

## **Under 17 SLSCA One Day Championship – Rules and Regulations 2022**

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-5 1/2 Oz's. (Four piece balls only.)

4. Matches are allowed to play on matting wickets

a. Division I, II & III matches could be played on Turf wickets if available.

### **5. Size of the ground**

a. Minimum 40 yds. for under 17 measured from the middle stump on either side

b. Maximum 55 yds – measured as above

### **6. Registration of Teams**

A school could enter a maximum three (03) teams as follows-

a. one team each in Division one and two

b. two teams in Division three.

**7. Player Eligibility** – Should be Under 17 and be born on or after 1st of September 2005 and on or before 1st June 2010.

**All Player Registration has to be done "On-Line" via batsman.com web site at the given Link. All On-Line Registration has to be completed on or before the 10th June 2022.**

Once the initial Registration is done and has been approved by SLSCA Officials there will be NO further Registration of Players

### **8. Protests -**

**Registration of Players / Team** – any protest with regard to any player/s registered in any team or against any Team, will need be to made in writing to The Secretary, SLSCA along with a Deposit of Rs 10,000/-, on or before, 03 working days after the last match (final match in Division) played in the relevant group. No protest will be entertained without such fee. A protest could be initially done by the MIC at the ground, but the Letter of Protest to the Secretary has to be signed by the Principal of the School.

## 9. Duration of Matches

All matches will be One Day Games, limited to 50 overs per team

## 10. Playing hours

- a. First session - 9.45 am to 1.15 pm
- b. Lunch interval - 1.15 pm to 2.00 pm
- c. Second session - 2.00 pm to 5.30 pm

d. Extra time permitted 30 minutes

## 10. Points System:

- a. Win with a Bonus Point - 5 points
- b. Win without a Bonus Point - 4 points
- c. No Decision, or tied - 2 points
- d. No play - No points

## 11. Fast Bowlers

- a. The first eight (8) overs of the bowling side has to be bowled by fast bowlers.
- b. In the event a match is scheduled or rescheduled for 30 overs or less, then the fast bowlers will need to bowl the first five overs of the innings

## 12. Overs per Bowler

A bowler will be allowed a maximum of 10 overs or in a overs reduced game, not more than 1/5 of the Scheduled / Rescheduled overs

## 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. Team delaying in arriving for match without a Justifiable Reason

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

#### **15. Master in Charge accompanying Team**

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.

#### **16. 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

#### **17. Responsibility of the Coaches, MIC's, Principals, Captains & Umpires**

No changes to the given Regulations

### **NUMBER OF TEAMS IN THE TOURNAMENT**

#### **Division ONE 76 Teams**

Final Round will have 32 teams and will be played on a knock-out basis

#### **Division TWO 48 Teams**

Final Round will have 16 teams and will be played on a knock-out basis

#### **Division THREE .. Teams (As per registrations)**

Final Round will be played on a knock-out basis and the no of teams will be decided by the Tournament Committee, based on the No of Teams – Registered for the tournament

## **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 – will be 45 minutes in a normal game and the Umpires to decide on the interval in a rain affected match where the overs have to be reduced

**Law 16 The Result** - if at the agreed time for an interval, the Batting Team has only a further 25 Runs to get for a Victory or  
The Fielding Team has only One (01) Wicket to get to secure a victory then play will continue till a result is reached.

#### **Law No 21.2 – Fair Delivery the Arm -**

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

#### **21.19 Free Hit**

21.19.1 In addition to the above, the delivery following a No ball called (all modes of No ball) shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of No ball or a Wide ball) then the next delivery will become a free hit for whichever batsman is facing it.

21.19.2 For any free hit, the striker can be dismissed only under the circumstances that apply for a No ball, even if the delivery for the free hit is called Wide. 21.19.3 Neither field changes nor the exchange of individuals between fielding positions are permitted for free hit deliveries unless:

21.19.3.1 There is a change of striker (the provisions of clause 41.2 shall apply), or

21.19.3.2 The No Ball was the result of a fielding restriction breach, in which case the field may be changed to the extent of correcting the breach.

21.19.4 For clarity, the bowler can change his mode of delivery for the free hit delivery. In such circumstances clause 21.1 shall apply.

21.19.5 The umpires will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

### **28.7 Restrictions on the placement of fielders**

28.7.1 In addition to the restrictions contained in clause 28.4 above, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply are set out in the following paragraphs.

28.7.2 The following fielding restrictions shall apply:

28.7.2.1 Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 25 yards.

The semi-circles shall be linked by two parallel straight lines drawn on the field.

The fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5 yard (4.57 metres) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.

28.7.2.2 At the instant of delivery:

28.7.2.2.1 Powerplay 1 - no more than two (2) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 1 to 10 inclusive.

28.7.2.2.2 Powerplay 2 - no more than four (4) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 11 to 40 inclusive

28.7.2.2.3 Powerplay 3 - no more than five (5) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 41 to 50 inclusive

### **Law No 42 – Player Conduct -**

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

**Malik Keerthi Fernando**  
**Tournament Secretary**

**JAKS Indrajith**  
**General Secretary**