

## 2016 USA U14 National Championship Bolingbrook, Illinois

### SCHEDULE OF GAMES

Wednesday, July 6<sup>th</sup>, 2016 – Teams arrive – Check in hotel.

Western Conference (POOL A) – USA Development, NWR, CWR, CER

Eastern Conference (POOL B) – NYR, ATL, NER, SER

**Matches on Ground 1:** *Balstrode Cricket Field (ground 1) -181 Thackeray Drive, Bolingbrook, IL 60440*

**Matches on BPL Stadium:** *Indian Boundary Park (ground 2) - Indian Boundary Rd, Bolingbrook, IL 60440*

Date	Teams	Venue
<b>Thursday, July 7<sup>th</sup> 8 AM</b>	Opening Ceremony	BPL Stadium
<b>Thursday, July 7<sup>th</sup> 11 AM</b>	USA Development vs SER	Ground 1
<b>Thursday, July 7<sup>th</sup> 8:30 AM</b>	CER vs NYR	Ground 2
<b>Thursday, July 7<sup>th</sup> 1:30 PM</b>	NWR vs NER	Ground 2
<b>Thursday, July 7<sup>th</sup> 6 PM</b>	CWR vs ATL	Ground 2
<b>Friday, July 8<sup>th</sup> 8:30 AM</b>	USA Development vs NYR	Ground 2
<b>Friday, July 8<sup>th</sup> 1:30 PM</b>	CER vs ATL	Ground 2
<b>Friday July 8<sup>th</sup> 11 AM</b>	NER vs CWR	Ground 1
<b>Friday July 8<sup>th</sup> 6:00 PM</b>	SER vs NWR	Ground 2
<b>Saturday, July 9<sup>th</sup> 8:30 AM</b>	CER vs SER	Ground 2

<b>Saturday, July 9<sup>th</sup> 1:30 PM</b>	NYR vs CWR	Ground 2
<b>Saturday, July 9<sup>th</sup> 6:00 PM</b>	NER vs USA Development	Ground 2
<b>Saturday, July 9<sup>th</sup> 11 AM</b>	NWR vs ATL	Ground 1
<b>Sunday, July 10<sup>th</sup> 8:00 AM</b>	A4 vs B4	Ground 1 (20 Overs)
<b>Sunday, July 10<sup>th</sup> 11:30 AM</b>	A3 vs B3	Ground 1 (20 Overs)
<b>Sunday, July 10<sup>th</sup> 8:30 AM</b>	A2 vs B2	Ground 2 (30 Overs)
<b>Sunday, July 10<sup>th</sup> 1:30 PM</b>	A1 vs B1	Ground 2 (30 Overs)
<b>Sunday, July 10<sup>th</sup>, 6:30 PM</b>	Presentation Ceremony	Ground 2

### **Match rules and Regulations**

All games will be played under the General ICC and ECB Laws on the Spirit of Cricket guidelines.

### **Match Points and Results**

- A team win carries 2 Points
- For Rain, tie, and abandoned match – Each team will carry 1 point
- Losing team 0 points

### **Winners of the tournament**

- End of group games, based on the points, teams will be ranked from 1 through 4 in east and west zones.
- Top ranked teams in east and west zone will play for 1st and 2nd spot.
- Second ranked team in east and west zone will play for 3rd and 4th spot.

### **Schedule of Play**

#### **30 Over format for group play Ground 2**

First Session	8:30 AM	1:00 PM
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Lunch	1:00 PM	1:30 PM
Second Session	1:30 PM	6:00 PM
Third Session	6:15 PM	10:45 PM

### Ground 1

First Session	11:00 AM	3:30 PM
Lunch	1:00 PM	1:30 PM

### Dimensions of Pitches, wide markings, wickets & balls

1. **Dress Code: Color Uniforms** (each team is responsible for their uniforms).
2. **Roster** – Each team may decide on number of players. However, every player brought to the tournament as part of the roster must play at least one match.
3. **Batting pads** – Colored pads/Skins.
4. **Pitch, Ball and Wicket:**
  - a. Pitch: 22 yards
  - b. Boundary: 60 yards
  - c. Wide markings: Offside 31" from center of wickets, legside 16" from center of wickets
  - d. Wickets: Height 27", Width 9" (Regular stumps)
  - e. Balls: Weight: Regular Adult ball
  - f. Total overs: 60 overs (30-30)

#### 5. Field restrictions:

- a. Power Play
  - i. First 6 overs will be power play
- b. 30-yard circle:
  - During the mandatory power play only two fielders are allowed outside the 30-yard circle.
- c. Fielder placement:

- No fielders to be placed closer than 11 yards of the bat, wicketkeeper to wear a helmet when standing up to (within 6 yards of) the stumps

Boundary line:

- a. Boundary line will be 60 yards.

## 6. Super Sub

Each team shall nominate 12 players (one of whom shall be designated as the super sub) plus a maximum of 3 substitute fielders in writing to the Tournament Referee before the toss. Submitted players (12) may not be changed after the nomination without the consent of the opposing team.

- a. The super sub shall be identified as a bowler or batter (after the coin toss) from the list of 12 players submitted to the umpires prior to the start of the game.
- b. Only eleven (11) players shall be allowed to bat or field at any time. The super sub may be used at any time during the game.
- c. The moment the super sub enters the game, one player has to go off the field and he cannot come back and take any further part in the match any more.

**6. Runners:** Will follow ICC rules for runners. A runner for a batsman when batting is not permitted.

## 7. Bowling workload restrictions:

Age group	Maximum consecutive overs	Daily over limit
U14	4	6

**8. Wide and No ball:** Wide and No ball will be played according to ICC regulations. No special rules.

## Game Rules:

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### **Weather**

Minimum of 7 overs have to be bowled per side for a match to be valid, otherwise match is considered abandoned.

After a team batted for minimum 7 overs and there is an interruption due to rain or any other factor, Duckworth-Lewis method will be applied.

### **NET RUN RATE**

A team's net run rate is calculated by deducting from the average runs per over scored by that team throughout the competition, the average runs per over scored against that team throughout the competition.

If following the net run rate calculation above there are teams which are still equal, then the team which was the winner of the head to head match played between them will be the higher qualifier.

In the event of a team being all out in less than its full quota of overs, the calculation of its net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.

Only those matches where results are achieved and where the Duckworth/Lewis method for recalculating the target score was not utilized, will apply for the purpose of net run rate calculations.

### **Fitness of play (Ground Condition and Light)**

It is solely for the umpires to decide whether either conditions of ground, weather or light or exceptional circumstances mean that it would be dangerous or unreasonable for play to take place. Conditions shall not be regarded as either dangerous or unreasonable merely because they are not ideal.

### **Time**

All the matches will be played by Central Standard Time zone: 30 overs per innings within 120 minutes.

Final matches on Sunday July 12<sup>th</sup> will be 20 overs

### **Drinks / Stoppages in innings**

Each innings will be allowed 1 drinks interval of 5 minutes (unless exceptional conditions where 2 drinks intervals will be allowed)

These intervals cannot take place if:

- less than 60 minutes has passed since previous interval
- less than 10 overs remaining in the innings

### **Side change for Batsman**

- Batsman will not change the side for any game played on the Ground 1.
- Batsman will change sides for every over on the Ground 2.

### **Team player**

Team must play all their bench players in at least one match. In other words, if the team has 14 members on the team, each member must play at least one match in this tournament.

### **Bowling the Ball into the Ground**

All forms of practice are permitted on the outfield before the start of play or after the close of play on any day or during the lunch and tea intervals or between innings providing the umpires are satisfied that such practice will not cause significant deterioration in the condition of the outfield, Practice, including bowling a ball into the ground, at the fall of a wicket must cease as soon as the incoming batsman steps on to the square. Practice during other legitimate gaps in play must not continue beyond the minimum time required for the activity causing the gap in play. No practice may take place on the field if, in the opinion of the umpires, it could result in a waste of time.

### **Number of Overs per Bowler**

Unless otherwise specified in the Playing Conditions for a specific Competition no bowler may bowl more than 6 overs scheduled for the innings. However, in a delayed start, or interrupted match, where the overs are reduced for both sides, or for the side bowling second, no bowler may bowl more than one-fifth of the total overs allowed (unless such a number has been exceeded before the interruption), except that where the total overs are not divisible by five, an additional over shall be allowed to the minimum number of bowlers necessary to make up the balance.

When an interruption occurs mid-over and on resumption the bowler has exceeded the new maximum allocation, they will be allowed to finish the incomplete over.

In the event of a bowler breaking down and being unable to complete an over, another bowler will bowl the remaining balls. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

Where possible, the number of overs bowled by each individual bowler shall be indicated on the scoreboard, from the commencement of an innings.

The allocation of overs per bowler will not be reduced as a result of the deduction of any penalty overs.

## **Team Sheets**

Each side must provide the umpires with a team sheet at the time of toss.

## **Team Scorers**

Each team must supply their own scorer. Scorer must be competent at scoring and must NOT be a playing in that game and have the required knowledge and equipment to score and must be fully dedicated to scoring in both innings.

## **Code of Conduct**

All players, team officials, club supporters and umpires shall be bound by USACA Cricket Code of Conduct.

## **Disputes**

Any dispute arising from the application or interpretation of the Rules and Playing Conditions shall be referred to U14 technical team. Any decision of the technical team shall be final and binding on the parties concerned.

## **General guidelines**

Parents will have to keep distance from their kids during the game. Parents may not get the opportunity to see their kids during the break time unless they need any specific attention which umpires will make a call.

Umpires will issue 1 warning to team manager / coach for parent intervention after which penalty rule will be applied based on which team is causing interventions.

Smoking / drinking alcohol is not allowed in tournament and parents / guardian found in violation will result in their team being penalized and parent being barred from future tournament games.

## **Parent/Coach/Manager interruption**

Only coach and/or Manager are allowed to advice or instruct the players on the field – No parents' intervention allowed. However, cheering for their player/team is allowed.

To finish the game in time, Coach and/or Manager must advice or instruct the players only between the overs – NOT in the middle of over.

**Retirement:** If a player is retired for any reason, he will not be able to come back for batting.

Tournament Contact information:

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