



MCA INTER ACADEMY U-15 (30) OVER LEAGUE TOURNAMENTS 2024
RULES AND PLAYING CONDITIONS

The tournament will be conducted according to the MCA revised Rules & Playing Conditions (2017), the latest ICC Playing Conditions (**Effective December 2023**); except as varied here under MCC LAWS OF CRICKET (**2017 code 03rd Edition-2012**) shall apply

01	Programme of Matches	<p>The program of matches arranged for the tournament must be strictly adhered to.</p> <p>(A). Postponement & Re-plays of matches will not be allowed due to bad weather etc.</p> <p>(B). If a team fails to turn up for a match or refuse to play at any stage of the tournament, the team will be suspended and all matches played by them will be rendered null and void. The team will be suspended for a period decided by the MCA Tournament & Cricket Development Committee. Same rule will apply for the teams giving false declarations.</p>
02	Declaration of Players	<p>(A). The players should be identified by the MCA Appointed Match Referee/Coordinator, 30 minutes prior to the commencement of the match.</p> <p>(B). Once the Match Referee/Coordinator confirms the teams after identification, the captains will exchange the team's declaration at the coin toss</p> <p>Note: The team declaration should be endorsed by the Manager/Coach; Once the declaration is endorsed by an official, he is authorized to intervene, if a problem arises during the match</p> <p>(C). A Minimum of nine (09) players should be present to start a match</p> <p>(D). All players are strictly advised to be attired in white clothing & shoes; players are prohibited to wear fancy shoes; shoes must be white including the laces</p> <p>(E) Declaration of more than 05 Players from Same Institute /School not allowed to the Playing Eleven (11)</p>
03	Teams, who arrival Late at the Venues	<p>(A). When a team arrive late & bats first, their quota overs will be reduced according to time lost, but their opponents will receive the full quota.</p> <p>(B). When a team arrive late & field first, umpires will reschedule the match. Accordingly, their opponents will receive a full Quota of overs & team arriving late will receive lesser no of overs as per the time lost.</p> <p>Note: The Umpires will decide the number of overs lost and will advise the scorers on the above development.</p> <p>Note - 4.17 minutes per Over</p>
04	Responsibility of captains/Coach & Managers	<p>(A). They should ensure that the match is played within the spirit of the game and be responsible for the good conduct of parents/ supporters.</p>

05	Inquiries, & Disciplinary Matters	(A). The MCA Tournament /Cricket Development Committee will have the power to inquire into all disciplinary matters and take appropriate action. Only the Manager & Coach should represent the Academy/ Cricket School at an inquiry. All protests or complaints should be given in writing, before, during and immediately after the match to the Match Referee/Coordinator or to the MCA office within 24 hours										
06	Interchanging & Late registration. Of Players	(A). If an academy fields two teams, the interchanging of players from one team to another is strictly prohibited. Since we have made provision for 18 players to be registered, no late Registrations will be permitted.										
07	Restriction	<p>(A). The 01st Five (05) overs must be bowled by fast bowlers. (A-1) In the event of the umpires decide that the light is not sufficient for past bowlers, they shall so advice the fielding side captain to use spinners to continue to play. (A-2) The past bowling overs need not be continued in the event of light gets better after the completion of the Five (05) Overs. (A-3) Past Bowlers Quota of overs for reduce overs games.</p> <table border="1" data-bbox="558 688 1289 1008"> <thead> <tr> <th data-bbox="558 688 883 751">No of Overs per Innings</th> <th data-bbox="883 688 1289 751">Past Bowlers Restriction</th> </tr> </thead> <tbody> <tr> <td data-bbox="558 751 883 814">26 -30</td> <td data-bbox="883 751 1289 814">05 Overs</td> </tr> <tr> <td data-bbox="558 814 883 877">21 -25</td> <td data-bbox="883 814 1289 877">04 Overs</td> </tr> <tr> <td data-bbox="558 877 883 940">16 -20</td> <td data-bbox="883 877 1289 940">03 Overs</td> </tr> <tr> <td data-bbox="558 940 883 1008">01-15</td> <td data-bbox="883 940 1289 1008">No Restriction</td> </tr> </tbody> </table> <p>(B). Free hits and power play not applicable (C). No more than 05 fielders shall be permitted outside the 25-yard circle at the instant of a delivery; there may not be more than 05 fielders on the leg side</p>	No of Overs per Innings	Past Bowlers Restriction	26 -30	05 Overs	21 -25	04 Overs	16 -20	03 Overs	01-15	No Restriction
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08	Time wasting by Fielder/Batsman Fair, & Unfair Paly	Will be at the discretion of the umpires and appropriate action to be taken										
09	No of overs per bowler.	No bowler shall bowl more than six Overs in an inning. In a reduced over match umpires will inform the captain regarding the no of overs permitted per bowler.										
10	Delays in bowling full quota of overs	<p>(A) <u>Under 15</u></p> <p>If any team fails to bowl the stipulated number of overs by the scheduled time of cessation including time allowances, the over in progress shall be completed and a penalty of 15 runs per under bowled over will be credited to the total of the batting side. (When calculating the actual over rate time allowances given beyond the control of the fielding side should be considered)</p> <p>Both umpires must submit the duly perfected over rate calculation sheet immediately after the conclusion of each match & if there any delays or penalties conveying to respective captains immediate after each innings.</p>										

11	Playing Times	<p><u>(A) Morning</u> 01st Session -8.45 to 10.50 Interval -10.50 to 11.00 02nd Session -11.00 to 13.05</p> <p><u>Afternoon</u> 01st Session -13.40 to 15.45 Interval -15.45 to 15.55 02nd Session -15.55 to 18.00</p> <p>(B)Toss - The toss will be supervised by the match match Referee /Coordinator 30 minutes prior to the commencement of Play both morning & afternoon matches.</p> <p>(C). <u>Drinks Break</u> - One per session after 50 minutes of play.</p> <p>To constitute an interrupted match, a minimum of 08 overs per side must be bowled, and the new playing times are as follows:</p> <p><u>Morning</u> 01st Session -11.57 to 12.31 Interval -12.31 to 12.41 02nd Session -12.41 to 13.15</p> <p><u>Afternoon</u> 01st Session -16.42 to 17.16 Interval -17.16 to 17.26 02nd Session -17.26 to 18.00</p>
12	The Result	<p>(A)If a match commences late due to unavoidable circumstances (i.e. ground, weather etc) the object would always be to re arranged the no of overs, so that both teams get the opportunity of batting an equal no of overs</p> <p>(B) In case of suspension of play, the run for the team batting second, will be calculated by multiplying the No of Overs faced by the average runs per over scored by the team batting first. (Normal Run rate)</p>
13	Official Scorer	<p>All captains should appoint a representative to report to the official scorer before commencement of the match in order to identify the players and keep tabs on the scoring procedure. If any discrepancies should occur it should be settled by the representative, then and there. Late complaints will not be entertained.</p> <p>Teams will not receive an official score sheet. Teams should do their own scoring. However, they can obtain a copy of the official score sheet from the MCA office.</p>
14	Awarding of Points	<p>Win – 03Points Tie - 02 points (League Stage Only) No Decision / no Play - 01 points</p>

15	Mode of Tournament	<p>(A). During the round – robin stage, each team shall play all of the other teams in their group once (32 half day matches)</p> <p>(B). If match end with no play or no decision in the league stage, there will be no re-play and 01 points awarded to the both teams.</p> <p>(C). End of the league stage, if two teams end – up with equal points, the dead – lock will be broken by the following options.</p> <p>(1) The team having the higher number of wins. If this fails, (2) The team obtaining the superior net run rate.</p> <p>(D). Final Round - At the completion of “League” stage, first 02 teams in each group emerging in the points table will advance to the Knock –out stage of the tournaments Starting with Quarter Finals.</p> <p>(E). In the event of no result in the quarter Finals, team having higher position in the league table (winner) will advanced to the semifinals.</p> <p>(F) In the event of no result in the Semi Finals, even after reserve session Ball-Out method will impose to determine the winner. If it fails Coin toss will be imposed.</p>
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16	Bowlers with Suspect Action	The Umpires will be stringent on “Chucking”; If a bowler is called for suspect bowling on two occasions during the tournament, he will be suspended from bowling; He may continue to play as a batsman

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Monday 21st October 2024