sup> 2015	Aug 31 <sup>st</sup> 2013	Aug 31 <sup>st</sup> 2011	Aug 31 <sup>st</sup> 2009	Aug 31 <sup>st</sup> 2006
	Age range	9 - 11	12 - 13	14 - 15	17 - 18	18 - 22
	<b>2025 (Females)</b>	<b>U11</b>	<b>U13</b>	<b>U15</b>	<b>U19</b>	<b>U23</b>
	Born on or after	Sept 1 <sup>st</sup> 2011	Sept 1 <sup>st</sup> 2009	Sept 1 <sup>st</sup> 2007	N/A	N/A

Managers/Coaches of registered clubs and teams should do age validations, to make sure the kids in the roster, conform to the above age limit before the start of a game. Violations will result in forfeiture of the game as well as player stats for the violating team.

### 2. Important Rules & Playing Conditions in a Nutshell

Age Group	U11	U13	U15
Playing Format	<b>HUB:</b> 20-30 Overs	<b>HUB:</b> 20-30 Overs <b>ZONALS:</b> 30 Overs	<b>HUB:</b> 30-40 Overs <b>ZONALS:</b> 40 Overs <b>NATIONALS:</b> 40 Overs
Playing Details	9 to 11-a-side 1 Super Sub 4.75oz/135gm WHITE ball Colored clothing 20 yard pitch max 40 yard boundaries Inner circle – 20 yards	11-a-side 1 Super Sub 5.5oz/156gm WHITE ball Colored clothing 22 yard pitch 45-50 yard boundaries Inner circle – 25 yards	11-a-side 1 Super Sub 5.5oz/156gm WHITE ball Colored clothing 22 yard pitch 55 yards boundaries Inner circle – 30 yards

1. For all age category before the toss, the Team Manager/ Team Captain must nominate 12 players in writing or in the Scoring App to one of the umpires. Any 11 players can bat; any 12 players can bowl and only 11 players can field at any time – from the nominated 12 players. Team does not need to nominate which players will bat, ahead of time.
2. No runners will be permitted for injured batsman.
3. Excluding Drinks Breaks 4 minutes per over time limit will be applicable. 4. An individual player may be given a drink, either on the boundary edge or on the field of play at the fall of wicket or at injury breaks, providing playing time is not lost (umpire's discretion followed).
5. Toss for each game will be conducted no earlier than 30 minutes and no later than 15 minutes before game start time.

#### 6. Power play

U11-20 overs per side match: Power Play overs 1-6 max 2 fielders outside the inner circle, overs 7-20 max 5 fielders outside the inner circle

U13-25 overs per side match: Power Play overs 1-7 max 2 fielders outside the inner circle, overs 8-25 max 5 fielders outside the inner circle

U15-30 overs per side match: Power play overs 1-8 max 2 fielders outside the inner circle, overs 9-30 max 5 fielders outside the inner circle

### 3. Number of Overs per Bowler

1. No bowler shall bowl more than 4 (20 overs Match) or 5 overs (25 overs Match) or 6 overs(30 overs match) in an innings.

2. In the event of a bowler unable to complete an over, another bowler shall complete the over provided he has not bowled any part of the previous over nor shall be allowed to bowl any part of the next over. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

3. If a bowler has bowled 10 deliveries in an over or bowled 4 consecutive wides the coach will work with the umpire to change that bowler and over will need to be completed by a different bowler with the rules defined in #2 above.

## 4. Player Restrictions

1. A player is NOT allowed to play for two different teams in the same age group. A player can't play for two different teams belonging to different age-groups as well.
2. Any substitution of a fielder can only take place with the permission of the umpire.

## 5. Fielding

1. Other than slip fielders and keeper, no fielder will be permitted to stand within 12 yards of the batsman.
2. If a fielder fails to take the field at the start of play or at any later time, or leaves the field during play, an umpire shall be informed of the reason for this absence. He/she shall not thereafter come on to the field of play during a session of play without the consent of the umpire. The umpire shall give such consent as soon as it is practicable. He/she shall not be permitted to bowl, until having been back on the field of play for a period known as Penalty time as described here.
3. A player's unserved Penalty time shall be limited to a maximum of 40 minutes. 4. If the player leaves the field before having served all his/her Penalty time, the balance is carried forward as unserved Penalty time.
5. If a player is absent from the field for longer than 8 minutes, the following restrictions shall apply to their future participation in the match:
6. The player shall not be permitted to bowl in the match until he has either been able to field, or his/her team has subsequently been batting, for the total length of playing time for which the player was absent (hereafter referred to as Penalty time). A player's unexpired Penalty time shall be limited to a maximum of 40 minutes. If any unexpired Penalty time remains at the end of an innings, it is carried forward to the next and subsequent innings of the match.
7. The player shall not be permitted to bat in the match until his/her team's batting innings has been in progress for the length of playing time that is equal to the unexpired Penalty time carried forward from the previous innings. However, once his/her side has lost five wickets in its batting innings, he may bat immediately. If any unexpired penalty time remains at the end of that batting innings, it is carried forward to the next and subsequent innings of the match.
8. 9. At the instant of delivery, there shall not be more than 2 fielders other than the wicket keeper behind the popping crease on the inside.

## 6. No Balls

1. The umpire shall call and signal No ball if a ball which he/she considers to have been delivered, without having previously touched bat or person of the striker, - bounces more than once or rolls along the ground before it reaches the popping crease Or - pitches wholly or partially off the pitch before it reaches the line of the striker's wicket.
2. The umpire shall call and signal No ball if a ball which he/she considers to have been delivered, without having previously touched bat or person of the striker, - bounces more than once or rolls along the ground before it reaches the popping crease or - pitches wholly or partially off the pitch before it reaches the line of the striker's wicket 3. Any delivery, which passes or would have passed, without pitching, above waist height of the striker standing upright at the popping crease, is to be deemed to be unfair, whether or not it is likely to inflict physical injury on the striker. If the bowler bowls such a delivery the umpire shall immediately call and signal No ball.

If, in the opinion of the umpire, such a delivery is considered likely to inflict physical injury on the batsman by its speed and direction, it shall be considered dangerous. When the ball is dead the umpire shall 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 has occurred. This caution shall apply to that bowler throughout the innings.

Should there be any further instance (where a dangerous non-pitching delivery is bowled and is considered likely to inflict physical injury on the batsman) by the same bowler in that innings, the umpire shall

  - call and signal No ball
  - when the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling
  - inform the other umpire for the reason for this action.

The bowler thus suspended shall not be allowed to bowl again in that innings. If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.
4. If the bowling team violates the fielding restrictions as listed in this document, either UMPIRE will call and signal no ball.
5. Any delivery immediately after a no-ball in the same over will result in a Free Hit for the batting team.
6. The delivery following a “No-Ball” will be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (e.g. a wide or another no ball) then the next delivery shall be a free hit. For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball. Field changes are NOT permitted for free hit deliveries unless batsman changes or is to correct the number of minimum players restrictions
7. Two 'bouncers' per over are allowed. A bouncer 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 the striker hits it or not. If a bowler delivers a third fast short pitched ball in an over, the umpire, after the call of No ball and when the ball is dead, shall caution the bowler, inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred. This caution shall apply throughout the innings. If there is a second instance of the bowler being No balled in the innings for bowling more than two fast short pitched delivery in an over, the umpire shall advise the bowler that this is his final warning for the innings. Should there be any further instance by the same bowler in that innings, the umpire shall

  - call and signal No ball
  - when the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling

- inform the other umpire for the reason for this action.
- The bowler thus suspended shall not be allowed to bowl again in that innings. If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.
8. A ball that passes above head height of the batsman, 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.  
For the avoidance of doubt any fast short pitched delivery that is called a Wide under this clause shall also count as one of the allowable short pitched deliveries in that over. In addition, a ball that passes above head height of the batsman, 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.
  9. If the ball is delivered and if the non-striker is not dismissed, either umpire shall call and signal No ball if the bowler breaks the wicket at any time after the ball comes into play and before completion of the stride after the delivery stride. This shall include any clothing or other object that falls from his/her person and breaks the wicket.
  10. Each No ball will count as 1 run. The ball must be bowled again.

## 7. Clothing and Gears

1. All players must wear a colored team uniform.
2. Wicket Keepers will be recommended to wear a helmet and abdomen guard while a ball is in play.
3. Striker and non-striker will be recommended to wear a helmet while a ball is in play.
4. Thigh guard, chest guard and abdomen guard will need to be worn inside clothing.

## 8. Substitute fielders

1. Substitute fielders shall only be permitted in cases of injury, illness, or other emergency situations; emergency situations should be limited to extreme circumstances and should not include what is commonly referred to as a 'Comfort Break'. Umpire's decision is final and binding on legitimacy of illness or Injury to any player or about the emergency. Only the non nominated players of the team roster can act as a substitute fielder.

## 9. Super Over

No super overs will be allowed in the tournament. If a match finishes in a tie points will be split.

## 10. Mankading

Non-striker must keep within his/her ground until the ball has been delivered by the bowler. Backing up too far or too early leads to gaining an unfair advantage to the non-striker. This act is not acceptable. There will be a single one-time warning for the TEAM by the umpire and the umpire must inform the other umpire and the team captains. If it is repeated, then bowler can run non-striker Out as per the ICC rules below:

Bowler attempting to run-out non-striker before delivery -

"The bowler is permitted, before releasing the ball to attempt to run out the non-striker. Whether the attempt is successful or not, the ball shall not count as one of the over. If the bowler fails to run out the non-striker, the umpire shall call and signal Dead ball as soon as possible."

## 11. Batsman retiring

A batsman may retire at any time during his/her innings when the ball is dead. The umpires, before allowing play to proceed shall be informed of the reason for a batsman retiring. 1. If a batsman retires because of illness, injury, or any other unavoidable cause, he is entitled to resume his/her innings subject to (b) below. If for any reason he does not do so, his/her innings is to be recorded as 'Retired - Not Out'.

2. If after retiring a batsman resumes his/her innings, it shall be only at the fall of a wicket or the retirement of another batsman.
3. If a batsman retires for any other reasons than mentioned above the innings of that batsman may be resumed only with the consent of the opposing captain. If for any reason his/her innings is not resumed, that batsman is to be recorded as 'Retired – Out

## 12. Umpires

1. Neutral umpires will be officiating all matches.
2. When neutral leg umpire is not available, leg umpires will be provided by the batting side. If the batting side leg umpire is in use, the Main Umpire can override any decisions taken by the batting side leg umpire. It is highly recommended that batting side leg umpires consult with the Main Umpire before making crucial decisions.
3. Any dispute arising from the application or interpretation of the rules and playing conditions shall be referred to the Umpires, who will make the final decision.

## 13. Team Scorers and Umpires

Midwest WIM Team Managers will appoint a scorer(s) for each game. Teams are required to have a dedicated scorer for the match.

## 14. The Result

1. The team scoring the highest number of runs will be deemed the winner.
3. If match is not possible due to unplayable weather condition, teams are allowed to reschedule games based on other teams availability. If it cannot be rescheduled Game will be concluded as “No result” and both teams will receive 1 point.

## 15. Scoring

1. Scoring will be done using criclubs and the manual/paper methods if there is a problem with the scoring app.
2. Each team will appoint one scorer(s) for each game played. Batting team is responsible for online scoring. Both scorers and umpires must tally score sheets after each inning & approve for correctness in consultation with captains/coaches of both teams.
3. For any reason, if online scoring cannot be done during the game, scores will be updated to online app from manual scoring sheets.

## 16. Other Guidelines

1. Walk over/Throw away the games is not allowed. Such things will warrant disciplinary actions and such actions will be decided by Midwest WIM HUB committee.
3. No bowling or batting practice will be permitted on the pitch before start of the play until the game is called finished. On-pitch practice is only allowed after all the games are over on that day provided such practice will not cause any damage to the pitch (i.e., Such practice is not allowed on turf wicket).
4. **Parents will have to keep distance from their kids during the game.** Parents may get an opportunity to see their kids during the break time unless they need any specific attention which umpires will make a call.
5. All refreshments for the game should be brought to the ground by the team/manager. Hosts will only be providing water/ice/Gatorade etc., for the games.
6. Umpires will not carry any personal items of any player during the match.
7. **Only Coach and/or Manager are allowed to enter on the field during the interval.**
8. Coach and/or Manager are allowed to advise the players ONLY between the overs – **No coach’s or parents’ intervention/advice should happen when the ball is in play during the over.**
9. Team coaches and managers are expected to be good role models by honoring the game. All decisions by the umpires are final. In the spirit of sportsmanship, please respect ROOTS (Rules, Officials, Opponents, Teammates and Self).