



Dallas Youth Cricket League (DYCL) DCCC AshaJyothi USA Inchin Bamboo Garden Tournament Rule Book

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Rule Book

General Rules:

1. There will be three groups for this tournament - Under 10, Under 12 and Under 17
2. Kids are welcome to play in the upper age group if they are skillful enough to compete with elder kids.
3. The pitch length will be 56 feet for under 10 and 66 feet for under 12 and under 17.
4. Boundaries will be approximately 120 feet for Under 10 and 140 feet for Under 12 and Under 17.
5. Legal bowling is needed from the bowlers. Throwing the ball instead of proper bowling action is not allowed. Such balls will be declared no-balls by the umpire. Any bowler called for throwing 3 times in a game will not be allowed to bowl anymore during the game.
6. Umpires decision on any point of dissension shall be absolutely final.
7. Players are encouraged to bring their own bats for the tournament. Organizers are not responsible for making bats available.
8. Organizers will provide balls and stumps for the matches
9. There should be one wicket keeper behind the wickets at all times. There are no other fielding restrictions.
10. Byes and leg buys are allowed. No LBWs.
11. The wicketkeeper must wear gloves while fielding
12. There will be a 5 minute turnaround time between innings
13. FIELD PLACING
 - a. There is no restriction on the field placing. However any conspicuous movement by a fielder once the bowler starts in his bowling stride to the instant that the ball is delivered is prohibited. The umpire will have the discretion in what is meant by conspicuous.
 - b. Fielders and bowlers also are prohibited from shouting anything from the instant the bowler starts the bowling stride to the instant the ball is either played or crosses the normal batting position of the batsmen.
14. Bowling Quota:
 1. Each game is played between two teams of seven players and consists of a maximum of six, six ball overs bowled by each side.
 2. Each member of the fielding side can bowl a maximum of one over. The wicket keeper can also bowl in the match. A different wicketkeeper can be used for each game, if so desired by the team

Manager/Coach and Captains' Responsibilities:

1. Each team will have a manager/coach for the duration of the tournament. One player from each team will act as Captain for the duration of the competition. Manager/Coach and Captain's responsibilities will be:
 - a. They should be conversant and proficient with the laws of cricket.
 - b. They should control the behavior of their team players. (Conduct of the team.)
 - c. They should make their team respect and follow the umpire's and adjudicator's decisions.
 - d. They will be responsible for going over the rules and regulations with their players.

Umpiring

1. Neutral umpires will adjudicate each game. The organizers will provide them.
2. The umpire will have a pool of balls (good condition) from which he will provide the bowling team.
3. Bowlers may be given another ball (by the umpire only) if retrieval of the previous ball would waste time (e.g., a long boundary shot).
4. Umpires are the final authority during the game. Their decisions are final. They will remain impartial



at all times on the field.

5. Any player showing unreasonable dissent in the opinion of the umpires/adjudicator shall be disqualified from further play in the tournament following due, and fair warning, from the said official/s
6. Umpires will keep time of all breaks, and notify the captains as to when to resume.

Scoring:

1. Runs and extras are scored in accordance with the laws of cricket with the following exceptions: Managers/Captains of each team please read this section carefully and inform your teammates accordingly.
2. Bonus points rule applies for all the games
3. Bonus Point Rule # 1: Two wickets taken by a bowler (for Under 10), three wickets taken by a bowler (for under 12 and under 17) in one over will give the bowling team one bonus point.
4. Bonus Point Rule # 2: 15 runs scored by a batsman (for under 10) 21 runs scored by a batsman (for under 12 and under 17) gets the batting team 1 bonus point.
5. Bonus Point Rule # 3. An extra point will be awarded for the team effort, if the team scores 50 or more runs (for Under 10) and 60 or more runs (for under 12 and under 17) then an extra bonus point goes to the batting team.
6. Bonus Point Rule # 4: If the team is dismissed or restricted to fewer than 50 runs (for Under 10) and fewer than 60 runs (for under 12 and under 17) then an extra bonus point will be awarded to the fielding team.
7. There are runs for wides, no-balls, byes and over-throws, but no run for Leg Byes
8. To assess a wide delivery on the off-side,, a marker will be drawn – 1 bat length from off-stump on the offside; any ball bowled outside that marker shall be designated a WIDE. Any ball bowled on the leg side without hitting the bat or any part of the batsman's body will be designated as wide.
9. The ball will be considered LIVE after a call of WIDE, i.e. the batsman can be out.
10. Any ball which, after bouncing, passes the batsman above SHOULDER height in his normal stance, or would have passed him above shoulder height if it strikes the batsman's bat or body, shall be called a NO BALL by either umpire
11. The ball remains live after the call of NO BALL.
12. For a delivery to be fair in respect of the feet, in the delivery stride
 - a. The bowler's back foot must land within and not touching the return crease.
 - b. The bowler's front foot must land with some part of the foot, whether grounded or raised, behind the popping crease.
 - c. If the umpire at the bowler's end is not satisfied that both these conditions have been met, he shall call and signal No ball
 - d. If the batsman is out of the crease, a bowl above the SHOULDER cannot be called a no ball.
 - e. There will be free hit for over-stepped No Balls
13. Batsman MUST retire not out on reaching a personal score of 15 runs, but may return to continue his innings if one of the last pair of batsmen is out before completion of six overs. Please note The batsman may complete all runs possible off the shot which takes him to or past the 21, e.g. if on 20 he then hits a boundary, the full score will be added, or if he is able to run additional runs past 21 they will also count. Not out batsmen must return to the crease in their original batting order.
14. Any team coach/manager can retire batsman before reaching the 21 runs. A batsman can retire only at the end of an over or as soon he reaches 21 runs
15. If six wickets fall before the 6 overs are completed, the last remaining not out batsman is the only one who can score runs and therefore if he scores 1, 3 or 5 he must return to the batting crease. The last remaining batsman will be declared out if his partner is run out.
16. Winning: Four points are awarded to the winning side. The side having the highest score after the completion of the game wins the game.
17. If the total scores are the same:
 - a. The side losing the fewest wickets is judged the winner.



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- b. In the event of both teams being the same, the side that scored the most runs from the bat (i.e. total runs less all extras) wins.
 - c. If all of the above cannot distinguish a winner, then each side gets two (2) points.
18. In the event of the total number of points being equal, the superior position should be judged by using the following criteria in order:
 - a. The team winning the most matches. If no decision, then
 - b. The team scoring the highest number of run per ball, excluding (i.e. total runs less all extras), throughout all the games in that group. If no decision, then a coin will be tossed to decide the winner
19. STUMPINGS AND RUN-OUTS DISMISSALS: Please note that in the case of run-outs and stumpings, a batsman is considered to be out of his ground unless a part of his bat or body is grounded inside the crease. Thus, if the body or the bat is grounded on the crease line, but not inside, the batsman is out. This has caused a lot of confusion in the past. So we request the teams to pay special attention to this.

CODE OF CONDUCT / Discipline:

1. The Russell Creek Park has been exclusively reserved for this cricket tournament during the time slots. So everyone involved should follow the rules and regulations of appropriate conduct on the field. Moreover everything that happens falls under the jurisdiction of the town/city police.
2. As far as the cricketing code of conduct is concerned; the teams are here to have fun and to sigh a bit of relief during the weekends. So we expect to see a sense of camaraderie and sportsmanship. Sledging is strictly prohibited. But the difference between encouraging ones own team-mate and sledging can sometimes get unclear. Under such circumstances, the umpire will have the say in deciding what a tolerable limit is. If the umpires find things exceeding the limit, they might recommend expulsion of player(s) or disqualification of the team. The final decision will lie with the organizers.
3. We encourage the participating teams to play in line with the laws and spirit of the game.
4. We strongly discourage any physical or verbal (direct or implied) attack by a player(s) against: A) The umpire B) Other cricketers C) The stumps, ball or other cricket gear D) Spectators
5. Unruly and un-sportsman like behavior will not be tolerated. Guilty players will be ejected. If the player refuses to leave the field, the team will be penalized with forfeiture of the match. No substitutes will be allowed for the ejected player.
6. Determination of what constitutes unruly > or unsportsmanlike behavior will be based on the umpire and referees combined opinion.

Final Note:

1. Unless otherwise specified in this Rulebook, teams should follow the ICC rules and playing conditions of T20 International penned by Lord's MCC and ICC
2. The Organizing Committee reserves the right to amend the Rules at any time if it considers such action to be in the best interests of the competition. Committee holds the right to cancel any team for misconduct (money not refundable)
3. THE ORGANIZERS WOULD LIKE TO SEE THE TEAMS RESPECT THE RULES AND PARTICIPATE IN THE TRUE SPIRIT OF SPORTSMANSHIP.

Disclaimer:

Dallas Youth Cricket League or its organizers are not responsible in any form or manner for any person or persons getting injured or property damaged as a result of playing cricket during the tournament matches. Teams and/or individuals are responsible for their own safety and the safety of others on the field.