



Sri Lanka Schools Cricket Association

FOUNDED IN 1948 AFFILIATED TO SRI LANKA CRICKET
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Under 13 Development League 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** - 20 yds.

3. **Weight of the ball** - 4 ¾ Oz's. (Four piece balls only.)

4. Matches will be played on matting wickets.

5. Size of the ground shall be as follows

a. Max : 50 yds and Min 40 yds for Divisions I & II

b. Max : 45 yds and Min 35 yds for Division III

c. Measured from the Middle stump at both ends

6. A school could enter a maximum three (03) teams, One each in Divisions I & II and a maximum of two teams can be entered in Division III.

7. **Player Eligibility** – Should be Under 13 and be born on, or after 1st of September 2009 and on or before 31st August 2012 for the 2022 season.

8. Only matches of one-day duration shall be considered for the championship.

9. Playing hours

a. First session - 9.30 am to 11.45 am

b. Lunch interval - 11.45 am to 12.30 pm

c. Second session - 12.30 pm to 2.30 pm

d. Tea interval - 2.30 pm to 2.50 pm

e. Final session - 2.50 pm to 4.35 pm

Extra time permitted is 30 minutes

10. A minimum of 90 overs must be bowled in a day.

In the event the match is not rescheduled. The Last Hour will be scheduled to begin at 3.35 pm after the completion of 75 overs. In the event, the completion of 75 overs exceeds the given time then the Start of the Last Hour will be the time the 76th over begins.

11. No team will be allowed to bat more than 50 overs in the first inning.

a. No team can declare its First Innings before batting for 25 overs. But in the event a side has overtaken the opponents total in less than 25 overs, then a declaration could be made.

B. A Team scoring the higher number of runs in the first innings, in the event the full quota of 50 overs have been batted out by both teams, (or has been bowled out before 50 overs have been completed) the team with the higher number of Runs scored will gets the first innings points.

12. Wide Ball

To ensure that there is consistency in the calling of LEG SIDE WIDES, the Umpires are herewith instructed to have a marking of ONE FOOT from the outside of the Off Stump and the Leg Stump on both sides of the Stumps at both ends. Any ball outside this marking on the Leg Side of a Batter will be called a wide

13. Match Arrangements

The responsibility of arranging the match will be with the Home Team (Match Date and Ground).

In the event the Home Team is unable to do so, this responsibility will be given to the Visiting Team

Accommodation – In the event the Visiting Team has to travel a distance of 65 or more kms for a match, then the designated Home Team is responsible for providing accommodation and meals to the visiting team

14. Team delaying in arriving for a match / Late Ground Preparation

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, or if the Home Team has not prepared the Ground in time for the Match to Start (the Latest), the following will apply –

- a. If the MIC of the team who did not get late, is willing to start the match, after 11.00 am and before 12.30 pm, then the match will be played by rescheduling the playing times.
- b. Even if both MIC's are agreeable to start a match after a late arrival by a team, then the last starting time will be 12.30. If the match is unable to begin by 12.30, then even if both MIC's are agreeable, it is not allowed. This is only for a LATE ARRIVAL OR A DELAY IN PREPARATION OF THE GOUNDS BY A TEAM.
- c. A Late Arrival can even be, by the Host School, for example - if Ground and Weather Condition permit but the ground preparation has to be done for the match to start on time. If this has not happened, it will be taken as a deliberate ploy to delay the match and the above will apply.
- d. 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. Adverse Ground, Weather & Light Conditions

- In the above scenario, both teams and Umpires have to report to the ground, at the Scheduled times and the Umpires and both MICs have to sign the Score sheets certifying that play was unable to begin.

Both MICs have to be in agreement for a REPLAY to be allowed

- In the event a Match is unable to be started by 2.00 pm due to prevailing G/W/L conditions, then if, in the event both MIC's are agreeable, a Replay will be allowed by the Tournament Secretary, but both MIC's have to speak to him from the ground.
- In the event the match is replayed, no points will be awarded for the "No Play Game". But in the event if one MIC is not willing to go for a Replay due to G/W/L conditions, then the match will have to begin before 4.35 if in the event the Umpires decide that any play is possible.

16. Points System –

Outright Win (by Innings)	-	14 Points
Outright Win (by Runs or Wickets)	-	12 Points
Outright Match Tied	-	06 Points
First Innings	-	05 Points
First Innings Match Tied	-	03 Points
No Decision	-	02 Points
No Play	-	No Points

Bonus Points –

- Batting - 200 Runs: 02 Points (Ration Basis up to a Maximum of 300 Runs)
- Bowling - 10 Wickets: 02 Points (Ratio Basis)

17. Fast Bowlers

- a. Of the First Twelve Overs (12) of the First Innings of Each Team, Eight Overs (08) have to be bowled by Fast Bowlers
- b. Note: A fast bowler will be limited to a maximum of 07 overs per spell in the event such bowler wishes to continue, he may do so after a break of 20 minutes. This applies to a bowler who has bowled a spell of even 5 or 6 overs.
- c. Fast Bowling overs of the first innings of either team has to be a minimum of 20 Overs in the event the innings is 50 overs. The Umpires are advised to request the Captain and ensure that after the completion of the 38th over, the balance overs are bowled by Fast Bowlers in the event only the 08 required Fast Bowling overs have been completed.

18. Bowlers Restrictions –

A bowler will be allowed a maximum number of overs in the first innings as follows:

- a. Fast Bowlers – Maximum of 10 Overs in the first innings of each team
- b. Spinners – Maximum of 12 overs in the first innings of each team

19. Bowlers attire

No bowler can wear long sleeved T Shirts or tubing on either arm whilst bowling. Nor can the arms of a long sleeved T Shirt be folded whilst bowling

20. 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

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

22. A Follow-on can be given provided a Team has a minimum of 75 Runs lead in the first innings.

23. 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.

24. Discipline

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

NUMBER OF TEAMS Division ONE 78 Teams

- No of groups in the first round – 11
- Each team has to play a maximum of seven matches in the first round.
- First three (03) teams from all the groups will be selected for the Final Knock-out round.

Division TWO 93 Teams

- No of groups in the first round: 14
- Each team has to play a maximum of six matches in the first round.
- First two (02) teams from all the groups and three (03) best third teams will be selected for the knock-out round

Division THREE .. Teams (As per registrations)

- No of groups in the first round: As per registrations
- Each team has to play a maximum of five matches in the first round.
- 256 teams will be selected for the second round.
- These (256) teams will be drawn in to (64) groups.
- First two teams from each group up of these eight groups will be qualified for the knock-out stage.

Special Regulations

The Tournament Schedule has to strictly adhered to – hence all matches have to be played within the dates given by the Tournament Secretary.

Points will not be given for Matches played after the due date given.

Postponements will not be given after the due date given for the match

Replay will be allowed by the Tournament Secretary only if there are available days within the schedule given and if both MIC's are agreeable for a replay

**UNDER 13 SCHOOLS CRICKET TOURNAMENT 2022
FINAL ROUND SPECIAL CONDITIONS**

1. The Final Round will be played on a Knock-Out Basis
2. To achieve a Result during a match a Minimum of 45 Overs should be played (including the 02 overs allowed for an innings break), unless a Result has been achieved earlier.
3. In the event after 45 overs have been played a match is interrupted and play cannot continue, then the winner will be decided on Bonus Points achieved during such match. In the event the Bonus Points are equal, then the Team with the Higher Average Points will advance to the next round
4. In the event, a minimum of 45 overs cannot be played, the tournament committee will grant a Replay, if there are available dates as per the given time period for such match to be played. **Please be informed that such Replay is Compulsory.** In the event the replay match too is washed out or 45 overs cannot be played and a result is not reached, then the team with the Higher Net Average Points earned throughout the tournament, including the current abandoned match will be advancing to the next round
5. In the event any match is scheduled to be played on the last given day, there will be **NO REPLAY ALLOWED.**
6. **Quarter Finals onwards** – Please note that there will be **No Replay** given and the team advancing to the next round (in the event there is a match which a minimum of 45 overs cannot be completed) will the team qualifying for the next round will be –
 1. The Team with more Bonus Points achieved during the Match, or
 2. in the event the Bonus Points are equal, then the Team with the Higher Average Points earned during the tournament, will advance to the next round

7. The Finals –

In the event a Decision is not reached during the match (even if the overs are revised) then as there is No Outright / First Innings Winner, both Teams will be declared Joint Champions.

The Winner will not be decided by Bonus Points earned during the final.

Promotions & Demotions will be done after the 2022 season as follows –

- a. Division I – The bottom placed four teams will be demoted to Division II for the 2023 season
- b. Division II – The two finalists will be promoted to the Division I for the 2023 season and the five bottom placed teams will be Demoted to Division III
- c. Division III – The two Finalists will be Promoted to the Division II for the 2023 season

Please Note –

Demotions will be done from the Points earned in the First Round of the Tournament.

Further in the event, a Team does not play the given quota of matches, they will face automatic Demotion in 2023

Any Decision taken by the Tournament Committee of Sri Lanka Schools Cricket Association, will be final and all Schools will have to abide by all such decisions of the Tournament Committee, in any situation

By Order of the Tournament Committee,

**AMAP Atapattu
Tournament Secretary**

**Kanishka Perera
Joint Tournament Secretary**

**SGD : JAKS INDRAJITH
General Secretary**