

ARCH 2024

u19 TROPHY / u15 CUP

LAWS

The Laws of Cricket (2017 Code 3rd Edition – 2022) shall apply. Playing regulations for this tournament are based on the ECB 40 over Generic Playing Conditions, but with the following 3 exceptions:

TOURNAMENT SPECIFIC REGULATIONS

THE PLAYERS

A. Notwithstanding the number in the squad, teams are asked to nominate the 11 players eligible to bat and 11 eligible to bowl. There is no requirement for the same 11 to bat and to bowl. Team sheets are required for the umpires.

SUBSTITUTION AND ROTATION OF FIELDERS

B. Substitution may occur according to the Laws of cricket. Fielder rotation is allowed in the tournament on the 10th, 20th and 30th overs in any game. The umpires should always be informed, and the incoming fielder may not bowl until 4 overs have elapsed.

WIDES.

C. For this tournament, a Wide will result in 2 extra runs being awarded to the batting side, with no extra ball in the over except in the final over of the innings when standard wide rules for ODI will apply. (Scorers must note that PCS Pro will have to be set up specifically to cater for this).

PLAYING CONDITIONS – 40 OVERS PER SIDE

Duration

1. All matches will consist of one innings per side, and each innings will be limited to 40 six-ball overs. An innings may not be declared closed. A minimum of 10 overs per innings will constitute a match.

Hours of Play

2. Grounds in the UAE are only available in allocated slots with six hours of match time and one hour pre-match warm up. Consequently, match timings are dictated by the times that the ground is available for play and the close of play time is fixed. It is therefore vital that games are started on time. Umpires have the discretion to reduce the length of each innings by 1 over every 3.5 minutes if the start is delayed for any reason.

3. For a 40 overs innings, the total match time, including the interval, should be no longer than 5 hours 50 minutes, exception given for the final over of each innings. Timing and game management are critical.

Intervals

4. The interval between innings will be 30 minutes unless otherwise agreed by both teams. If the first innings is completed more than 60 minutes prior to the scheduled interval, then there will be a 10 minute break between innings, and the main interval will occur as scheduled.

5. **Intervals for Drinks.** One 5 minute interval for drinks after 20 overs of the innings. In very hot weather the umpires may permit extra intervals for drinks. Note: the time taken for drinks is always included in the playing time for that innings.

Delayed or Interrupted Matches

6. Teams are expected to be in position to bowl the first ball of their 40th over within 2 hours 40 minutes playing time (including time taken for drinks). If they are not, one fewer fielder shall be permitted outside the fielding restriction area than would normally be the case in the Powerplay or non-Powerplay overs in progress at the time.

7. If the innings is terminated before the scheduled or rescheduled cut off-time, no over rate penalty shall apply. If the innings is interrupted, the over-rate penalty will apply based on the re-scheduled cessation time for that innings.

8. The Umpires will inform the fielding team Captain at the start of the innings, and subsequently if play is interrupted, the scheduled end-of-play time for that innings. They will also inform the fielding captain and the batters of any time allowances as and when they arise. In addition, in all reduced overs matches, the fielding team will be given one over's leeway which means that the fielding side must be in position to bowl the first ball of the penultimate over by the scheduled or rescheduled cut off time.

9. Over-rate penalties apply only to innings of 15 overs or more duration unless a penalty has been applied before 15 overs have been bowled.

10. The number of overs for the innings may be reviewed in the event of a delayed start or as a result of adverse ground, weather or light conditions or any other reason.

11. The aim shall always be to give both teams the opportunity of batting for the same number of overs. A minimum of 10 overs constitutes a match. The calculation of the number of overs to be bowled shall be based on a rate of 16 overs per hour in the total time available for play up to the scheduled Close of Play.

12. The team batting second shall not bat for a greater number of overs than the team batting first unless the latter has been all out in less than the agreed number of overs.

ECB Directives

13. Given the nature of this competition, it is important that the ECB directives on fast bowling, fielding regulations and the wearing of helmets by young players are strictly adhered to.

Restrictions on the Placement of Fielders

14. At the instant of delivery, there may not be more than 5 fielders on the leg side.

15. A standard 30 yard fielding restriction area shall be marked on all pitches.

16. **Powerplay.** At the instant of delivery:

(a) PP 1. No more than two fielders shall be permitted outside this fielding restriction area. In an innings of 40 overs, these are overs 1 to 8 inclusive.

(b) PP 2. No more than four fielders shall be permitted outside this fielding restriction area. In an innings of 40 overs, these are overs 9 to 32 inclusive.

(c) PP 3. No more than five fielders shall be permitted outside this fielding restriction area. In an innings of 40 overs, these are overs 33 to 40 inclusive.

17. If the number of overs of the batting team has been reduced, the PP overs shall be reduced. See the Table below. This table applies to both the 1st and 2nd innings.

18. If play is interrupted during an innings, overs are reduced and the table below is applied, the PP overs take immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-over.

Number of Overs per Bowler

19. No bowler may bowl more than one-fifth of the overs scheduled for the innings.

No Ball

20. Normal Laws will apply. All No Balls will result in a Free Hit for the batter.

Free Hit after a No Ball. The normal provisions as detailed in the Laws will apply.

Wide Bowling

21. If the bowler bowls a ball, not being a No Ball, the umpire shall adjudge it a Wide if, according to Law 21.1.2 the ball passes wide of where the batter is standing ***or has stood at any point after the ball came into play for that delivery***, and which also would have passed wide of the batter standing in a normal batting position. The ball will be considered as passing wide of the batter unless it is sufficiently within reach for him/her to be able to hit it with the bat by means of a normal cricket stroke.

The Result

22. A result can be achieved only:

- a. If both teams have had the opportunity to bat for at least 10 overs.
- b. Unless one team has been all out in less than 10 overs or
- c. Unless the team batting second scores enough runs to win in less than 10 overs.

All matches in which a game has begun but both teams have not had the opportunity of batting for a minimum of 10 overs shall be declared 'Abandoned'.

23. Where the maximum number of overs available to both sides remains unaltered once play has commenced the team scoring the higher number of runs shall be the winner.

24. If the scores are tied, the side losing fewer wickets shall be the winner.

25. If the result still cannot be decided, the winner shall be the side with the higher score a) after 30 overs, or if still equal b) after 20 overs or if still equal c) after 10 overs.

26. In the unlikely event of all these being equal, or if a result cannot be achieved in the match, the match shall be decided by the toss of a coin.

27. If the team batting second has not had the opportunity to complete the agreed number of overs, and has neither been all out, nor has passed its opponent's score, the following shall apply:

- (a) If the match is abandoned before the Close of Play, the result shall be decided using the DLS method. It is hoped that all participant scorers will have/use PCS Pro Version 5 available.
- (b) If, due to suspension of play, the number of overs in the innings of the side batting second has to be revised, their target score shall be calculated by the DLS method. With the DLS method, an integral target will be set for the team batting second with one run less than this target resulting in a Tie.

Tournament and Competition Scores

28. A team will score 5 points for a win: 3 points for a tie: 2 points for a loss: and 1 point each for no result (match abandoned).

29. In the event that some final scores are tied, a decision will be based on the result of the head-to-head match between the two tied teams or failing that NRR from the tournament games.

Match Administration

30. **Scoring.** **All schools are to score their own matches.** Where this is being done electronically, it is recommended to have DLS loaded as well. It is also recommended that (a) since not all grounds will have

power/electricity/Wi-Fi and (b) some tablets and laptops are prone to fail in extreme heat, a back-up score book/sheet is kept available.

31. At the conclusion of the match, **both school teams are to email the result** to info@sportagroup.com and a Sporta Group rep will then create and update the Tournament Table on a dedicated page on their Sporta website.

32. Meanwhile the match umpires have the responsibility to decide the MVP for the match, with their reasons, and these too will be collated so that Tournament MVPs can be decided at the conclusion of the tournament.

33. **Dress.** White or coloured clothing may be worn.

34. **Balls.** New pink match balls will be provided to schools by Sporta Group on arrival in the UAE. Used match balls should be retained for possible use as spare balls should the need arise.

Appendix 1: Illustrations of Powerplay Regulations (Men's).

In circumstances when the number of overs of the batting team is reduced, the number of overs within each phase (Powerplay) of the innings shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

Innings Duration	PP1	PP2	PP3
10	2	6	2
11	2	7	2
12	3	7	2
14	3	8	3
15	3	9	3
16	3	10	3
17	4	10	3
18	4	11	3
19	4	11	4
20	4	12	4
21	4	13	4
22	5	13	4
23	5	14	4
24	5	14	5
25	5	15	5
26	5	16	5
27	6	16	5
28	6	17	5
29	6	17	6
30	6	18	6
31	6	19	6
32	7	19	6
33	7	20	6
34	7	20	7
35	7	21	7
36	7	22	7
37	8	22	7
38	8	23	7
39	8	23	8

If play is interrupted during an innings, overs are reduced and the table data is applied, the Powerplay overs take immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-over.