*Except as otherwise stated, the* [*MCC Laws of Cricket*](https://www.lords.org/mcc/laws-of-cricket/laws/) *(2000 Code, 6th Edition 2015) will apply.*

* **Age Criteria -**

Tournament will be conducted in three age categories listed below

U10 – Born after 09/01/2007

U12 – Born after 09/01/2005

U14 – Born after 09/01/2003

 To encourage more female participation, girls will be allowed to participate 2 years above their age limit.

* **Playing Conditions**
	+ All players must wear team uniform; color pads with colored uniforms.
	+ Both batsmen must wear a helmet while ball is in play.
	+ No fielder will be allowed to stand within 12 yards of the batsman. The on field umpires will enforce this strictly.
	+ Wide Balls: ICC ODI rules will be followed.
	+ No ball: ICC rules will be followed unless otherwise stated. Any ball (from pace or slow bowlers) above waist height of striker at crease will be called as no ball.
	+ Bouncer: Only two bouncers above shoulder height of a striker standing upright will be allowed and the third bouncer will be called as no-ball
	+ A minimum of 4 fielders should remain inside the 30 yd circle during play.

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|  | **U10**  | **U12** | **U14**  |
| Pitch Length | 20 Yards | 21 Yards | 22 Yards |
| Ball Size | 4.75 Ounce | 4.75 Ounce | 5.5 -5.75 Ounce |
| Boundaries | 45 Yards | 50 Yards | 60 Yards |
| Wide Balls | 2 extra runs per wide, ball will count except last over | 2 extra runs per wide, ball will count except last over | Normal ICC Rule  |

* **Duration for 30 over games**
	+ Each innings will be of 30 overs duration.
	+ Each side will get 2 hours 20 minutes to complete the allocated overs, with 5 minute onfield drinks break at the completion of the 15th over.
	+ 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.
	+ The on field umpires will be responsible for time management and will make every effort to complete the games on time.
	+ The on field umpires may use their 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 end of the first innings.
	+ A minimum of 15 overs per side will constitute a match.
	+ No side may declare an innings closed.

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

* **Drinks**
	+ One 5 min interval for drinks will be taken after 15th over of each innings.
	+ An individual player may be given a drink, either on the boundary edge or on the field of play at the fall of wicket providing playing time is not lost (umpire’s discretion followed).
* **Delayed or Interrupted Matches**
	+ The first cumulative 15 minutes of play lost shall be ignored before deducting overs. If after 15 minutes are lost before or during the first innings, 2 overs shall be deducted (one for each side) for each complete 8 minutes lost.
	+ The side batting second must have the opportunity to bat for at least 15 overs in order to constitute a match.
* **Number of Players**
	+ To encourage more participation, each teamwill consist of a maximum of 12 players & should be nominated in writing to the umpires before the toss.
	+ No more than 11 players can bat or be on the field of play at any one time.
	+ 11 players can bat; 12 players are allowed to bowl.
	+ There will be no need to nominate which players will bat, ahead of time.Any substitution of a fielder can only take place with the permission of the umpire. That substitute can immediately play a full part on the match.
	+ A substitute player need to field for 3 overs before being eligible to bowl.
	+ **Retirement:** If a batsman is retired, he will not be able to come back for batting. Only batsman retiring due to injury will be permitted to come back to play.
	+ No runners will be permitted for injured batsman.
* **Number of Overs Per Bowler for 30 over game**
	+ A maximum of 5 overs per bowler will be allowed in each match.
	+ 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.
	+ In the event of a bowler unable to complete an over, another bowler will bowl the remaining balls. Such part of an over will count as a full over only 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.
* **Wides**
	+ 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 & signalled “Wide Ball”.
	+ Unplayable deliveries over the batsman’s head height will be deemed as a wide ball
	+ **U10 and U12 -** Each wide ball will count as 2 runs, and that ball will be counted towards the over (Total 6 balls per over), **except for the last one over of each batting innings where normal ICC rules** (6 *legitimate* deliveries to be bowled to constitute an over) will be followed.
	+ **U14** - Normal ICC rules (6 *legitimate* deliveries to be bowled to constitute an over) will be followed.
* **No Ball**
	+ Double bounce (before reaching the batsman) deliveries will be treated as no-balls. This is a change to MCC Law 24.7 which only stipulates a no ball when the ball bounces *more* *than* twice before reaching the batsman.
	+ Any full pitched delivery (regardless of speed - yes even for spin bowlers) which passes or would have passed above waist height of the striker standing upright at the crease shall be called & signalled “No Ball”.
	+ 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.
	+ Dangerous & Unfair Bowling:
	Law 42.6(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 & signalling “No Ball”, shall adopt the procedures of Law 42.7.
	+ If the bowling team violates the fielding restrictions (at least 4 fielders inside the circle at all times), the umpire will call a no ball.
	+ There will be Free Hits after all modes of no balls. The Free Hit Procedure, as used by the ICC, shall be followed.
* **The Result**
	+ The winning side shall be the one scoring most runs.
	+ 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 .
	+ The super-over will be deemed completed at the fall of 2 wickets should the batting side be unable to play out the “super-over”.
	+ If the game remains tied at the end of super-over, the result will be decided at the flip of a coin.
	+ In the super-over, no-ball and wide ball will result in 2 runs and an additional ball. Super-over will be deemed complete if 6 legit balls are bowled or if two of the players get out.

* **Practice on the ground**All forms of practice and fitness will 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 won’t delay the game.

No bowling or batting practice will be permitted on the pitch before start of the play until game is called finished. On-pitch practice is allowed after the game is over on that day provided such practice will not cause any damage to the pitch.

* **Disputes**
Any dispute arising from the application or interpretation of the rules and playing conditions shall be referred to the Ground Manager, who will make the final decision.
* **Other Guidelines**

Coach and/or Manager are allowed to advise the players ONLY during drinks or half time breaks – No coaches, parents’ intervention/advice should happen when the match is in progress.