



2021 WCL National Capital Youth Tournament (May 29-31, 2021)

Tournament Overview:

Dates: May 29th-31st, 2021

Ground Addresses:

Kenilworth: 12520 Kembridge Dr, Bowie, MD 20715
Rockledge: 7701 Laurel Bowie Rd, Bowie, MD 20715
Metro: 7901 West Park Dr, Adelphi, MD 20873
Manassas Park: 99 Adams St., Manassas Park, VA 20111
Orchard Park: 7205 Centreville Road, Manassas, VA 20111
MGP: 23229 Craters Farm Ln, Middleburg, VA 20117
Leesburg: 19227 James Monroe Hwy, Leesburg, VA 20175
Lake Fairfax: 1400 Lake Fairfax Dr, Reston, VA 20190
Bolen-18/Bolen-19: 42405 Claudia Dr, Leesburg, VA 20175

Age Groups:

1. **U13**- Age 13 and Under. Born on or after Sept 1, 2007, females born on or after Sept 1, 2005 may also play.
2. **U15**-Age 15 and Under. Born on or after Sept 1, 2005, females born on or after Sept 1, 2003 may also play.
3. **U17**- Age 17 and Under. Born on or after Sept 1, 2003, females born on or after Sept 1, 2001 may also play.

Number of Overs: For **U13**: 25 overs per innings on first two days; For **U15/U17**: 30-overs first two days; For all age groups T-20 last day.

Balls used: White balls (Regular size)

Uniform color - Colored

Shoes- No spike shoes are allowed

Scoring- CricClubs

Main Umpires- Neutral

Tournament Schedule: cricclubs.com/wclinc

Changes to these Playing Conditions: The organizing committee reserves the right to make changes to these playing conditions and communicate such changes as deemed necessary.



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Match Rules and Regulations

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:

Each team plays three league matches in their respective groups. Finals (T-20) will be played between Top 1 team from each group.

Tie break criteria to select group top team in the following order:

- Team with **most Points** is ranked higher
- Team with higher **Net Run Rate**
- Team that won against the next top contender
- Drawing of lots in rare case that teams are tied

Hours of Play, Drinks Breaks, Mid Innings Interval and Toss:

-The start and finish times for all matches are provided in the schedule.

- Each match shall have one 5 minute drinks break in each innings, which are to be taken at the end of the 15th over (for 30 overs), 12th over (for 25 overs) and 10th over (for T-20) , depending on the weather conditions. Drinks have to be taken in the ground and players are not allowed to come out.

- If an innings gets reduced to 15 overs or less, then there shall be no drinks interval.

Innings break shall be not more than 10 minutes.

-Duration of matches- 30 overs- 4.5 hours, 25 overs-4 hours, 20 overs- 3 hours (including drinks break)

-Each innings must start and finish on time including drinks break within an innings (30 overs in 2 hours 10 minutes, 25 overs in 1 hour 55 minutes, 20 overs in 1 hour 30 minutes)

-If for any reason (beyond the control of teams or organizers) a match starts late (morning dew, for example), overs will be reduced so the match can be finished on time. Umpires will discuss with the coaches and make the final decision in such circumstances. Umpires will have the final say on such matters.

-Toss: Toss needs to happen not later than 15 minutes before the scheduled start time and at least one player or coach of both the teams should be present at the time of the toss. It is up to the main umpire to delay the toss close to the start time if a team cannot make it to the ground 15 minutes before in case of any unavoidable circumstances. If a toss cannot happen to start the match at the scheduled time, main umpire will assess the situation with the tournament committee and make a determination to award or delay the toss, and subsequently reduce the overs or whatever works the best taking into consideration the rules (time, reduced over rate etc.) and the spirit of the game.



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Scheduling committee has taken all the efforts possible to accommodate all teams' requests and conflicts and while umpires will do everything possible to run the matches on time, Coaches should also be cognizant of the time and need to get their players/teams

Penalty exists for slower over rate:

When a bowling team is not able to finish the innings in the stipulated time, overs they have to bat will be reduced at the rate of 1 over for every 4 minutes. If the bowling team in the second innings is slow, the batting team will be awarded 5 extra runs per over lost. The final decision will rest on the main neutral umpire who would do everything possible to ensure the game is run on time and finished on time.

Dress Code:

Color Uniforms (each team is responsible for their uniforms). Colored pads or clads on pads are required for all the players, including wicket keepers.

Pitch, Ball, Wicket, Boundaries:

Pitch: 22 yards for all age groups

Balls: White balls, 5 1/2 oz.

Wickets: Regular Stumps or Spring Stumps

Boundary and inner circle: For U13, boundary length will be 45 yards from the middle of the pitch and inner circle will be 25 yards.

For U15: Approx. 55 yards boundary length from the middle of the pitch and 30 yards inner circle respectively. Boundary length may vary a bit across the different grounds

For U17: Approx. 60 yards boundary length from the middle of the pitch and 30 yards inner circle respectively. Boundary length may vary a bit across the different grounds

Fielding restrictions:

Power Play for 30 overs: First 9 overs

Power Play for 25 overs: First 8 overs

Power Play for 20 overs: First 6 overs

Only two fielders are allowed outside the inner circle during Power Play.



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After Power Play, there should be only a maximum of 5 fielders outside the inner circle. Also, not more than 5 fielders on the leg side, and not more than 2 fielders behind the stumps on the leg side. Umpires would signal non-ball if any of the above is not met any time.

Player protection:

No fielders to be placed closer than 11 yards from the batsman and in front of the wicket. Batsmen must wear helmet and protective cup. Use of thigh pad and chest pad is strongly suggested. Wicketkeeper is required to wear helmet for U13 all the time. It is required for U15 and U17 as well when a keeper is staying up to the wicket. Use of helmet is strongly recommended for these two age groups all the time.

The Players, Super Subs, and Substitutes, Submission of Team Sheets:

- 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 umpire at the toss. Submitted players (12) may not be changed after the nomination without the consent of the opposing team.
- A team must have 8 players if fielding first. Match will be awarded to the other team if that is not the case.
- Only eleven (11) players shall be allowed to bat or field at any time.
- Substitutes may not bat, bowl, keep wicket, or act as captain.

Super sub

- Super-sub can bat, bowl or act as wicketkeeper and can come on at any point in time.
- Replaced player will not be able to come back for the remaining part of the match for batting, bowling or wicket keeping. He may field for the remainder of the match.
- Super-sub may play in both innings of the match.

Retiring Batsman:

To encourage maximum participation and playing opportunities for the youth, a team may retire a batsman, but that batsman is allowed to return only at the fall of the 9th wicket. If more than one batsman is retired, they are allowed to come back at the end only in the order they were retired i.e. the first retired batsman will come back first, the second retired one second, and so on.

Late arrival and absences from field:

- Players, who arrive late, are allowed to bat or bowl immediately.
- Fielders, who leave the field for any reason, are allowed to bowl immediately upon return.

The Over:

The over shall last a maximum of 6 legal deliveries for U15 and U17. For U13, an over will have a maximum of 8 balls. The last over of the innings must have 6 legal deliveries.



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Wide and No ball:

Wides:

- Off side wides - All balls outside the off-side wide lines shall be a wide
- All balls on the leg side are wides.

The above are guidelines for a batsman with normal guard. If a batsman makes significant moves at the crease, the wide lines also move accordingly. Umpires reserve the right to make appropriate calls in such cases.

No ball:

- Any delivery that would be considered a no-ball by the ICC will be called a no ball in this tournament.
- A ball pitching outside the pitch is a no-ball (followed by a free hit)
- Waist high full toss will be considered a no-ball (followed by a free hit)
- Only 1 bouncer (over the shoulder) is allowed per over. 2nd bouncer in the same over will be considered a no-ball followed by a free hit. And the bowler will be warned. Bowler will not be able to bowl again after the 2nd warning.

Wides and No Balls are worth 1 run.

Minimum Number of Overs and Win :

For a win/lost result,

- Minimum number of overs for 30 overs- 8 overs
- Minimum number of overs for 25 overs- 7 overs
- Minimum number of overs for 20 overs- 5 overs

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

- After a team batted for minimum number of overs and there is an interruption due to rain or any other factor, run rate rule (based on DLS method) will be applied to recalculate the target score. Otherwise, match will be considered as abandoned and teams will split points.

Refer to the last section of this document for further DLS guidance

Super Over/ a one over per side (OOPS):

- In the case of a tie score at the end of the main match, a one over per side (OOPS) will be played. Should this OOPS end in a tie, the overall result will remain as a "Tie" except in the finals.
- The team batting second in the main match will bat first in the Super Over.
- The umpires shall stand at the same end as that in which they finished the main match.



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- d. The fielding side shall choose from which end to bowl.
- e. Each captain shall give only to the umpire/s the list of names of the three (3) batsmen and the one (1) bowler.
- f. The loss of two (2) wickets in the over ends the team's one over innings.
- g. Only nominated players from the main match may participate in the Super Over.
- h. Each team's over is played with the same fielding restrictions as applied for the last over in a normal T20 match.

Net Run Rate (used to calculate team rankings):

- 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.
- 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 run rate 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 condition 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.

Playing on Both Sides of the Wicket:

- The end that the bowlers will bowl from will alternate after each over for U15 and U17
- For U13, the change of ends will be after every 5 overs
- On certain grounds, however, it is possible only to bowl from one end.

The below table provides guidance on which ends can be used at each field. Umpires reserve the right to make the final determination if any situation demands a change in the below guidance.

Field Name	Which end to use
Bolen-18/Bolen-19	Both
Kenilworth	One. When viewed from entrance, striker-end is on the far side.
Lake Fairfax	Both
Leesburg	One. When viewed from the entrance, striker-end is to the right, closer to the highway.
Manassas Park	One. When viewed from the parking lot, striker-end is the near end, non-striker end is towards the hill.
Metro	Both



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Mickie Gordon Memorial Park (MGP)	One. When viewed from the bleachers, striker-end is to the left.
Orchard Park	Both
Rockledge	One. When viewed from the entrance, striker-end is to the left.

-Umpire may decide to have a team bowl from one side every 5 overs, or 10 overs, or half of the innings etc., depending on the time situation for all age groups.

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 breaks between innings, providing the umpires are satisfied that such practice will not cause significant deterioration in the condition of the outfield. Practices on the pitches before a match are also allowed provided both participating teams get fair opportunity to do so and doing so doesn't result in any damage to the pitch or bowler run up areas and cause any start delays.

-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:

- No bowler may bowl more than 4 overs per innings for T20, 5 overs for 25-overs, and 6 overs for 30-overs .

- However, in a delayed start, or interrupted match, where the overs are reduced for both sides, or only 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).

- In the instances where the total overs are not divisible by five, an additional over shall be allowed to the maximum number of overs per bowler 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.

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



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Reduction of Overs per Innings:

- Overs may only be reduced by the umpires, after consulting with the tournament committee.
- The tournament committee may also preemptively reduce overs per innings if it deems necessary to do so.

Scorers:

- Each team must supply their own scorer.
- Scorer must be competent at scoring and must NOT be playing in that game and have the required knowledge and CricClubs app to score.
- There shall be at least 2 scorers per match, one from each team. Usually the person from the team batting scores, but it is up to the two scorers and teams how they want to score

Umpires

All matches will have neutral main umpire. Batting team should provide a leg umpire. If possible, a team must not have a parent doing the leg umpiring when his or her kid is batting. For the finals, there will be neutral main and leg umpires.

In the rare event a neutral main umpire is not available, the batting side has to provide the main umpire and bowling side leg umpire.

Player of the Match

Each match will have a player of the match that will need to be decided between the umpires. Umpires may consult the team coaches if necessary and the scorer should enter the details before ending the scoring on CricClubs app.

Code of Conduct:

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

Parent/Coach/Manager Interruption:

- Only coach and/or Manager are allowed to advice or instruct the players on the field.
- The Coach and/or Manager must advice or instruct the players only between the overs NOT in the middle of over.
- No parents' intervention allowed. However, cheering for their player/team is allowed.
- Parents must 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.



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- In the first instance that these rules are contravened, the umpires will issue 1 warning to team manager / coach for inappropriate intervention.
- Each subsequent infraction will cause a 5 run penalty to be applied to the team causing the interventions.

Smoking/Drinking Alcohol:

- Smoking / drinking alcohol is not allowed at venues where tournament matches are held.
- Parents / guardian found in violation will result in their team being penalized with a 5 run penalty for each infraction and the parent being barred from attending future tournament games.

Other hygiene aspects/ team responsibilities:

- Trash must not be left behind. It is the responsibility of the teams to leave the field and dugouts clean, and deposit the trash inside the trash bins. If trash bins are full or they don't exist, trash must be taken with the team to dispose at a place where trash bins are available.
- Please do not leave trash outside the bins or by the trees
- Players or others shouldn't leave bottles or other objects along the boundary lines
- Teams and others must use restrooms. Team will be disqualified if any member is found using woods for bio breaks.

Disputes:

Any dispute arising from the application or interpretation of the Rules and Playing Conditions shall be referred to the tournament organization committee. Any decision of the organizational team shall be final and binding on the parties concerned. In the event of any field disputes, umpire will try to resolve and the captain, coach/manager only are allowed on the field. Parents strictly are not allowed in the field any time during play. Penalty applies.

COVID Guidelines:

- a. A comprehensive effort should be made by every participating team to ensure that their team is COVID-19 free.
- b. Teams 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 sanitizing when in contact with the ball.
 - ii. Do not touch eyes, nose, and mouth after making contact with the ball.



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- 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.

National Capital Youth Tournament Contact Information:

Prem Nair: 703.501.3443

Vinod Motwani: 703.868.4785

DLS

D&L Use-Cases:

Umpires would consider giving the maximum opportunity to conduct a full game. But this is dependent on the state of the field (pitch, bowler's run up and outfield and the potential wear/tear the match ball will be subject to from the wet outfield), the start time of the immediate next game to be held at the same field, time when the lights (in case of a lighted field) will be turned off and the time the ground permits are available until. Umpire will make the final call independently and their decision will be final.

- a) Rain interruptions when the team is batting first. Umpires should note the time between when the teams were taken off and the time of restart. The general guideline is to reduce overs at the rate of 1 over for every 4 mins lost. Umpires may decide to reduce breaks (including innings as well as water breaks) to give the teams the chance to play the max number of overs. i.e if an hour's play is lost after considering all the time available, umpire can reduce 15 overs (7 or 8 overs each in both innings) from both innings combined. Use DLS calculators (See point b) to determine target scores.
- b) Rain interruptions when the team is batting second. Umpires should note the time between when the teams were taken off and the time of restart. The general guideline is to reduce overs at the rate of 1 over for every 4 mins lost. DLS will apply and the following DLS calculators will be used in combination to calculate the target score for the team batting second
 1. Cricclubs DLS Calculator will be used as a first choice (unless when a game is interrupted while an over is still going on and isn't completed). This calculator can be initiated directly from the Cricclubs scorecard when a game is in progress.
 2. <http://www.boltoncricket.co.uk/DLcalc.html>