

Under 19 SLSCA Championship – RULES AND REGULATIONS 2024 / 25 – Two Day Tournament (ICC June 2023 Regulations)

1. The Tournaments shall be conducted in three divisions and on a Two Day league Basis in the first round and a knock-out Basis in the final round in all Divisions, other than Division I & II.

Division I & II the final rounds will be played over three days and on a knock-out basis
Please see separate playing conditions.

2. The Pitch

Length of the pitch-22 yds.

All Division I all matches to be played on turf wickets.

Division II & III Matches can be played on turf or matting wickets. If played on a Matting Wicket, the Umpires must ensure that after the first days play, the matting is removed and Re-layed on day 2.

Changing the Pitch – In the event a matting needs to be changed once a match has started, then, if both teams agree to such a change, a NEW MATCH will have to be started as it constitutes a change of Pitch. Please note in this instance, the Match being played cannot be continued under any circumstances.

3. The Ball –

- a. Weight of the ball-5 ½ Oz's. (Four piece balls only.)
- b. Balls will be provided by SLSCA for tournament matches
- c. Traditional Matches – If SLSCA is unable to provide Balls then the School has to provide a similar or higher quality ball for such matches, provided that every effort is made to play all Traditional matches with the Balls given by SLSCA

Balls given are –

Division I & II – GOC Avenger

Division III – SF (Stanford)

- d. **Turf Wickets** – New Ball can be taken after the completion of 80 overs. In the event, after 110 overs the ball has to be changed due to wear & tear or the ball getting lost, A new Ball will be taken.

Matting Wickets – New Ball can be taken after the completion of 65 overs. In the event, after 90 Overs, if the ball has to be changed due to wear & tear or the ball getting lost, A new Ball will be taken.

4. **Player Eligibility** – Should be Under 19 and be born on or after 1st of September 2005 and on or before 31st August 2012 for the 2024/2025 season.

5. Playing hours-two day matches

- a. First session - 9.30 am to 12.00 noon
- b. Lunch interval - 12.00 noon to 12.40 pm
- c. Second session - 12.40 pm to 2.40 pm
- d. Tea interval - 2.40 pm to 3.00 pm
- e. Final session - 3.00 pm to 5.10 pm

Extra time permitted 30 minutes per day (to be added to the second and third sessions only)

Intervals for Drinks

- First Session - Two intervals at 50 minutes duration
- Second Session - One Interval after 60 minutes of in the middle of the session
- Third Session - One interval if session is as scheduled after 70 minutes, or if the session is extended, the recommendation is that a Drinks break is mandatory before the start of the Last Hour (60 minutes)

No of Overs per Day –

Two Day Matches - A minimum of 100 overs must be bowled in a day

7. Innings / Declaration and Forfeit

The following will apply –

- a. **The First Innings of a Team cannot be declared until they have batted for 25 complete overs.**
- b. In the event a team batting second wishes to declare their innings, they could do so provided that the Opponents total has been overtaken, by even one run. **Even if the team batting second has batted for more than 25 overs, a Declaration can be done only after overtaking the First Batting Teams, total.**
- c. Forfeiture of an innings is NOT ALLOWED. Umpires have to be vigilant of this and any deviations from the above, will result in action being initiated against the Umpires.
- d. The Umpires cannot AWARD a match for whatever reason. In the event of an action by any team, which constitutes a Refusal to Play, the Umpires will immediately report this matter to the Tournament Secretary, who will take necessary action.

9. No of Players

There has to be a minimum of Nine (09) Players on the field at any given time. In the event a player gets injured and there are only eight players to field, the Umpires will allow play to continue for a maximum of 90 mts, allowing the injured player to get treatment and come back. In the event the injured player is unable to come back on to the field within 90 mts, then the Umpires will stop the match and report this incident to the Tournament Secretary.

10. Boundaries-Division one

- a. Size of the ground shall be 65 yards for under 19 measured from each wicket and the line between the wickets. The Boundaries must be a minimum of 50 yards on either side of the wicket - Square leg to Cover Point.

b. Measured from the Middle stump at both ends.

11. Boundaries-Division two

a. Size of the ground shall be 65 yards for under 19 measured from each wicket and the line between the wickets. The Boundaries must be a minimum of 45 yards on either side of the wicket - Square leg to Cover Point.

b. Measured from the Middle stump at both ends.

12. Boundaries-Division three

a. Size of the ground shall be 65 yards for under 19 measured from each wicket and the line between the wickets. The Boundaries must be a minimum of 40 yards on either side of the wicket - Square leg to Cover Point.

b. Measured from the Middle stump at both ends.

Please Note – In the event the Boundaries of a Ground do not match up to the above requirements, then if the Umpires after consideration, decide that only 1/8th of the circumference of the ground is less than the minimum requirement given by SLSCA, then only will the Umpires permit the match to be played of such ground.

Grounds which do not meet the given requirements, can appeals to SLSCA to get the Technical Committee to visit, inspect and given a report of such ground to the EXCO, who in turn will take a decision, as to allowing matches to be played on such grounds

Also the Umpires are advised to be very vigilant in respect to the Boundary markings remaining the same on both days

13. Points System:

a. Outright win by innings	-	14 points
b. Outright win by runs or wickets	-	12 points
c. Match tied (after completion of 4 innings)-		10 points
d. First innings win	-	04 points
e. No Decision	-	02 points
f. First innings tied	-	05 points
g. No play	-	No points

Bonus points

Batting - 1 - 250 Runs	-	2.5 points (Ratio Basis upto a Maximum of 3.5 Points per inning)
Bowling - 10 wickets	-	2.5 points (Ratio Basis)

Please Note –

First Innings Points / First Innings Tied points will only be awarded if the match ends in a Draw. In the event of an Outright Win – First Innings Points or First Innings Tied points will not apply

Over Rate Penalties

The following penalties will be applicable for Minus Overs bowled by the fielding team

Minus 2 to 5 overs less	-	0.10 points deducted for every over short
Minus 5 overs and over	-	0.15 points deducted for every over short

Player Rankings

All players will be ranked as per the Runs scored, Wickets taken and catches or Stumps taken during the allowed 13 matches (tournament & traditional).

Such ranking will not be displayed on any forum, but will be a Management tool, used at end of Season, for all Awards

The Umpires will have to forward to the Tournament Secretary, through the Official Scorer, any over rate sheet where there are minus overs bowled and action will be taken by the Tournament Committee.

(All Umpires will have to carry, Over Rate Chart sheets for all Under 19, two day matches)

14. Match Kits (Clothing)

Two / Three Day Matches – White Kits

The front of the T Shirt has to carry three Logos – namely Sri Lanka Schools Cricket Association Logo, Sri Lanka Cricket Logo and the College Logo on both sides of the chest Portion of the T Shirt

School Sponsors Name and Logo can be carried on one arm of the T Shirt

There can be the Players NUMBER at the back of the T Shirt and the Maximum size must not exceed 8 ins in width & 8 ins in height. No other wording can be displayed on the back of the T Shirt

Players No, can be carried on one leg of the trouser bottom, between the waist and the knee and has to be, not more than 2 ins in width and 3 ins in height.

If required the College Sponsor's Name or Logo or Brand Name can be carried on the same leg of the bottom, just below the Player No and should be no larger than 2 ins in width and 3 ins in height.

15. Bowlers

Attire – all bowlers have to wear Short Sleeves T Shirts, when bowling. The use of tubing is also not allowed on both arms

Fast Bowlers

- a. **Of, the FIRST EIGHTEEN (18) overs of the bowling side, Twelve (12) overs have to be bowled by fast bowlers.** (In the first innings of each team).

In the event of Bad Light restricting the Fast Bowlers from completing the required 12

overs, the Fast Bowlers requirement of 12 overs will have to be completed, no sooner than the Umpires decide that the Light improves, thereby allowing the Fast Bowlers to bowl. The Umpires will have to advise the Captain that the remaining overs of the required 12, will have to be bowled till complete, from both ends

Bowlers with a Suspect Action / Bowling with an Illegal action or Bowling Underarm

Initial Reporting and Action

1. In the event the Umpires, together decide that a Bowler has a Suspect Action or is Bowling with an illegal action or has bowled a ball underarm, the following procedure will be followed –
2. Either Umpire will immediately call and signal NO-BALL for an illegal action / underarm delivery
 - a. The Bowler's end Umpire will, when the ball is dead, inform the Captain of the fielding side of the reason for the call and request the Captain to take the bowler of forthwith. Such Bowler will not be allowed to Bowl again till he gets a clearance certificate for the HPC of Sri Lanka Cricket.
 - b. In the event both Umpires decide that a Bowler has a Suspect action, they will inform the Captain of the fielding side about their suspicion and request the Captain to change the bowler forthwith. The Umpires will ensure that a Written Report is done at the first interval after such occurrence.**
 - c. The Umpires together, will, at the first available time available to them, complete the Illegal Bowling Report Sheet and after getting the relevant signatures of the Player and MIC or Captain, forward same to the following personnel
 - The Tournament Secretary, SLSCA
 - The Umpires Educator, SLC
 - The Assignment Secretary, ACUSL
 - d. This player cannot bowl again in a tournament / traditional match till he forwards a clearance certificate from the Bowling Review Committee, HPC
 - e. In the event there is a request from the Bowling Review Committee to allow such bowler to bowl at a match, for purposes of Videoing his action at a match situation, this will be allowed only if the request is made through the Secretary, SLSCA and his approval is received. Here too, the Umpires have to be vigilant to ensure that such bowler will only be allowed to bowl for the duration of the Videoing process. In the event the Umpires are of the view that such Bowler's action is suspect or he bowls with an illegal action, then they will take relevant action as per the rules laid down by SLSCA.
 - f. Please note that a Clearance Certificate from the HPC, will not be a ticket for any bowler to bowl with an illegal action or with a suspect action and Umpires are warned to be vigilant in this aspect and take immediate action.

16. In the event the Captains of both teams are agreeable, a match could be called off after the

start of the Last Hour of the Match, provided that a First Innings decision has been reached,

But, In the event an Outright Decision can be achieved, the **Umpires will NOT ALLOW the Match to be called off, even if both Captains are agreeable**

17. Knock-out round

Maximum overs a team can Bat in the First innings of a match – 90 overs. This will constitute a completed innings, even though a team is not all out. In the event the team batting second, scores even one run more during their first innings, the relevant points for a first innings win will go to such team.

In an interrupted game a minimum of 70 overs have to be played over the two days to constitute a match (including the overs for an innings break), or

A First Innings decision has to be achieved (Tie not taken into consideration) for a decision to be reached. (Please refer first innings restrictions on overs)

In the event the above cannot be achieved, then the following will apply
The Team with the Higher Average Points earned in the tournament (excluding the current match), will proceed to the next round. In the event of Demotion the Team with Lower Average Points will be demoted.

In the event a match is played for more than 70 overs, but a Decision cannot be reached and the Match ends in a NO DECISION, then the winner will be decided on Bonus Points earned during such match.

The top four teams of each group will qualify for the Quarter Finals

Division III, Tier A – 8 Groups

Top 24 Teams will be selected for the Two Day Knock-out Round as follows -the top three teams from each group will qualify for the Knock-out round

The First Innings of both Teams will be limited to a maximum of 90 overs after which time the innings will be deemed to be completed and the opposition team will begin its innings. In the event the team batting second also bats for 90 overs, but fails to overtake the total runs scored by the team batting first then the first innings win will go to the team batting first or the team who has scored the higher number of runs in their first innings.

The Home Team for the Quarter Finals matches will be decided by the Points earned during the tournament

The Semi Finals & Finals will be played on Neutral grounds for all Divisions

Division III – Tier A

All matches will be played over two days

Each Group will consist of 5 to 6 teams

The top team from each group will qualify for the final round, played on a knock-out basis

General Conditions for Knock-Out Round (Promotion & Demotion) other than Divisions I & II

The first innings of both Teams are restricted to 90 Overs each. In the event a team is not all out within the 90 overs, their innings will be taken as completed at the end of the 90th over. The Team with the higher total score will be the winner on the first innings. This will be applicable to the “FINAL” match as well.

To constitute a Match, a Minimum of 70 overs (including the overs for an innings break) have to be played over both days, or

A First Innings decision has to be achieved (Tie not taken into consideration) for a decision to be reached. (Please refer first innings restrictions on overs)

In the event the above cannot be achieved, then the following will apply

The Team with the Higher Average Points earned in the tournament (excluding the current match), will proceed to the next round. In the event of Demotion the Team with Lower Average Points will be demoted.

In the event a match is played for more than 70 overs, but a Decision cannot be reached and the Match ends in a NO DECISION, then the winner will be decided on Bonus Points earned during such match.

The first innings of each team will be limited to 90 overs – Division I, II & III (A) for first round matches and Division II & III for Final Round matches

The Final – if either a First Innings or an Outright Decision cannot be achieved, then both Teams will be Joint-Champions. This will apply even if the Match is Tied after the completion of the whole match or even if the “Match is a “NO PLAY” (**Bonus Points will not apply for the Final match**) This will apply to all Divisions.

Sri Lanka Schools Cricket Association will give a sum of Rs 10,000/- a day, being expenses for meals per team, per match from the Quarter finals onwards.

18. Promotions will be done after the 2024 / 25 season from the Two Day & Three Day Tournament as follows –

- a. All Divisions I (A & B), II (A & B) & III (A)– The two finalists will be promoted to the Higher Tier of the same Division or to the Higher Division
- b. Division III – Tier B – 02 Teams will be Promoted to the Tier A and will be done only from the One Day Tournament– Such Teams will be taken from the Quarter Finalist but only if such teams are willing to accept such Promotion.

- c. In the event there is a need to promote more than 2 teams to Tier A, to ensure that there are 64 teams in the Tier A, then the teams being promoted will be taken from the 8 teams entering the Quarter Finals and will be chosen of Average Points earned during the tournament

Refer Final Round Draw attached – Division I & II

Refer Division III – Tier A Final Round Draw

19. Demotion / Relegation Process

- a. Division I to 2 and 2 to 3 – 2 teams will be demoted as follows
- b. The bottom two teams from each group will play in a league of 4.
- c. No team will play each other twice, but points earned in the first round match will be carried forward to this relegation league.
- d. The bottom two teams in this league will be demoted to the lower group
- e. All such matches will be 2 day games and as such all conditions will be same as the first round
- f. Matches to be played as follows –
Division I on Turf
Division II on Matting

Demotions from Division III A –

- g. The last team from each group will be taken to play a relegation league as follows
- h. Such teams will be ranked as per the points earned in the first round
- i. The team with the highest points will play the team with the lowest points and team 2 will play 7, 3 will play 6, and 4 will play 5.
- j. The Losers of these matches will play again as follows – Loser of Match No 1 vs Loser of Match No 2 and the Loser of Match No 3 will play the Loser of Match No 4.
- k. Both Teams which lose will be demoted to Division III, B for the 2025/26 season
- l. From all Divisions – I (A & B), II (A & B) & III (A) – 2 Teams will be demoted at the end of the tournament
- m. Such demotions will be done after the 4 bottom teams in each group play a Relegation match as per the given draw and the losing team will be demoted.
- n. In Division III (A) the bottom team of each group will be drawn to play a Relegation as follows
 - The bottom teams from each group will be ranked as per their Average Points
 - The 4 Teams with the Lowest Average points will draw a Bye to the Next Round
 - The Losers from the 4 matches played will have to play the 4 teams who draw a Bye, in the next Relegation Stage.
 - The 4 Losing Teams from this round of matches will be demoted.
 - Please refer Relegation Draw for Division III (A)

- o. In the event any Team of a group, gets demoted for Violating Rules & Regulations, then the Tournament Committee will demote such team to be the last team of the Relegation stage. This will apply to all Groups.
- p. Further in the event there is a Violation in the Rules & Regulations and Team / s gets demoted, then the Tournament Committee reserves the right to adjust the Draw so as to demote the balance required teams.
- q. Any Team found guilty of Violating SLSCA Rules and Regulations will be demoted forthwith, irrespective of the standing of such team within the group. In the event a team is demoted in this manner, their place in the group cannot be taken by the next team, therefore the last (Bottom) team in the group, will remain the last team for purposes of Relegation. This is applicable to both the Two Day and One Day tournaments
- r. In the event a violation of any Tournament condition by a Team is proven after / during the tournament / relegation round / or even after the tournament, such team will be demoted forthwith and the Tournament Committee reserves the right to adjust the teams to be relegated accordingly.
- s. In the event a Relegation Match ends in a No Decision the following will apply
 - If a minimum of 70 overs (including an innings break) but a first innings decision has not been reached, then the team with the lower average points from such match will have to play in the next Relegation stage, or will be demoted.
 - If a minimum of 70 overs could not be completed and the match ends in a No Decision, then the team with the Lower Average Points during the tournament will either be demoted or will have to play in the next Relegation stage

All Relegation Matches will be played as follows

- a. Division I matches will be played on Turf wickets
- b. Division II & III on Matting Wickets

Please Note – In the event a Team has not completed their Quota of Matches (Two Day) in all Divisions other than Division III – Tier B, or do not turn up for an agreed upon match, or have violated any tournament rules, then such team / s will be demoted and the above procedure will be implemented.

Division III – Tier B, only the One Day will be applicable

Refer Draw attached herewith -

Special Note

Tournament Duration and No of Matches

A School can play a maximum of 13 matches during the season, as follows

Division I & II - 08 Tournament matches and 5 traditional matches

Division III, Tier A - 07 Tournament matches and 6 traditional matches

Division III, Tier B ONLY given tournament matches

Traditional matches will only be approved provided that the fixture list confirms with the fixture list of the opposing schools.

All Schools must forward the fixture list on or before the 30th of August 2024, to the Tournament Secretary

Traditional Matches can be played from 1st September to 31st March 2025

Tournament 2 / 3 Day Matches – should be played / completed between 5th September and the 26th of January 2025

Kindly note the 06 tournament matches should be completed on or before the 31st of December 2023

In the event two teams are agreeable a match could be played on or before the 26th of January 2024, but SLSCA will not take any responsibility for such match being played after the cut-off date.

Knock-out round will begin on the 5th of February 2025 and the date of completion will be the 5th of March 2025 (including the Final)

Division I matches should be played on Turf Wickets and Division II & III matches will be played of Turf wickets or Matting wickets

Please be informed that all Matches (including Big Matches) should be completed on or before the 10th of April 2025. This is to ensure that all deserving players can play in the District matches which will start by the 20th of April. Players who are not released by their schools for the District tournament, will lose out the chance of being selected for the National age group squads.

Umpires – all Tournament & Traditional matches to be Officiated by ACUSL Umpires only. No deviations will be allowed. All assignments should be given to the relevant Assignment Secretary's of the ACUSL 48 hours before the match.

Scorers –

Tournament & Traditional Matches – An Official Scorer will be assigned by SLSCA for the match and the payment will be Rs 4,000/- per day. The MIC of the Home Team will have to inform the Tournament Secretary as well as the Assignment Officer within 48 hours (Mobile No 070 509 0062)

Traditional and other Matches – Both Schools will have to get One SLSCA Official Scorer for any such match and the payment will have to be shared by both Schools

All Tournament and Traditional Matches have to be given live on the SLSCA Scoring app "SLSCA" by the Official Scorer, assigned through SLSCA

General

Player Registration

There will be two Registrations allowed, but the players should not total more than 30

First Registration will be done on or before the 20th August 2024, after which player verification will be carried out by SLSCA Officials. Only Players who are already students in such school can be registered during the first registration.

A Second Registration will be done for a period of one month after the O/L Examination results have been released by Department of Examinations and any players migrating from another School after O/L Results can be registered for their new school during such registration. Any Player being registered during the second registration other than players coming from another school after the O/L examination, will have to be enrolled in the School on or before the 20th of August 2024 (subject player changing schools given below)

Any Player, changing schools after the O/L results will be allowed to participate in the 2 Day tournament as follows –

- If such player has not represented the school he left in the on-going tournament
- Also if he has not represented the school he left
- Further if a player joins a school which is not playing cricket, he can represent his previous school for the tournament provided that he obtains a No-Objection letter from the Principal of the new school
- He has played only the One Day Tournament and Traditional matches for his previous school. He will be allowed to Participate in the 2 Day Tournament for his new school or vice-versa

Eligibility & Registration of Players with Foreign Passports or of Foreign Nationality

- a. Any number of players who are Foreign Nationals, but living and studying in the Country can be registered, but only after they have completed One full year in School, prior to the date of Registration.
- b. A Player who carries a Foreign Passport, but has one Parent who is Sri Lankan by Birth, does not need to fulfill this “One Year Qualification” ruling
- c. A Player whose Parents or a Parent carries a Dual Citizenship, will be exempt from this “One year Qualification” ruling.

International Schools – participating in SLSCA tournaments

An Affidavit needs to be given by the School as per the Ministry of Education Circulars 03/2022 & 03/2022 (ii) paragraph 1.1.14 for approval by the Secretary of the Ministry of Education and handed over at the time of registration to SLSCA

Players – Changing Schools

- a. For a Player who has come from one school to another and wishes to participate in the tournament, the Ministry of Education Circulator dated 25th August 2024 and dated 11th

March 2022, bearing Circular No 03/2022 & 03/2022 (ii) will have to be followed and no deviations will be ,,,,,,,,,,

- b.** A student joining a new school has to bring a **“NO OBJECTION LETTER” signed by only the PRINCIPAL of the School he has left.** In the event a student wishes to join another school, within a year of him leaving his previous school, he has to provide **No Objection Letters from all schools he has been in, during this period.**
- c.** Further such student has to **attach a Certified Copy (by the Principal of the current school) of his Leaving Certificate with such registration.**
- d.** In the event a Student joins another school, for higher education after passing the GCE O/L examination, he is exempted from the No Objection Letter in the event such change of school is the first time. (Grade 12). In the event a student, joins the same school he has been in before passing the G C E “O/L” examination, this will qualify as his first school in Grade 12. In the event he leaves for another school, a **“NO OBJECTION LETTER”** has to be produced.
- e.** A student joining another school in Grade 06, does not require a “NO OBJECTION LETTER” but **a valid Certified Leaving Certificate has to be produced** (as stated in iii)

Special Regulations

REPLACEMENT PLAYERS – (to be applied to both One Day & Two Day tournaments)

In the event the Opposing Captain agrees, a Replacement Player can be given at any time during the game, provided that the proper documentation is done.

PENALTY RUNS - (to be applied for Two & Three Day matches)

In a Two / Three Day Match, where the first innings has been completed and the second innings is in progress, the Umpires award 5 Penalty Runs against the batting side. Meaning that 5 Penalty Runs have been awarded to the fielding side. This, as per the MCC Laws will be added to the recently completed innings (meaning the completed first innings)

Please note that this award of Penalty Runs will not change the First Innings Result of the match.

COMBINED TEAMS

No School Team can have players from any other Branch of such School, thereby making it a Combined Team. In the event this is not adhered to then the Tournament Committee will be forced to take Discipline Action against such School. The minimum penalty will be a One Years Suspension from all SLSCA tournaments.

PROTESTS

Any Team can make an Official protest, provided that a payment of Rs 10,000/- is made to SLSCA, as per account given below and the Bank Slip is attached to the Protest

Any protest made has to be within 5 days after completion of the relevant match.

Name of Account Holder – SRI LANKA SCHOOLS CRICKET ASSOCIATION
Name of Bank - BANK OF CEYLON
Bank Branch - WELLAWATTE BRANCH
Account No - 982 750

Any decisions taken by The Tournament Committee with regard to any eventuality will be final and all schools will have to adhere to any ruling given

As this is a guideline to the tournament, please log on to www.schoolscricket.lk for all clarifications in the Laws and Playing Conditions.

By Order of

**Leelananda Kumarasiri
General Secretary**

**Kanishka Perera
Tournament Secretary**

**Compiled by
J A K S Indrajith
Maurice Dela Zilwa**

Playing Conditions - Three Day Matches in Division I & II Final Round

Knock-Out Round - Division I & II -

a. All matches will be played over three days as follows –

Playing hours for Three Day matches

- a. First Session – 10.00 to 12.00 noon
- b. Lunch – 12.00 to 12.40 pm
- c. Second Session – 12.40 to 2.40 pm
- d. Tea interval – 2.40 to 3.00 pm
- e. Final Session – 3.00 to 5.00 pm

Extra time permitted 60 minutes per day (to be added to the first and second sessions only)

Drinks Intervals – Only One Drinks Interval per playing session

No of Overs per Day –

Three Day Matches – A Minimum of 90 overs must be bowled in a day

Maximum overs a team can Bat in the First innings of a match – 120 overs. This will constitute a completed innings, even though a team is not all out. In the event the team batting second, scores even one run more during their first innings, the relevant points for a first innings win will go to such team.

In an interrupted game a minimum of 110 overs have to be played over the three days to constitute a match (including the overs for an innings break), or

A First Innings decision has to be achieved (Tie not taken into consideration) for a decision to be reached. (Please refer first innings restrictions on overs)

In the event cannot be played and a decision has not been reached, then the following will apply -

The Team with the Higher Average Points earned in the tournament (excluding the current match), will proceed to the next round.

In the event of Demotion the Team with Lower Average Points will be demoted.

In the event a match is played for more than 110 overs, but a Decision cannot be reached and the Match ends in a NO DECISION, then the winner will be decided on Bonus Points earned during such match.

The top four teams of each group will qualify for the Quarter Finals

DIVISION III – TIER B TOURNAMENT

Playing Conditions

1. All matches will be played on a One Day Basis (50 overs per side)
2. Playing times –
 - First Session - 9.30 am to 1.00 pm
 - Interval - 1.00 pm to 1.45 pm
 - Second Session - 1.45 pm to 5.15 pm

 - Extra Time - 30 minutes

Interrupted matches will be decided by the Parabola Run Rate system (in the event 20 overs have been completed by both teams)

3. Balls – SF (Stanford) 156 gms ball issued by SLSCA will be used upto the Quarter Finals
White Balls from Quarter Finals onwards will be played with White Ball /
Coloured Clothings
4. **Replay Matches**
 - a. Only One Replay will be allowed within the time period given for the completion of the normal match.
 - b. In the event, after the Toss and before the Call of Play, a match is washed out then a replay will be allowed.
 - c. If after Play has been called by the Umpire, rain washes out the match, then a replay will not be allowed.
 - d. Final Round – In the event the compulsory Replay match cannot be completed due to Ground / Weather / Light, then the winner will be decided by the Toss of a Coin
5. **Fast Bowlers –**
 - a. Of the first 12 overs of the Bowling side 08 (Eight) overs will have to be bowled by Fast Bowlers. (Applicable for both teams)
 - b. In the event the Umpires decide that the light is not sufficient for the Fast Bowlers, they shall so advice 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 12 overs.
 - d. In the event an Innings is reduced to 30 overs or less – then of the first eight overs, Five (05) overs will have to bowled by Fast Bowlers

Mr Kanishka Perera
Tournament Secretary

Mr Leelananda Kumarasiri
General Secretary