

# California Cricket Festival

June 20 - June 23, 2019

## Match Regulations



Except as otherwise stated, the [MCC The Laws of Cricket \(2017 Code 2nd Edition - 2019\)](#) shall apply

### 1. Age Groups and Eligibility

Age Group	Eligibility - Born on or after	
	Girls	Boys
U10	9/1/2007	9/1/2008
U12	9/1/2005	9/1/2006
U15	9/1/2002	9/1/2003

### 2. Playing Conditions

Condition	Age Group		
	U10	U12	U15
Ball	4.75 oz (Red)	4.75 oz (Red)	5.5 to 5.75 oz (Red)
Pitch	20 yards	21 yards	22 yards
Inner Circle	30 yards	30 yards	30 yards
Boundary*	45 to 50 yards	50 to 55 yards	60 to 70 yards
Overs Per Innings	30 overs	40 overs	45 overs
Duration Per Innings (Also See Section 4)	2 hours 05 minutes	2 hours 50 minutes	3 hours 10 minutes
Maximum Over Per Bowler (Also See Section 8 & 9)	5 overs	7 overs	8 Overs
Power Play Rules	No	Yes (See below)	Yes (See below)
Wide Ball Rule (See Section 10)	Special rules apply	ICC rules apply	ICC rules apply
No Ball Rule	See Section 11	See Section 11	See Section 11

\* Depending on ground size

- 2.1. No fielder shall be allowed to stand within 12 yards in front of the wicket. The on-field umpires shall enforce this strictly.

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- 2.2. Bowler is not counted in the list of leg-side fielders.
- 2.3. The match umpires' decisions shall be final.
- 2.4. Organizers reserve the right to allow umpires to use video evidence to augment on-field decisions only if official video recording arrangements are made. In this scenario, organizers are not obliged to make such video recordings available to players, managers, coaches or parents for review. No requests by team managers/coaches or parents for video review shall be entertained.
- 2.5. **Powerplay and Fielding Restrictions:**

Condition	Age Group		
	U10	U12	U15
Batting Powerplay First 20% of the overs	Maximum 5 fielders (not counting Bowler and Wicket Keeper) shall remain inside the inner circle	Maximum 2 players allowed outside circle for first 8 overs	Maximum 2 players allowed outside circle for first 9 overs
Middle overs Second 60% of the overs		Maximum 4 players allowed outside circle for overs 9 through 32	Maximum 4 players allowed outside circle for overs 10 through 36
Bowling Powerplay Last 20% of the overs		Maximum 5 players allowed outside circle for last 8 overs	Maximum 5 players allowed outside circle for last 9 overs

### 3. Player Clothing

- 3.1. All players must wear white uniform; batting and wicket keeping pads should also be white.
- 3.2. Thigh guard, chest guard and the abdomen guard must be worn inside the uniform.
- 3.3. Wicket keeper must wear a helmet at all times while the ball is in play.
- 3.4. Both batsmen must wear a helmet while ball is in play.
- 3.5. Metal spikes shall not be worn by any player to avoid damage to the playing surface. Umpires reserve the right to prevent any player from taking part in the game until player changes footwear.

### 4. Match Duration and Breaks

- 4.1. A grace period of 15 minutes may be allowed for the completion of the innings, at the umpire's discretion, if there are unforeseen delays in the game. The innings break will be shortened by that time.
- 4.2. The on-field main umpire will be responsible for time management and will make every effort to complete the games on time.

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- 4.3. The on-field main umpire may use his discretion to shorten the duration of the game, if they feel that game will go beyond the allocated time. They will notify both the team Captains and Managers about this at least 45 minutes prior to the scheduled end of the first innings.
- 4.4. No side may declare an innings closed.

### 5. Drinks Break

- 5.1. A 5 min interval for drinks will be taken after 15 overs of a U10 innings and after 15 and 30 overs of U12 and U15 innings.
- 5.2. An individual player may be given a drink either on the boundary edge or on the field of play at the fall of a wicket, providing playing time is not lost.

### 6. Hours of Play (Check from Schedule)

U10	U12	U15
<b>8:00 AM Start</b> <ul style="list-style-type: none"><li>•Toss: 7:45 AM</li><li>•1st innings: 8.00 AM - 10.05 AM</li><li>•2nd innings: 10.25 AM - 12.30 PM</li></ul>		
<b>12:00 PM Start</b> <ul style="list-style-type: none"><li>•Toss: 11:45 AM</li><li>•1st innings: 12.00 PM - 2.05 PM</li><li>•2nd innings: 2.25 PM - 4.30 PM</li></ul>	<b>9:15 AM Start</b> <ul style="list-style-type: none"><li>•Toss: 9:00 AM</li><li>•1st innings: 9:15 AM – 12.05 PM</li><li>•2nd innings: 12.35 PM – 3:25 PM</li></ul>	<b>9:30 AM Start</b> <ul style="list-style-type: none"><li>•Toss: 9:15 AM</li><li>•1st innings: 9:30 AM – 12:40 PM</li><li>•2nd innings: 1:10 PM – 4:25 PM</li></ul>
<b>12:30 PM Start</b> <ul style="list-style-type: none"><li>•Toss: 12:15 PM</li><li>•1st innings: 12.30 PM - 2.35 PM</li><li>•2nd innings: 2:55 PM - 5.00 PM</li></ul>	<b>10:30 AM Start</b> <ul style="list-style-type: none"><li>•Toss: 10:15 AM</li><li>•1st innings: 10.30 AM – 1.20 PM</li><li>•2nd innings: 1.50 PM – 4:40 PM</li></ul>	<b>10:00 AM Start</b> <ul style="list-style-type: none"><li>•Toss: 9:45 AM</li><li>•1st innings: 10.00 AM – 1:10 PM</li><li>•2nd innings: 1:40 PM – 4:50 PM</li></ul>
<b>1:00 PM Start</b> <ul style="list-style-type: none"><li>•Toss: 12:45 PM</li><li>•1st innings: 1.00 PM - 3.05 PM</li><li>•2nd innings: 3.25 PM - 5.30 PM</li></ul>		<b>11:45 AM Start</b> <ul style="list-style-type: none"><li>•Toss: 11:30 AM</li><li>•1st innings: 11.45 AM – 2:55 PM</li><li>•2nd innings: 3:25 PM – 6:35 PM</li></ul>

Umpires to ensure that second innings starts on time and if required reduce the innings break time.

*Note1: The notional over rate will be 15 overs per hour & all sides are expected to meet this rate.*

*Note2: Hours of play for the final day of the festival will be different.*

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### 7. Number of Players

- 7.1. Each team shall consist of a maximum of 13 players & shall be nominated in writing to the umpires before the toss.
- 7.2. If a team does not have a minimum of 7 players to play a game, they must forfeit the game. Teams may not use unlisted players.
- 7.3. Team roster should be shared with the opponent team, umpires and scorer before the toss.
- 7.4. No more than 11 players can bat or be on the field of play at any one time.
- 7.5. Any 11 players are allowed to bat and any 12 players are allowed to bowl.
- 7.6. There is no need to nominate which players will bat. Any substitution of a fielder can only take place with the permission of the umpire. That substitute can immediately play a full part in the match.
- 7.7. A substitute player needs to field for 1 over before being eligible to bowl.
- 7.8. Retirement: If a striker is retired, he/she shall not be able to come back for batting. Only a striker retiring due to injury will be permitted to come back to play.
- 7.9. No runners shall be permitted for injured batsman.

### 8. Delayed or Interrupted Matches

- 8.1. The first cumulative 15 minutes of play lost shall be ignored before deducting overs.
- 8.2. If there are further delays after 15 minutes before or during the first innings, 2 overs shall be deducted (one for each side) for each complete 8 minutes lost.
- 8.3. The side batting second must have the opportunity to bat for at least 15 overs in order to constitute a match.
- 8.4. In case of a delayed or interruption related reduced overs scenario, the max number of overs for each bowler shall use the following formula (Number of overs / 6). All powerplay allocations, if applicable, shall remain as 20%-60%-20% in terms of fielding restrictions.

### 9. Number of Overs Per Bowler

- 9.1. If the innings has reduced overs, then maximum over per bowler = (number of overs per innings divide by 6) round up to next whole number.
- 9.2. In the event of a bowler unable to complete an over, another bowler can bowl the remaining balls. Such part of an over shall count as a full over only insofar as each bowler's limit is concerned.
- 9.3. The allocation of overs per bowler will not be reduced as a result of the deduction of any penalty overs.

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### 10. Wide Ball Rules

- 10.1. Any off-side or leg-side delivery which in the opinion of the umpire does not give the striker a reasonable opportunity to score shall be called a Wide Ball. There will be a leg side short wide marker to guide the umpires for leg side Wide Ball.
- 10.2. ~~Deliveries bouncing above head height of the striker standing upright at the popping crease shall be deemed as a Wide Ball.~~
- 10.3. Deliveries pitching outside or on the edge of the pitch area will be called a Wide Ball for **ALL age groups** irrespective of how the ball travels after pitching outside the pitch area.
- 10.4. For U10 matches a Wide Ball will count as 2 runs and will be counted as a legal ball, except in the following conditions:
  - If Wide Ball is bowled on a **free-hit ball** (delivery following a No Ball), normal ICC rules will be followed. The Wide Ball will be scored as 1 run and the delivery will have to be re-bowled as a free-hit delivery.
  - For the **last over of each batting innings** normal ICC rules will be followed (6 **legitimate** deliveries to be bowled to constitute an over). The Wide Ball will be scored as 1 run and the delivery will have to be re-bowled.

Example for scoring Wide Ball as 2 runs: If the umpires call a Wide Ball, 2 runs will be added to the total and no extra ball will be bowled. Any runs completed of a wide ball will count. 1 run completed of a wide ball will be scored as 3 Wides, or if the ball crosses the boundary, 6 Wides will be scored.

### 11. No Ball Rules

- 11.1. ~~ICC rules shall be followed with the following change: A beamer (from pace or slow bowler) above waist height of striker at crease shall be called as no ball (umpire's decision shall be final) except if the ball hits the stumps.~~
- 11.2. Deliveries that bounce more than once or rolls along the ground before it reaches the **popping crease** shall be called a No Ball.
- 11.3. Any delivery, which passes or would have passed, without pitching, above waist height of the striker standing upright at the popping crease, is unfair and shall be called a No Ball
- 11.4. Two bouncers are allowed in an over. The third bouncer will be deemed a No Ball. Bouncer Definition: A ball which after pitching passes or would have passed above the shoulder of the striker standing upright at the crease.
- 11.5. Dangerous & Unfair Bowling: Law 41.6(b) - Bowling of high full pitched deliveries - shall be amended to read: In addition, if the high full pitched delivery is not slow, then the bowler's end umpire will, in addition to calling a No Ball, shall adopt the procedures of Law 41.7.

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- 11.6. If the bowling team violates the fielding restrictions, the umpire shall call a No Ball. Umpires may give a first warning to teams before calling No Ball for repeat fielding restriction violations.
- 11.7. The delivery following a No Ball will be a free-hit for whichever striker is facing it. ~~For U12 and U15 matches, if the delivery for the free hit is not a legitimate delivery (eg. a wide or another no ball) then the next delivery shall be a free hit. For U10 matches, if the delivery for the free hit is a Wide Ball, an extra ball will not be bowled except for the last over of each batting innings where normal ICC rules (6 legitimate deliveries to be bowled to constitute an over) will apply.~~ The striker can be dismissed only under the circumstances that apply for a No Ball. Field changes are NOT permitted for free hit deliveries if the striker on strike remains the same.
- 11.8. Deliveries bouncing above head height of the striker standing upright at the popping crease shall be called a No Ball.

## 12. Mankading

- 12.1. If the non-striker is out of his/her ground from the moment the ball comes into play to the instant when the bowler would normally have been expected to release the ball, the bowler is permitted to attempt to run him/her out. Whether the attempt is successful or not, the ball shall not count as one in the over. If the bowler fails in an attempt to run out the non-striker, the umpire shall call and signal Dead ball as soon as possible.
- 12.2. No warning to the non-striker is required before a bowler attempts mankading.

## 13. The Result

- 13.1. The winning side will be the one scoring most runs.
- 13.2. A minimum of 15 overs per side will constitute a match.
- 13.3. In the event that the scores are level in a match, unaffected by weather, there will be a super-over where each team must nominate 3 batsmen and 1 bowler.
- 13.4. The super-over will be deemed completed at the fall of 2 wickets should the batting side be unable to complete the super-over.
- 13.5. If the game remains tied at the end of the super-over, another super-over may be played with the teams nominating a different set of 3 batsmen and 1 bowler. A maximum of two super-overs can be held. If there is no winner at the end of the second super-over, a coin toss will be done to determine the winner.
- 13.6. If for any reason one team refuses to take the field on the day of the game or refuses to continue the game mid-way, the team will forfeit the game and the opposing team will be declared the winner.

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- 13.7. If the team batting second is unable to play the minimum number of overs the match shall be abandoned and points shared.
- 13.8. If the game is interrupted for any reason including rain, and team batting second has played the minimum number of overs, D/L Method shall be used as calculated by the scoring app.
- 13.9. The match umpires' interpretations of all matters concerning the conduct of play shall be final.
- 13.10. The tournament organizer's ruling on all other matters shall be final.

### 14. Points

Result	Points
Win	5
Loss	0
No Result/Abandoned Match	2

- 14.1. Tied games will follow the tiebreak system mentioned in Section 13 (The Result).
- 14.2. Teams will be ranked on points. If 2 teams have the same points then the rankings will be decided by Net Run Rate (NRR).
- 14.3.  $NRR = (\text{Number of runs scored} / \text{Number of overs faced}) - (\text{Number of Runs conceded} / \text{Number of overs bowled})$ .
- 14.4. Should a side be all out before the allocated number of overs, the full quota of overs will be used for the calculation of the NRR.

### 15. Practice on the ground

- 15.1. All forms of practice and fitness shall be permitted on the outfield before the start of play or after the close of play or during the lunch and between innings provided such practice will not cause significant deterioration in the condition of the outfield and will not delay the current or subsequent game.
- 15.2. No bowling or batting practice shall be permitted on the pitch before start of the play until game is called finished. On pitch practice shall be allowed after the game is over on that day provided such practice will not cause any damage to the pitch and will not delay any subsequent game.

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### 16. Disputes

- 16.1. Any dispute arising from the application or interpretation of the rules and playing conditions shall be referred to the festival organizing committee, who will make the final decision.

### 17. Other Guidelines

- 17.1. Only the Team Coach and/or Team Manager are allowed to advise the players on the field – No parents' intervention/advice should happen when the match is in progress.

### 18. Scoring

- 18.1. Scoring will be done using Cricclubs app and a scorer user account will be provided to each team for scoring.
- 18.2. Each team will appoint one scorer(s) for each game played. Batting team is responsible for scoring. Both scorers and umpires have to tally score sheets after each inning & approve for correctness in consultation with captains of both teams.
- 18.3. Any discrepancy in Cricclubs score cards have to be reported in the CCF SWAT Whatsapp group by 10pm on the game day.
- 18.4. For any reason, if online scoring cannot be done during the game, scores will be updated in Cricclubs from manual scoring sheets.

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### Revision History

Version	Date	Comments
1.0	6/6/2019	Initial version
1.1	6/8/2019	<b>Section 3.5:</b> - Removed redundant item 3.5 <b>Section 11.5</b> - Corrected reference from Law 42.6 and 42.7 to Law 41.6 and 41.7 as per latest MCC The Laws of Cricket (2017 Code 2nd Edition - 2019)
1.2	6/19/2019	<b>Section 6:</b> - Updated U15 start times <b>Section 10.2:</b> - Removed <b>Section 10.3:</b> - Clarified rule to state that any delivery pitching outside pitch area will be called a Wide Ball irrespective of how ball travels afterward pitching <b>Section 10.4:</b> - Made changes to U10 Wide Ball rules in the scenario of Wide Balls bowled on a free-hit - Added clarification about ball pitching on edge of pitch and updated example <b>Section 11.1:</b> - Removed section <b>Section 11.2:</b> - Reworded to reflect change in double bounce No ball call from stump-to-stump to popping crease-to-popping crease <b>Section 11.3:</b> - Reworded for clarity <b>Section 11.7:</b> - ICC free-hit rule is now consistent for all age groups <b>Section 11.8:</b> - Deliveries bouncing above head height of striker will be called No Ball as per ICC rules

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