

Under 15 SLSCA Championship - RULES AND REGULATIONS

1. The Tournaments shall be conducted in three divisions and on a league Basis in the first and second round and knock-out Basis in the final round.
2. Length of the pitch - 22 yds.
3. Weight of the ball – 4 ¾ Oz's. (Four piece balls only)
4. All Matches to be played on matting wickets.
5. **Size of the ground**
 - a. Minimum 40 yds. for under 15 measured from the middle stump on either side
 - b. Maximum 50 yds – measured as above
6. A school could enter a maximum three (03) teams as follows-one team each in Division one and two and two teams in Division three if a school does not participate in an upper division.
7. **Player Eligibility** – Should be Under 15 and be born on or after 1st of September 2007 and on or before 1st June 2010.
8. **Duration of Matches**

Matches will be of one-day duration and shall consist of a minimum of 100 overs.
9. **Scheduled Playing Hours**

First Session	– 9.30 am to 12.00 Noon
Lunch	- 12.00 to 12.40 pm
Second Session	- 12.40 pm to 2.40 pm
Tea	- 2.40 pm to 3.05 pm
Third Session	- 3.05 pm to 5.15 pm

Extra Time allowed – 30 mts
10. **Special Conditions**
 - a. No team is allowed to bat more than 55 overs in the first inning.
 - b. A team can only declare its first innings after facing 25 overs or in the event they surpass the total scored by the opposite team within 25 overs
 - c. No restrictions whatsoever on the second innings

12. Points System:

- | | | |
|------------------------------------|---|-----------|
| a. Outright win by innings | - | 14 points |
| b. Outright win by runs or wickets | - | 12 points |
| c. Outright tied | - | 6 points |
| d. First innings win | - | 5 points |
| e. No Decision | - | 2 points |
| f. First innings tied | - | 3 points |
| g. No play | - | No points |

Bonus points

200 Runs 2 points (Ratio Basis upto a maximum of 300 Runs)

10 wickets 2 points (Ratio Basis)

13. Adverse Ground, Weather & Light Conditions

Both teams and Umpires have to report to the ground, at the Scheduled times and the Umpires and both MIC's have to sign the Score sheets certifying that play was unable to begin.

Both MIC's have to be in agreement for a REPLAY to be allowed

In the event the match is replayed, no points will be awarded for the "No Play Game".

14. Fast Bowlers

- The first ten (10) overs of the bowling side has to be bowled by fast bowlers. (In the first innings of each team).
- Note: A fast bowler will be limited to a maximum of 06 overs per spell. In the event such bowler wishes to continue, he may do so after a break of 20 minutes (Normal time). In the event a fast bowler bowls a spell of 5 overs or more, he may be allowed to bowl again only after a break of 20 minutes (Normal time)

15. Overs per Bowler

- A Bowler will be limited to 12 overs in the first innings of each team (No restrictions for the Second Innings)

16. Bowler's Restrictions

In the first innings of both teams a Bowler will be allowed a maximum of 12 overs. This will NOT be applicable for the second innings

(in the event a bowler bowls even one ball as a fast bowler in the first innings he will be deemed to be a fast bowler for the rest of the innings)

17. Bowlers attire

No bowler can wear long sleeved T Shirts or tubing on either arm whilst bowling. No can the

arms of a long sleeved T Shirt be folded whilst bowling

18. Players Attire

No player will be allowed to carry any Name, Logo or Numbers at the back of the Match T Shirt worn on the ground

19. Both MIC's have to confirm to the Tournament Secretary the date of the fixture, three days Prior to the game

20. Team delaying in arriving for match

In the event a Team does not turn up for an agreed upon match (after informing the tournament Secretary of their availability) for the match to start by 11.00 am (the Latest), the following will apply –

- a. If the MIC of the team who did not get late, is willing to play the match, then the match will be played by reducing the overs.
- b. In the event such MIC is not agreeable to play a reduced overs match, then all the costs for the replay match will have to be borne by the Team which arrived late.

There will be no further replays given in this instant

21. All teams have to have a Master in Charge accompanying the team for all matches. In the Event, the Nominated MIC is not available, the Master / Elder responsible for the team, will have to carry a letter of Authorization from the Principal.

22. Discipline

For any Team found guilty of violating SLSCA Standard Procedures or indiscipline at matches or outside the ground, discipline action will be taken and any decision taken by Sri Lanka Schools Cricket will be final and binding

23. Discipline – Responsibility of the Coaches, MIC's, Principals, Captains & Umpires

No changes to the given Regulations

24. Player Eligibility

No Change to the previously applied procedures

In the event of there being any situation involving any School or during a Match, the decision of the Tournament Committee will be final.

25. PROTESTS.

Registration of Players /team – Any protest regarding any player/s registered in any team or against any Team, will need to be made in writing to the Secretary, SLSCA along with a Deposit of Rs.5000/-, on or before,05 working days after the last match (final match in Division) played in the relevant group. No protest will be entertained without such fee. this Protest to the Secretary has to be signed by the Principal of the School.

LAWS / PLAYING CONDITIONS

MCC Laws with ICC & SLSCA conditions will apply

Law No 1.2 – Replacement Player –

There will be NO Concussion replacement or COVID replacement allowed, but in the event the Opposing Captain is agreeable A REPLACEMENT PLAYER will be allowed by the Umpires for any reason after the toss and during the course of play

Law 11.3 - Intervals between Innings –

Interval between innings – 02 overs will be deducted for all breaks between innings during the match

Law No 21.2 – Fair Delivery the Arm -

Bowlers with Suspect Actions or being No Balled for throwing will not be allowe to bowl again till they are cleared by SLC Coaching Staff (Max Axademy) as per regulations laid out

Law No 42 – Player Conduct -

MCC Law will apply (Level 1, 2, 3 & 4)

D M Rajarathna
Tournament Secretary

JAKS Indrajith
General Secretary