

Under 17

SLSCA Tournament Conditions

1. The Laws of the Tournament

- a. The tournament will be conducted under the Laws of Cricket (2017 Code) with amendments and special conditions laid out by SLSCA, SLC and ICC for subsequent years.
- b. The Tournament shall be conducted across three divisions on a League and Knock-out basis from the second round onwards.

2. Grounds -

Size of the grounds shall be as follows –

Divisions I & II

Minimum – 45 yards

Division III

Minimum – 40 yards

All Divisions

Maximum – 55 yards

(Circle 25 yds)

Division I and II teams can play their games on Turf pitches, but the opposing team MIC has to be informed 72 Hours (3 days) before the match

3. Stumps –

The height of the stumps shall be 28 inches

4. Pitch –

The Length of the pitch shall be 22 yards (66 feet) from middle stump to middle stump

“ASTRO TURF ” will not be permitted

5. The Ball –

The weight of the Ball shall be 5 1/2 ozs or 156 gms

The Ball has to be a Four Piece Ball.

Matches cannot be played with Two Piece Balls.

Umpires have to very vigilant to this and take relevant action.

6. Duration of Matches –

All matches will be of One Day duration

7. Playing Hours will be as follows -

First Session - 9.30 am to 1.00 pm

Lunch - 1.00 pm to 1.45 pm

Second Session - 1.45 pm to 5.15 pm

Extra Time – There will be a maximum of 30 minutes of permitted Extra Time in the event of any stoppages in play.

8. Overs per Match –

Matches will be played on a 50 over basis

The main objective is to ensure that maximum playing time is achieved and all Umpires are requested to ensure that play is not unnecessarily delayed or curtailed and that unless “conditions are so bad” that it would be dangerous for play to continue or restart.

In the event a Match is interrupted by Weather or Light and the scheduled overs cannot be completed, then, if in the event the side batting second has batted for a minimum of 20 overs, a Decision will be given under the “Parabola” system. This will apply upto the Knock-out round.

9. Delay in Start of Match – due to a fault of a Team

a. If a match is unable to be started on time for the following reasons –

A Team is late in arriving for the game

The Ground is not prepared (The responsibility of the Home Team)

Then, the match has to be started before 10.00.

In the match cannot be started by 10.00 am, but can be started after 10.00 am, then the consent of the MIC of the team which did not get delayed will be necessary for the match to start.

A match cannot be started after 12.00 without a valid reason.

In any event in such an instance, the match can only be started after 11.00 am under the following circumstances.

Both MIC's have to agree to start the match

In the event such delayed match has to be replayed, total costs of the Replay Match will have to be borne by the Team which effected the delay.

b. For a Match to be REPLAYED in this event, both MIC's have to agree with the Tournament Secretary.

10. Scheduled matches – Important

a. The Home Team has to inform the Tournament Secretary & the Opposite team (by SMS) of the scheduling of any match within the given dates (Match Program), 72 hours before the match.

(Division 1 /11 – ground – Matting or Turf will be Decided by the Home Team, Division 111 All matches will be played with Matting Wicket.

b. No postponement of matches will be allowed after the final scheduled day of the match as given in match program by SLSCA.

c. If the match is unable to be played for whatever reason, only ONE such postponement will be allowed but it has to be played on or before the final day as per program given by SLSCA. This postponement has to be agreed upon by both Masters in Charge.

d.

11. The following procedure will have to be followed if a match is to be postponed

- a. If a match cannot be started by 2.32 pm on the scheduled day, due to Ground, Weather or Light, the Umpires will have to inform the Tournament Secretary of this fact.
- b. Further both MIC' s to will have to inform the Tournament Secretary, that they are agreeable for a Replay / postponement, verbally and by SMS and get approval from the Tournament Secretary for such postponement / replay.
- c. When the postponed match is rescheduled, both MIC' s will have to inform the Tournament Secretary of the Date and the Venue, by SMS / Email and by telephone.
- d. Once this is done, only will the Tournament Secretary grant permission for the replay (provided clauses in “b & c” are fulfilled).
- e. In the event one MIC is not willing for a postponement, then the teams and the Umpires will have to wait till 5.15 (schedule closing time) to call off the match. In this event a replay will be allowed, provided it comes with “b & c” above.

12. Points System

- a. The points system will be as follows –

Win with Bonus Point	-	05 Points
Win without Bonus point	-	04 Points
Tied Match	-	02 Point
No Decision	-	02 Points
No Play	-	NO Points awarded

b. Bonus Point – Calculation

The Team that achieves a Run Rate of 1.25 times that of the Opposition shall be awarded One Bonus Point.

A Teams run rate will be calculated by reference to the Runs scored in an innings divided by the number of Overs faced. (ie : a Team batting second will have to achieve the Target Score in 80% of the available overs. The Bowling Team will have to get the Batting side All Out within 80% of their Total score)

c. Net Run Rate

A Teams Net Run rate is calculated as follows –

By deducting the Runs scored per over by A Team, during the tournament, by the Runs scored per over against such team throughout the tournament

In the event of a Team being All Out for less than its full quota of Overs, the calculation of such Team' s Net Run Rate shall be based on the full quota of overs, which it would have received had the team not been bowled out.

Only matches, where Results have been achieved will be counted for the purpose of Net Run Rate calculations. In a match decided on D/L/S or Parabola Run Rate systems, for the Net Run Rate to be calculated only the actual No of overs faced will be taken into account.

13. Fast Bowlers

- a. The first 08 overs of the First Innings of both sides will have to be bowled by Fast Bowlers.
- b. In the event the Umpires decide that the light is not sufficient for the Fast Bowlers, they shall so advise the Captain of the fielding side. If the Captain of the fielding side wishes to continue playing, they may do so, by using spin bowlers. If the Captain does not wish to use Spin Bowlers, then play will be suspended by the Umpires.
- c. The Fast Bowlers need not complete their 08 over quota in the event the light improves after the completion of 08 overs.
- d. In the event an Innings is reduced to 30 overs or less – then the First Five (05) overs will have to be bowled by Fast Bowlers

14. Special Regulations

- a. Division I & II Matches have to be played on or before the given dates in respect of that match
- b. Points will not be awarded for matches played after given dates
- c. For any postponement, both MIC' s shall request from the Tournament Secretary in writing. The decision of the Tournament Secretary in this regard shall be final.
- d. If a match is postponed due to bad weather or poor ground conditions and could not be played due to whatever reason on the rescheduled day, it shall be declared a” NO PLAY ” match and no further postponements will be allowed.
- e. All score sheets of postponed or No Play matches, shall be forwarded to the Tournament Secretary, with the Umpires conformation of the status.
- f. All decisions regarding Ground, Weather and Light shall be for the Umpires and their decision, shall be final.
- g. If Match will be tied , only Super Over will be given from Second Round Onwards (Final decisions regarding Ground, Weather and Light shall be for the Umpires and their decision, shall be final)
- h.

15. Schools Registration

A School could enter a maximum of three teams for the tournament, as follows –
Division I – One Team,
Division II – One Team &
Division III – Maximum of Two Teams

16. School Eligibility

- a. All Member Schools affiliated to Sri Lanka Schools Cricket Association and who have paid their Membership Fees for the current year are eligible to take part in the all tournaments.
- b. Any Team found violating the Rules and Regulations laid down by SLSCA, will be debarred / suspended from playing in the tournament for a period, not exceeding three (03) years.

17. Player Eligibility

The following shall apply

- a. Any Player who is under the age of 17, as at 1st of September 2023 & who was born on or after 1st September 2006, is eligible to play in this tournament.
- b. Such Player should be a Student of a Member School of the Sri Lanka Schools Cricket Association (SLSCA), who have paid their annual membership fees for the current year and in accordance with the Education Ministry Circular No 2/xxx /1 / 14, Circular No 94 / 01 is eligible for participation.

18. Player Identity Cards

Only SLSCA Identity Cards printed after 2019/1/1 will be accepted for registration of players

19. Player Registration –

Maximum of 20 Players at First Registration plus upto a maximum of 05 players allowed to be transferred from a Lower Division, after completion of the First Round

- i. **First Registration** - by Completing and forwarding to SLSCA the Team Registration Sheet of Players with Full Names and Signatures and Player Identity Cards
- ii. **Second Registration** - No Second Registration
- iii. **Important** – Please note that Player Registration will not be allowed after the start of the Second Round
- iv. Players Registered in a higher Age Group are NOT allowed to be registered in a Lower Ager group.

20. Player Transfers – Maximum of 05 Players will be allowed as follows

- a. Players from the same school, registered in one team may be transferred to another team under the following conditions
- b. Transfers shall be allowed only from a lower division to a higher division of players in the same age group and from the same school
- c. A transferred player's name on a Team Card, will be **denoted by an ASTERIC** and the Tournament Secretary must be kept informed. Both sets of Registration Sheets should be produced at the match for checking by the opposing team MIC
- d. A maximum number of five (05) players can be promoted from a lower division to a higher division, as follows –
 - i. No transfers in the first round
 - ii. In the event a team in the lower division, does not qualify for the next round, a maximum of five (05) players may be transferred to a team in a higher division for the next round.
 - iii. After the first round, any transfer can be done only to a team in a higher division (ie : C to B or A, B to A) and only if such team is playing in the next round of a higher division (ie : 2nd round to 3rd round, pre quarter to quarter or quarter to semi)
 - iv. Only two such transfers can be effected per team, up to a total of five (05) players in total

21. Promotion and Demotions

a. Promotions

- i. Division II – The Champions and Runners up will be promoted to Division I, the for 2023 tournament.
- ii. D111 Tournament – The Champions and Runners up will be promoted to Division II for 2023 tournament.

b. Demotions

- i. Division I – The Four (04) Teams will be demoted to Division II for the next years tournament
(Relegation Match will be decided to the demoted teams – (Each Group Last team should play the Relegation matches – Draw will be published after the 1st Round)
- ii. Division II – No team/teams will be demoted.

c. Important –

A team that fails to complete the scheduled number of matches without any valid reason (acceptable by the Tournament Committee), shall be *demoted, relegated or suspended* from playing in the tournament, the following year.

UNDER 17 SCHOOLS CRICKET TOURNAMENT 2023 FINAL ROUND SPECIAL CONDITIONS

1. The Result –

For a decision to be arrived at both teams have to complete a minimum of 20 overs per innings, unless a decision is arrived at earlier

Interrupted Matches from Pre – Quarter Final stage (Knock-out matches) will be as follows

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Division I & II –

Pre-Quarter Finals – “Parabola” System

Quarter Finals and upwards – “DLS” System

Division III –

All Knock-Out Matches from Pre-Quarter Final onwards – “Parabola” System

2. Clothing & Balls

Up to and including the Pre Quarter Finals will be played with White Clothing and One Red Ball

The Quarter Finals onwards will be played with Coloured Clothing and Two White Balls for all Divisions

3. All D1/D11 matches from the Quarter Finals onwards will be played on Turf wickets and All D111 matches from the Quarter Finals onwards will be played on Matting wickets there will be No Replays allowed.

4. In the Knock-out rounds upto and not including the Quarter Finals, one replay will be granted by the tournament committee, depending on available days as per schedule. In the event a match cannot be completed (Minimum 20 overs to be batted by both teams), then the winner will be decided with the earned Average Points (it will be decided by the Tournament Committee of SLSCA & given by the venues)
5. From the Quarter Finals onwards (other than the Final), in the event a decision cannot be arrived at and the match ends in a No-Decision, then the Winner will be decided by the earned Average Points
6. Sri Lanka Schools will grant a sum of Rs 35,000/- to the schools qualifying for the Quarter Finals and a further sum of Rs 8,000/- per match for meals.
7. In the event the Final Match is unable to be played to a finish or to even complete 20 over to arrive at a decision by DLS, both teams will be declared Joint-Champions.
8. In the Event ,From the K/W round to Final Match is Tied ,will be Given a Super Over as per the ICC Rules & Conditions.
9. In the Event ,Final Match tied ,& As per the ground Conditions /Whether conditions cannot play the Super Over,Match Decision will be declared Joint-Champions.
10. In the event of teams finishing on equal points in first round, the eligibility to play in the next round will be determined as follows:
 - i. The team with the most number of wins.
 - ii. If (i) is equal, then the "Head to Head" result will apply.
 - iii. If still equal, the team with the highest net run rate (Runs scored divided by runs given).

Under 17 Schools Cricket Tournament 2023

The following will be provided by SLSCA.

Quarter Finals onwards

1. Grounds
2. Scorers Payment and DLS System
3. White Balls
4. Match Officials
5. Allowance for Colour Kits
6. Umpires assigned by SLSCA and payments also will be provided by SLSCA.
7. Meal Allowance will be provided by SLSCA.
8. Certificates
9. Trophies for the champion and runner-up teams.

By Order of the Tournament Committee
MALIK KEERTHI FERNANDO
TOURNAMENT SECRETARY – UNDER 17

J.A.K.S. INDRAJITH
SECRETARY