

**2020 Virginia Youth Cricket Association
Fall League**

**Playing Conditions for U11 Division (Developmental)
(Effective: August 21, 2020)**

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Playing Conditions for U11 Division

1. These Rules and Playing Conditions are meant to override any similar sections / sub-sections of the ICC Standard T20 Playing Conditions. However, whenever there is a situation that is not covered, or is not clearly defined, then the ICC Standard T20 Playing Conditions (effective 8/1/19) shall apply as applicable, and if still not settled, then the MCC Laws (effective 4/1/19) shall apply as applicable (See Appendix 3).
2. Age limits: A player must have been born after September 1, 2008. Females born after September 1, 2006 may also play.
3. A club can enter more than 1 team per Division.
4. Rosters are completely flexible until the week of the semi-finals or finals (if there are no semi-finals) with the following limitations:
 - a. A player who satisfies the age requirements may play for any of his/her club's divisional teams appropriate i.e. a U11 player can also play for U10, U12, U14 and U17.
 - b. Players may not play for more than one team in the same Division (except as noted at 5.a below)
 - c. No new player shall be added to the roster after the final game of the preliminary rounds. For a player to play in the semi-finals or finals (if there are no semi-finals), that player must have played in at **least one** preliminary round game. (*Note – a totally rained out/Abandoned game does not count. The game should have started.*)
 - d. Any violation of the above is considered a forfeiture for the illegal game i.e. the game in which the violation was made. The ineligible player will have his/her statistics erased for the illegal game only.
5. If a team withdraws or is expelled from the league, the following shall apply:
 - a. If the team played 50% of their games or less, including abandoned games, then their players can play for other teams in the same division for the rest of the season
 - b. If the team played more than 50% of their games, including abandoned games, then their players cannot play for other teams in the same division for the rest of the season
6. Players should be properly dressed with club's/team's top and bottom. (**An exception will be allowed for this year only due to COVID-19**)
7. There will be no rescheduled games due to possible rain/rain.
8. Home team has sole responsibility to call off a game due to rain and setting up the field, until the umpires show up. Visiting team is responsible for breaking down the field if requested by home team e.g. removal of cones.
9. There shall be a maximum of 10 batsmen, 10 bowlers and 10 fielders, for which overlap is allowed.
10. Starting a game or resuming a game in the next inning:
 - a. A team may not start or resume a game with less than eight (8) nominated players.
 - b. Before the coin toss, a hard copy team sheet with full name, nickname (if applicable) and jersey number (distinguishing the playing XI vs super sub vs regular sub) should be provided to the:
 - i. Umpire(s)
 - ii. Opposing Captain
 - iii. The Scorers
 - c. The bowling team must provide the new ball. Otherwise, this counts as not being able to start or resume a game on time.
 - d. A team that is late or unable to start or resume a game at the scheduled start /resume time will lose one (1) over for every five (5) minutes or part of, that they are late, not to exceed thirty (30) minutes.
 - e. A team that is not ready to start or resume a game within thirty (30) minutes will automatically forfeit the game.
11. Mandatory Equipment:
 - a. Batsmen shall not be allowed to bat unless he/she is wearing:
 - i. One (1) batting pad on the front foot
 - ii. Helmet
 - iii. Abdomen guard/box/cup (male batsmen)
 - b. Fielders:
 - i. All males fielders shall wear a cup/box/abdominal guard 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. Wicket-keepers shall wear protective helmet, box/cup/abdominal guard and wicket-keeping gloves.
12. Balls: A white vinyl youth ball.
13. The length of the pitch shall be sixteen (16) yards. (Appendix 1).
14. Field size: 27 yards from the rear of each wicket and 35 yards from the middle of the pitch. (Appendix 1).
15. Length of innings and games:
 - a. 16 overs per innings, only 1 bowler is allowed to bowl maximum 4 overs. Any part over of a bowler counts as a full over for this purpose.
 - b. Maximum of 1 hour and 20 minutes per inning (40 minutes per 8 overs) . A water break of 5 minutes is allowed at the half way point (8 overs) of each inning. The innings break is 10 minutes. Total match time = 3 hours.
 - c. The umpires shall ensure that the pace of the game is maintained.

16. Field restrictions: Restricted inner circles shall **not** apply.
17. Bowling Ends: Bowling will be done from one end only, and batsmen will switch ends at the end of each over.
18. The Wicket is Down:
 - a. The umpiring committee strongly recommends that the use of regular cricket stumps be used whenever possible. Should regular wickets be used then MCC Law 29 for putting the wicket down shall be followed.
 - b. Whenever, the normal set of wickets are **not** being used, and stumps/wickets of other types (e.g. "spring" type set of stumps or those with a base of some sort are being used, any part of the base or construction shall be considered as part of the wicket. When normal wickets are not used, and 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. If plastic stumps are used, and 1 or 2 of the stumps fall on the ground, any of the remaining stumps can be hit to legally put the wicket down again.
19. 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 **two** fast short-pitched deliveries per over.
 - b. 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".
 - 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 **two** fast short-pitched deliveries 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 **two** 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 **two** 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 (3rd time) by the same bowler in that innings, the umpire shall call and signal "no ball" and when the ball is dead direct 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 be allowed to bowl any part of the next over.
20. 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 **twice** 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 20.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 to the scorers 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 has occurred.
 - iii. Upon the second occurrence of a non-pitching 'dangerous' delivery during the same over, the bowler shall not be allowed to bowl again in that over. The bowler may however return to bowl other overs.
 - 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 innings 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 innings is thrown, he shall call "No ball" and direct the captain to take the bowler off forthwith. The over shall be completed by another bowler, who shall neither have bowled the previous over or part of nor is allowed to bowl the next over or part of.
 - e. Any delivery pitching outside the defined width of the pitch shall be called a "No ball".
 - f. A penalty of one (1) run shall be awarded instantly on the call of "No ball". This penalty shall stand even if a batsman is dismissed. It shall be in addition to any other runs scored, any boundary allowance, and any other penalties awarded.
 - g. Free hits **are** allowed. The only exception is at 22.b.ii. on page 4.

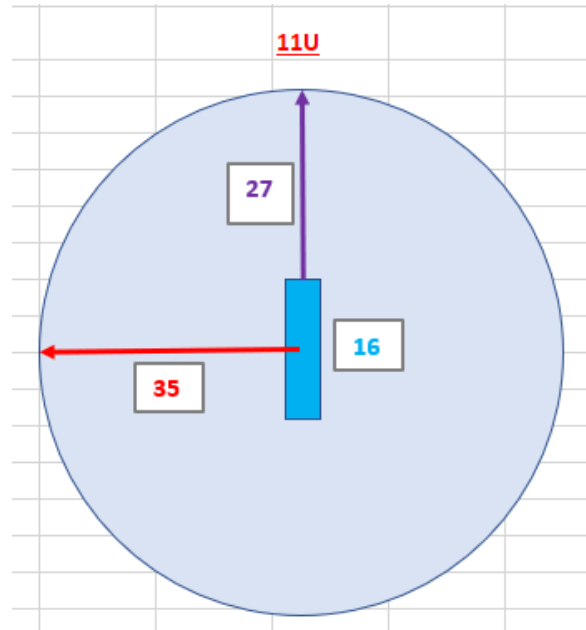
21. Wide ball:
- a. Any delivery which passes twenty-four (24) inches or more from the center of the middle stump on the “on side” of the striker and the wicket and does not make contact with the striker’s bat or person shall be called a “Wide ball”. Also, any delivery, which passes thirty-five (35) inches or more from the center of the middle stump on the “off side”, shall be called a “Wide ball”.
 - b. As a reminder, all runs completed by the batsmen 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.
22. Bowling rules:
- a. Maximum of 10 bowlers
 - b. Limit on balls per over:
 - i. No over shall consist of more than nine (9) deliveries e.g. nine (9) wides or nine (9) no balls or any combination of fair deliveries, wides and no balls.
 - ii. If the 9th delivery is a “No ball” then there shall be no “free hit”, whether in the same over or in the following over.
 - iii. The only exception to b.i. and b.ii. above is for the last scheduled over (e.g. 16th), which must contain six (6) valid deliveries.
23. Batting Rules:
- a. Maximum of 10 batsmen
 - i. If a team has 10 batsmen, then each pair will bat for 3 consecutive overs, and any two batsman can then bat the last over.
 - ii. If a team has 9 batsmen, then pair 1, pair 2, pair 3, and pair 4 will bat for 3 consecutive overs each. The 9th batsman will then bat for next 3 overs, but for each over he/she will have a new partner (selected from any of the 8 batsmen who already batted). Any two batsmen can then bat the last over.
 - iii. If a team has 8 batsmen, then each pair will bat for 4 consecutive overs.
 - b. Only the following types of dismissals are allowed:
 - i. Bowled
 - ii. Caught
 - iii. Stumped
 - iv. Hit Wicket
 - v. Run Out
 - c. The following dismissals are **not** allowed: LBW, Hit the ball twice, Obstructing the field, Timed Out.
 - d. Each allowed dismissal results in a three (3) run penalty, which is **deducted** from the batting team’s score. Bowlers will still get credited for each allowed dismissal (except **Run Out**). Batsmen will switch ends when dismissed.
 - e. The only allowed dismissal on a free hit delivery is **Run Out**, in which case the three (3) run deduction will be incurred, and the batmen will switch ends. No other dismissals are allowed on the free hit.
 - f. Leg-byes are **not** be allowed.
 - g. Runner: A runner for an injured batsman is **not** permitted.
24. Fielders and Substitute Fielders:
- a. Maximum of 10 fielders on the field at any one time
 - b. 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.
 - c. Whenever a substitute comes on to the field of play, the umpire at the bowler’s end shall be notified. Failure to do so may result in penalty runs (should the substitute come into contact with the ball whilst in play).
25. Tie score: If the scores in the main match are equal, the result shall be a “Tie” and no account shall be taken of the number of wickets which have fallen. A Super Over match consisting of one over each will then be played but **only** in the Semi-Finals and Finals.
26. Super Over match (**applicable only to Semi-Finals and Finals**).
- a. If the Super Over match end in a tie, the overall result will remain as a “Tie”.
 - b. The team batting second in the main match will bat first in the Super Over match.
 - c. The umpires shall stand at the same end as that in which they finished the main match.
 - d. Each captain shall give only to the umpire/s the list of names of the three (3) batsmen and the one (1) bowler.
 - e. The loss of two (2) wickets in the Super Over ends the team’s one over innings.
 - f. Only nominated players from the main match may participate in the Super Over match.
 - g. The captains shall select the ball from a box of used balls from the main match provided by the umpire, but no new balls.

27. **Umpires:** There will be no neutral umpires
- a. Both umpires shall be one from each team as follows:
 - i. 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.
 - b. All "No balls" shall /must be called by the bowler's end umpire. Except for
 - i. wicket keeper infringement
 - ii. illegal action
 - iii. fielding restriction
 - iv. bowler breaking the wicket during his/her delivery.
 - v. bowler throwing towards striker's wicket
 - c. Prior to the start of the match, both umpires should agree on who is going to make the call for the following:
 - i. "No ball" for non-pitching deliveries above the waist
 - ii. "No ball" for multiple fast short-pitched deliveries
 - iii. "Wide" for fast short-pitched deliveries passing above head height.
28. **Misconduct/Running onto the field:**
- a. No parents or coaches are allowed on the field of play during the game or as part of the celebrations when the game ends. However, in the case of an emergency, parents or coaches may enter the field of play.
 - b. For any parents, coaches or players found to be in violation of deliberate misconduct/heckling by either umpire:
 - i. On the first offense, the umpire shall issue a first and final warning.
 - ii. Should there be any further instance the umpire shall award a 5 run penalty.
29. **Shortened games:**
- a. For a game 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 game at a certain time, every effort should be made to have the game played out to the original expected total number of overs per team. However, if there is **a need** to end the game 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.
 - ii. The minimum number of overs to constitute a game is 4 overs each.
 - iii. No bowler shall bowl more than 25% of the total overs (rounded up), and no batsman shall bat more than 25% of the total overs (rounded up).
 - b. When the game is ended by rain, the following will apply:
 - i. The minimum number of overs to achieve a result is 4 overs
 - a. If rain ends a game in the 1st inning, then the game shall be considered "Abandoned". **None** of the runs in the match for either team shall count towards either team's overall net run rate calculations.
 - ii. If rain ends a game in the 2nd inning,
 - a. but before the batting team has faced four (4) overs, then the game shall be considered "Abandoned". **None** of the runs scored shall count towards either team's overall net run rate calculations.
 - b. but after the batting team has faced four (4) or more overs, then the winner will be based on the traditional **runs per over** method (See Appendix 3) 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.
 - iii. All runs scored and all wickets taken shall count towards the individual player statistics.
30. **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 game due to forfeiture, or if the other side is not ready to play or do not have enough players to start by the cut-off point of 30 minutes after the scheduled start time, as follows:
 - i. Winner gets **2** points
 - ii. Loser (i.e. team who is short) gets **0** points.
 - c. Points to be assigned to a game when both teams do not have enough players by the cut-off point of 30 minutes:
 - i. Both teams get **0** points.
31. **Division standings tiebreakers: 1- Head-to-head, 2- Net Run Rate.**
- 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 games that are washed out due to rain, please see 29.b for net run rate calculations.

32. If there are a sufficient number of teams, the top 4 teams will advance to the Semi-Finals (SF) as follows: SF1: 1st vs 4th and SF2: 2nd vs 3rd, with the winner of each SF going through to the Finals. If there isn't a sufficient number of teams, then the top 2 teams will advance straight through to the Finals. This will be confirmed and communicated at a later date.
33. COVID Regulations
 - a. A comprehensive effort should be made by every participating team to ensure that their team is COVID-19 free
 - b. Team 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 sanitising 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 minimise 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.
34. 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 game. 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 games.
 - 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 - ICC T20 Playing Conditions and MCC Laws

ICC Standard T20 Playing Conditions:

- a. [ICC Men's Twenty20 International Playing Conditions 2019-20](#) (Updated 10-28-19, but effective 8-1-19)
(Located at <https://www.icc-cricket.com/about/cricket/rules-and-regulations/playing-conditions>)
or
- b. [Full ICC Playing Handbook 2019-20](#) (Effective 8-1-19, and T20 conditions are on pages 126 – 185)
(Located at <https://www.icc-cricket.com/about/the-icc/publications/playing-handbook>)

MCC Laws

- c. [Full MCC laws](#) (Effective 4-1-19) - pdf document
(Located at <https://www.lords.org/mcc/all-laws>)
- d. <https://www.lords.org/mcc/laws> (Web version)
- e. The Mobile App can also be downloaded from: <https://www.lords.org/mcc/all-laws>

Appendix 3 – Traditional “Runs Per Over” method for rain affected games

When the rain ends the game in the 2nd innings after 4 overs have been bowled, the traditional runs per over method shall apply as depicted in the following scenarios:

Scenario 1:

Team A scored 80 off its 16 overs, at a rate of 5 runs per over (i.e. $80/16 = 5$). Team B then scores 69 off 10.5 overs when it rains.

Team B's par score is **55** i.e. $10.83^* \times 5 = 54.15$, but rounded up to 55. Therefore, Team B won by 14 runs

**Note we need to convert 10.5 overs into the correct decimal format as 10.5 overs is 10 overs and 5 balls, which is 10 and 5/6 overs i.e. 10.83 overs.*

Scenario 2:

Team A scored 80 off its 16 overs, at a rate of 5 runs per over (i.e. $80/16 = 5$). Team B then scores 50 off 10.5 overs when it rains.

Team B's par score is **55** i.e. $10.83^* \times 5 = 54.15$, but rounded up to 55. Therefore, Team A won by 5 runs

**Note we need to convert 10.5 overs into the correct decimal format as 10.5 overs is 10 overs and 5 balls, which is 10 and 5/6 overs i.e. 10.83 overs*

Scenario 3:

Team A scored 80 off its 16 overs, at a rate of 5 runs per over (i.e. $80/16 = 5$). Team B then scores 55 off 10.5 overs when it rains.

Team B's par score is **55** i.e. $10.83^* \times 5 = 54.15$, but rounded up to 55. Therefore, this is a **TIE**.

**Note we need to convert 10.5 overs into the correct decimal format as 10.5 overs is 10 overs and 5 balls, which is 10 and 5/6 overs i.e. 10.83 overs*

Scenario 4:

Team A scored 80 off its 16 overs, at a rate of 5 runs per over (i.e. $80/16 = 5$). Rain falls during the innings break and only 6 overs are possible for Team B to bat. Team B's par score is **30** i.e. 6×5 , and their target score is **31** (to win).

However, if Team B scores 28 off 5.1 overs when it rains, then Team B's par score is **26** i.e. $5.17^* \times 5 = 25.85$, but rounded up to 26. Therefore team B won by 2 runs.

**Note we need to convert 5.1 overs into the correct decimal format as 5.1 overs is 5 overs and 1 ball, which is 5 and 1/6 overs i.e. 5.17 overs*

Appendix 4 – 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
- Nev Gai gnev@rocketmail.com 240-316-9265
- Pavan Mamillapalli pavan.mamillapalli@gmail.com 703 906 3683