

Under 19 SLSCA One Day Championship – RULES AND REGULATIONS 2024/25

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. **The Ball** – All Divisions
 - a. Weight of the ball-5 ½ oz's. (Four piece balls only)
 - b. First Round and upto the Quarter Final stage all matches will be played with a Red Ball
 - c. From the Quarter Finals, upwards, all matches will be played with Two White Balls
4. Matches are allowed to be played on turf or matting wickets. **Division one is limited to playing only on turf wickets.**
5. **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 2024/25 season.

6. Duration of Matches

All matches will consist of one innings per side, each innings limited to a maximum of 50 overs. All matches shall be of one day's duration.

7. Playing hours

- a. First session : 9.30 am to 1.00 pm
- b. Lunch interval : 1.00 pm to 1.45 pm
(Minimum break to be of 20 Minutes duration in the event a fielding team cannot bowl their quota of overs within time limit, for matches which have been re-scheduled)
- c. Second session : 1.45 pm to 5.15 pm

Extra time permitted 30 minutes

8. Field Restrictions / Free Hit

Power Plays will be as per ICC guidelines for all matches

Field Restriction Circle will be 30 yards, measured from the middle stumps at both ends.

A Free Hit will be given for any No-Ball called by the Umpires

8. Points System:

- a. Win with a Bonus Point - 05 points
- b. Win without a Bonus Point - 04 points

- c. No Decision, or tied - 02 points
- d. No play - No points

9. 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

All decisions in interrupted Knock-out round matches upto and including the Pre-Quarter Finals will be on “Parabola” run rate system.

In the event a Match has to be decided on Run Rate the method will be under the DLS System from the Quarter Finals onwards for Division I, II & III – Level I

The DLS Chart will be sent to the “Whatsapp” of the relevant MIC’s as Print outs cannot be got at most grounds

Division III – Level II, will on “Parabola” basis for all matches including the final.

10. Fast Bowlers

a. **Of the FIRST TWELVE (12) OVERS of the innings, Eight (8) overs have to be bowled by fast bowlers.**

b. In the match is **Re-Scheduled for 30 overs or less, then of the first Eight Overs bowled by the team, Five Overs have to be bowled by Fast Bowlers**

In the event of a Bad Light situation, before the fast bowlers have not completed the mandatory eight / five overs and where the Umpires decide and inform the Captain of the fielding side that the Light is not good enough for the fast Bowlers, then in the event the fielding side Captain decides to bowl the Spinners, the following will apply –

- i. Before the first 12 or 08 overs have been completed and in the event the Umpires decide that the light has improved and the fast bowlers can bowl, the Captain of the fielding team will then bowl his fast bowlers as requested by the Umpires so as to complete the 8 or 5 overs as required.
- ii. In the event if the light does not improve, till after the end of the 12th or the 8th over, then the above Fast Bowling requirement will not be applicable.

11. A bowler will be allowed a maximum of 10 overs or a maximum of 1/5th of the Scheduled or Rescheduled overs being bowled by the team.

12. 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 10.30 am, or if the Home Team has not prepared the Ground in time for the Match to Start of Schedule, (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 10.30 am and before 12.30 pm, then the match will be played by rescheduling the number of overs.
- 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 GROUNDS BY A TEAM.
- c. A Late Arrival can even be, by the Host School and if Ground and Weather Condition permit, then 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.

13. 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 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. Only One (01) Replay will be allowed, provided that it is within the days given for the completion of the match by SLSCA tournament committee

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

In the event one MIC is not willing to go for a Replay due to G/W/L conditions, then the Cut off time for a 20 over match to be played will be 2.32 pm

NUMBER OF TEAMS Division ONE – Tier A 18 Teams

- No of groups in the first round - 02
- Each team has to play eight (08) matches in the first round.
- First four (04) teams from all the groups will be selected for the Knock-Out Round.

Division ONE – Tier B 18 Teams

- No of groups in the first round - 02

- Each team has to play eight (08) matches in the first round.
- First four (04) teams from all the groups will be selected for the Knock-Out Round.

Division TWO – Tier A 18 Teams

- No of groups in the first round - 02
- Each team has to play eight (08) matches in the first round.
- First four (04) teams from all the groups will be selected for the Knock-Out Round.

Division TWO – Tier B 18 Teams

- No of groups in the first round - 02
- Each team has to play eight (08) matches in the first round.
- First four (04) teams from all the groups will be selected for the Knock-Out Round.

Division THREE – Level 1 64 Teams

- No of groups in the first round: 16
- Each team has to play seven (03) matches in the first round.
- First team from all the groups will be selected for the knock-out round.

General

Replacement Player

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.

One Day Matches – Colour Kits (Quarter Finals and onwards)

The front of the T Shirt should carry both Sri Lanka Schools Cricket Association, Sri Lanka Cricket Logos and The College Logo.

In the event the School can get a Sponsor, their Name / Brand is allowed to be displayed on the front of the T Shirt (Across the Stomach). This should not be more than 10 inches in length and 02 inches in height

The Player Name can be put on the back of the T Shirt, Not more than 10 inches in length and 02 inches in height and also a Player Number, not more than 32 (8 x 4) square centimeters in size.

Please Note – In the event a Team has not completed their Quota of Matches (One Day) in all Divisions 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.

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

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**

UNDER 19 SCHOOLS CRICKET TOURNAMENT 2024 / 2025 ONE DAY - 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

All decisions in interrupted Knock-out round matches upto and including the Pre-Quarter Finals will be on “Parabola” run rate system upto the Quarter Finals

In the event a Match has to be decided on Run Rate the method will be under the DLS System from the Quarter Finals onwards for Division I, II & III – Level I

In the event of “A TIE” for the knock-out round, the following will apply

A Super Over will be played if time permits

In the event the Super over is also Tied or the Super Over is unable to be played the team advancing will be as follows –

- will be the Team with the Higher Average Points.
- If this is equal – then Head to Head results will be taken and if this is Not available
- then the Team with the higher Net Run Rate upto such match, will advance to the next round
- If this is still equal, then the Winner will be decided by the Toss of a Coin, handled by the Match Commissioner / Umpires

In the event of a No-Decision during the Knock-out round upto, but not including the Quarter Finals, the following will apply –

One Replay will be allowed