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General Guidelines

1. Age Limit

- Tournament will be conducted in the following category.
 - U11 - Boys Born between 09/01/2011 and 09/01/2014 (For Girls – Include + 2 years)
 - U13 – Boys Born between 09/01/2009 and 09/01/2012 (For Girls – Include + 2 years)
 - U15 – Boys Born between 09/01/2007 and 09/01/2010 (No upper age Limit for Girls)
- Based on the number of teams, each team will play the other twice during the league phase. Top four ranking teams will play semifinals, followed by finals and 3rd place games.

2. Match Duration

- All Matches - Matches will consist of one innings per side and each innings will be limited to
 - U11 – 30 Overs
 - U13 – 35 Overs
 - U15 – 40 Overs
 - U17 – 40 Overs
- Each innings will be of 30 overs duration (for U11), 35 overs (for U13) and 40 overs duration (for U15 & U17).
- For 30 overs game
 - Each side will get 2 hours 25 minutes to complete the allocated overs, which includes a 5-minute drinks break after the 15th over.
- For 35 overs game
 - TBD - Each side will get 2 hours 45 minutes to complete the allocated overs, which includes a 5-minute drinks break after the 12th AND 25th over.
- For 40 overs game
 - Each side will get 3 hours 10 minutes to complete the allocated overs, which includes two 5-minute drinks break after the 13/14 th over and 26th/27th over.
- The on-field umpires will be responsible for time management and will make every effort to complete the games on time.
- Hours of Play and Intervals and Conditions of Play – all games will be played under the General ICC Laws AND the Spirit of Cricket guidelines.
- Drinks will be taken on the field of play and no extra time will be allowed. Player(s) may be allowed drinks in natural breaks in the game – when a wicket falls, injury breaks, lost ball etc. However, this is at the umpires discretion and permission. Drinks and drink breaks will be taken ON the field of play and players require permission to leave the field of play. During extreme hot conditions, Umpires may allow more than one scheduled drinks break
- (Innings break to be 20-30 min)

3. Start and Cessation Times

- Scheduled start time as published on the website.
- Maximum of 40 minutes interval between innings.
- The toss MUST be done 15 minutes before the normal start of play between the two captains or their representatives. In the event of a team (i.e., <=7 players present) not being able to comply, the opposing team is awarded the toss.

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4. General Playing Conditions

- Play shall not commence until at least 7 registered players from each team are present. The scheduled start time of any game is the time shown on the League website.
- However, if the late attending team is not ready to start play within 30 minutes of the scheduled start time the match will be abandoned and full win points (2) awarded to the attending side.
- Penalty overs will be deducted for late starts by either or both teams. (Start of play is when the umpire calls play). One over penalty for every 4-minute delay.
- All scoring to be done live and player information to be recorded at the start of the game.
- An incoming batsman **MUST** pass the outgoing batsman on the field of play (*Refer: Penalty Points*)
- Every team must have a dark colored uniform that is the same for all players. Umpires will NOT allow inappropriately dressed persons on the field of play and this rule will be rigidly enforced.
- White leather balls to be used for the games.
- Before the first ball of the last over of each innings, the umpire(s) shall call 'last over' clearly so that both sides understand.
- In matches that are played on artificial pitches no spikes will be worn by either batsmen or bowlers and if in the opinion of the umpires the type of footwear is likely to damage or is damaging the surface in any way, they will be asked to change. If the player refuses the player will not be allowed to bat or bowl in that footwear.
- Mobile phones are not allowed on the field of play and if a player has one and is seen using it or 'ringing' a 5-run penalty will be awarded to the opposing team. It is not acceptable to arrive on the field of play and hand it to the umpire to retain.
- Discarded clothing/bottles or items that are hit by the ball on the field of play whilst the ball is in play will invoke a 5 run Penalty as in helmet rules to the non-offending team.

5. Length of Innings

- General regulations for uninterrupted matches
 - o Each team shall have the opportunity to bat for full-allocated overs. If they are dismissed before the completion of these allocated overs or a result is reached, the remaining overs will not be bowled.
 - o If the teams batting first are dismissed before the completion of their allocated overs the teams batting second are entitled to have the opportunity to bat for allocated overs.
 - o It is the fielding team's Captains responsibility to monitor the time taken to bowl the overs but should seek advice from the umpires about this. However, umpires will take into account any circumstances that are outside the control of the fielding side when making this judgment (e.g., delays caused by the batting side e.g., extended time taken to retrieve the ball, delays caused by injuries or excess heat issues.
 - o The on-field umpires may use their discretion to shorten the game's duration if they feel that the game will go beyond the allocated time. They will notify both the team captains and Managers about this.

6. Playing Condition Rules

	U11	U13	U15	U17
Ball	4.75 oz (White)	5.5 oz (White)	5.5 oz (White)	5.5 oz (White)
Pitch	21 yards	22 yards	22 yards	22 yards
Boundary	45 yards	55 yards	60 yards	65 yards
Inner circle	25 Yards	30 Yards	30 Yards	30 Yards
Maximum overs /bowler	6 overs	7 overs	8 overs	8 overs
Total Overs	30 Overs	35 Overs	40 Overs	

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- **For the entire length of the innings** at the instant of delivery, there may not be more than five fielders on the leg side.
- **Inner Circles**
 - Two outer semi-circles shall be drawn on the field of play. The semi-circles have as their center the middle stump at either end of the pitch.
 - The radius of each of the semi-circles is shown in the above table
 - The ends of each semicircle are joined to the other by a straight line drawn on the field on the same side of the pitch.
- **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 shown above.

7. Fielding & Other Restrictions

- **Younger Player** - No young player (13 and under) in any age group shall be allowed to field closer than 8 yards (7.3 meters) from the middle stump, except behind the wicket on the offside, until the batsman has played at the ball. A fielder shall be allowed to move into the restricted area to make a catch or field the ball provided that they were outside the area when the stroke was made. Umpires shall enforce this rule to keep safety of younger cricketers in mind.
- **Power Play Rules** -
 1. P1 – (U11-6, U13 – 7, U15/U17- 8) At the instant of delivery, no more than 2 fielders are permitted outside this outer fielding restriction area. (1/5th of total overs in reduced over games)
 2. P2 – (U11 - 7 to 24, U13 – 8 to 28, U15/U17- 9 to 32) At the instant of delivery, no more than 4 fielders are permitted to be outside this outer fielding restriction area. (1/5th of total overs in reduced over games)
 3. P3 – (U11 – Last 6, U13 - Last 7, U15/U17- Last 8) At the instant of delivery, no more than 5 fielders are permitted to be outside this outer fielding restriction area. (1/5th of total overs in reduced over games)
- **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, the striker's end umpire will call and signal No Ball.
- **Number of players** – A team can have max 12 players. 11 to bat and 12 to bowl.
- **Too many wides/no-balls** - If a bowler doesn't complete an over, then another bowler is allowed to complete it, but it'll contribute towards that bowler's max quota. The bowler can still come back and bowl again.
- Runners are not permitted for an injured batter.
- A helmet is mandatory for the batsman and wicket keepers.

8. Wides and No Balls

- **Wide Ball - Judging a Wide**
 - No delivery will be called Wide if it comes into contact with the striker's bat or person or is called as a No ball (Laws 2003). For all other deliveries the following interpretation will apply:
- **Off-side Wides**
 - Two white lines will be marked joining the bowling and popping creases. Each line will be parallel to the Return Crease and will be 35" (88.90cms) from the center of the middle stump.
 - The umpire will call any delivery that passes over or outside of this line Wide. It does not matter that the striker may move thus bringing the ball into an area where he could play a normal cricket stroke – it will still be a Wide.
 - It will also be a Wide if the batsman moves away from the ball and it passes over or outside of this white line.
- **Leg side Wides**

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- o The line markings mentioned above do not apply to leg side deliveries.
- o Any ball passing down the leg side i.e., missing the leg stump is deemed a wide ball even if the batsman steps inside the line unless the ball passes over the stumps.
- **No Balls - Bouncers/Short Pitched Balls**
 - o One 'bouncer' ball per over is allowed. A short-pitched ball is defined as any ball that passes or would have passed over the shoulder of the batsman in his normal standing position. It is immaterial whether he hits it or not.
 - o If that short pitch ball is deemed a wide on grounds of height or direction or is a no ball, it counts as the one for the over.
 - o The Bowlers End Umpire will inform the bowler, the batsman and the fielding captain that the one per over has been bowled.
 - o Should there be a second 'bouncer' in the same over it will be called No Ball by the umpire.
- **Ball bouncing more than once, rolling along the ground or pitching off the pitch**
 - o 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
 - o or
 - pitches wholly or partially off the pitch as defined in MCC Law 6.1 (Area of pitch) before it reaches the line of the striker's wicket. When a non-turf pitch is being used, this will apply to any ball that wholly or partially pitches off the artificial surface.
- **Free Hit**
 - o Free-hit will be used for all no balls.
 - o Field positions cannot be altered for the same striker for a free hit. Only exception being the no-ball called for the fielding violation, in that case only infringing fielder can change position to comply with fielding restrictions.
 - o Field positions can be changed on a free hit if the striker changes.
 - o No stumping is allowed on Free-hit.
- **Bowling of high full pitch balls**
 - o Any delivery (irrespective of its speed or direction) which passes or would have passed on the full above the waist band of the batsman trousers height, standing upright at the crease is to be deemed dangerous and unfair, whether or not it is likely to inflict physical injury on the striker
 - o The umpires will ensure that no such deliveries go unpunished.
 - o It is immaterial whether the batsman hits the ball or not.
 - o The bowlers end umpire in consultation with leg umpire will call any such delivery aWaist height 'No Ball' and will be followed by Free Hit
 - o If a ball crossing the batsman above the waist hits the wicket (but not in contact with any part of the batter or bat prior to hitting the stumps), the batsman will be given out and no no-ball will be called.
- **Bowler breaking the Non-Striker's Wicket during Delivery**
 - o Where a bowler breaks the non-striker's wicket during his delivery any umpire shall call 'No Ball' – free hit allowed.
 - o Umpire will call it a No ball if the bowler breaks the wicket during his delivery stride.

9. The Ball

- A new ball will be used at the start of each innings.
- The umpires will decide if and when a ball becomes unfit for use and obtain a replacement.
- The used ball remains the property of the Home Team and must be handed to the umpire at the end of the innings.

10. Points system

- The winning side is awarded 2 points. No points to the losing team.

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- It shall be the duty of the captain(s) of the team(s) and the umpire(s) to ascertain between innings the total runs scored by the side batting first and to agree the batting target accordingly.
- In the case of a NO RESULT or Tie, each side is awarded 1 point and no bonus point to either side.
- Washed out game will be recorded as NO RESULT and points will be split (1 Point a side)
- If a team is not available for the game to start on time as explained earlier, full points will be awarded to the other team. Umpires will decide on awarding the game.
- **Interrupted Games** - In the event of a game been shortened due to weather or delayed during the game by unforeseen circumstances either before the start or during the game:
 - If possible, start the game from the beginning with a minimum of 15 overs per side played.
 - Work out the number of overs to be played by the time left and dividing it by 4 minutes per over.
 - Wherever possible both sides must have the same number of overs to play.
 - Umpires to work out the numbers of overs per bowler of a pro rata basis as well as agreeing the fielding restrictions
 - In any game the team batting second must have the opportunity of batting at least 75% of the overs of the other team's allocation.
 - For DLS calculation, cricclubs DLS will be used
 - Minimum number of overs for a game to have a result will be 40% of the total number of overs
- **Abandoned Games**
 - In the event of a game being abandoned by any team there the other team will be declared as winner and will be given 2 points
 - If Home team is unable to provide the ground, away team will be declared winner and granted 2 points.

11. Team Scorers and Umpires

- Both teams will appoint one scorer(s) for each game played. Both scorers and umpires have to tally score sheets after each inning & approve for correctness.
- Each team is also required to provide one umpire for the entire game. No switching of umpires unless unavoidable

12. Penalty Point

- Late Starts, Slow Over Rate, Batsmen NOT crossing on Field of Play.
- Late starts / Slow over rate / Delays for non-injury breaks etc.:
 - Bowling first if Innings (minus injury or drinks break by batsmen) is not complete in 160 minutes – Penalty of 1 over per 4 minute for delay time will be deducted from second inning
 - Bowling second if Innings (minus injury or drinks break by batsmen) is not complete in 160 minutes – Penalty of 6 runs per over remaining after allotted time will be deducted from second inning target and the inning will continue till allotted overs are finished.
- Start of Play is when the umpire calls 'Play'

13. The Result

- The team scoring the highest number of runs will be deemed the winner.
- In the event of a tie, no super over will be used.

14. Mankading

- The bowler is permitted, before releasing the ball and provided he has not completed his usual delivery swing, to attempt to run out the non-strike. The bowler may/may not provide one warning for the non-striker before attempting Mankading. Though in rules, the league does not encourage this act.

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15. Batsman Retirement

- A batsman can be retired due to injury that happened during the game and that player can return to bat anytime. If strategically retired by the coach, he is retired hurt, but cannot come back for batting.

16. Substitute/12th Man

- Supersub is allowed, the 12th player can be used actively as a batsman or bowler.
- The supersub should be announced to the umpire before the toss. The roster will be completed at toss of the 12 players or 11 players. No new player addition will be allowed after toss

17. ICC One Day Rules

- ICC One Day rules will be used for anything not covered in this document.

Weather Related Exception

- Considering the travel and importance of the event, the host would try its best to give a game to each team. For this if the game is delayed due to rain/thunderstorm it would be attempted to continue from the point it was stopped. The decision would be made by Tournament Manager and teams are requested to abide and cooperate.
- Minimum number of overs for a game to have a result will be 40% of the total number of overs
- Teams are requested to be accommodative/supportive of these changes which are intended to benefit the teams directly and are forced due to natural causes beyond human control.
- In case the games absolutely cannot be played, then the teams would share points.
- If the final ranking game rains out, then winner will be declared based on the league round, in below order
 - Head-to-head win
 - Points
 - NRR

General guidelines

- Parents will have to keep distance from their kids during the game. Parents are encouraged not to get closer to the players 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 is not allowed in tournaments and parents / guardians found in violation will result in their team being penalized and parents being barred from future tournament games.

Sledging

- Sledging or an attempt to intimidate a player by passing a negative comment is absolutely unacceptable behavior. Any such behavior should be reported to the umpire immediately. The umpire will issue a warning for the first offense. A subsequent offense will require the player to be removed from the game and the player can no longer participate in the game. Umpire is required to report the matter to YSL in writing after the game.

Format

- Each team will play each other once during league phase
- After the league games, the teams will be ranked based on their points and NRR.
- Top 4 teams will qualify for semifinals.
- Finals will be between the teams that win the semifinals
- All other teams will play for positional games (except in U13 where the lowest team will not qualify to play a positional game)

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Individual Awards

- Individual Awards/Recognitions are meant to recognize good performances. Below are the awards and how they are decided.
 1. **Player of the Match** – One Player of the Match will be awarded per game. The winner will be decided by the umpire with input/recommendations from the two coaches/managers (one from each team). If a common decision cannot be made, the umpires make the final call. If still no agreement, then Cricclubs' top recommendation MUST be followed. Man of the match can be awarded to any player regardless of the outcome of the game.
 2. **Best Batter**- Most runs scored in the tournament including playoffs.
 3. **Best Bowler** – Most Wickets. If a tie, then the player with better economy will be selected for the award.
 4. **Player of the Series** – Top performer from the series including playoffs.
 5. **Best Fielder** – Top performing fielder from the series. (Keepers excluded)
 6. **Best Keeper** – Top performing keeper from the serie

Player Sharing

- A player can play for any team across the age group but as per the age guidelines defined. (Player A can be on team X in U13 , Team Y on U15).
- Roster is published for each team on cricclubs. In case of any player requirement for a team due to unavailability or injuries for future games, the teams can get a new player into their roster as long as the player has not played a game for any other team and the player can be moved from the original team.

Player Validation

- Player is allowed to play without validation
- Players needs to be validated in 48 hours
- Failed validation for any reason means the game will be awarded to the other team.
- No additional penalties discussed if the team had already lost the game.

Umpires

- There will be 1 neutral umpire and batting team will provide the leg umpire
- Team Managers must carry a copy of this document and ICC rule book
- Umpire's decision will always be final
- Umpire Lunch will provided by the teams and with teams splitting the cost
- Umpire fees will also be split by both teams
 - \$120 - U15 game
 - \$105 - U13 game
 - \$90 - U11 game

Home team responsibility

- Provide the Game Kit
- Setup the ground (For eg, For U11, 25 yard inner and 45 yard boundary)
- Collect (*Ramesh will announce the pick up date / time) and supply the balls for both the innings).*
- Collect (*Ramesh will announce the pick up date / time) and supply the Player of the match trophy for the game).*
- Livestream the game
- Confirm the neutral umpire

