

# Sri Lanka Schools Cricket Association - Under 13 Cricket Tournament

## Rules and Regulations - 2024

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** – 135 to 142 gms. (Four piece balls only)

All Division I & II matches to be played with given SF 142 gm balls

Division III to be played with the given balls as much as possible.

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 : 50 yds and Min 35 yds for Division III (From second round onwards Min is 40 yds)

c. Measured from the Middle stump at both ends

6. A school could enter a maximum four (04) 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 2011 and on or before 31st August 2014 for the 2024 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 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 76<sup>th</sup> over begins.

Pace of Play – Umpires are advised to be very vigilant in this regard

- 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. A declaration could be only made in the event a First Innings win has been achieved, either within 25 overs or after.
  - 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 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

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	-	07 Points
First Innings Match Tied	-	03 Points
No Decision	-	02 Points
No Play	-	No Points

#### **Bonus Points –**

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

**Special Note - Bonus Points will be effective only in the event, two or more teams are on equal Match points, then the team with the higher number of Bonus points will proceed to the next round**

### **17. Fast Bowlers**

- a. The First Eight Overs (08) of the First Innings of Each Team, 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 20 minute rest period is NOT APPLICABLE if the fielding side enforces the follow-on at the start of the innings, but is applicable through the follow-on innings.

- 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 38<sup>th</sup> over, the balance overs are bowled by Fast Bowlers, in the event only the initial 08 overs 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

No bowling restrictions will apply for the second innings of either team.

#### **19. Bowlers attire**

No bowler can wear long sleeved T Shirts or tubing on either arm whilst bowling, nor can the sleeves 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 need 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, discipline action will be taken and any decision taken by Sri Lanka Schools Cricket will be final and binding.

In the event a Match Commissioner is available at the ground, appointed by SLSCA, then as per the offence, the Match Commissioner will be authorized to even award a match to a team.

## **NUMBER OF TEAMS**

### **Division ONE - 77 Teams**

- No of groups in the first round – 11 (7 x 11)
- Each team has to play a maximum of six matches in the first round.
- First two (02) teams from the groups having Seven Teams will be selected for the Final Knock-out round.

and the best 10 Ten third teams will proceed to the next round.

The best Third Team will be selected as follows –

- i. The team with the higher Match Points will proceed to the next round.
- ii. In the event there are two or more teams with equal Match Points, then the team / s with the Higher Bonus Points will be selected for the next round ( to the third decimal point ).
- iii. Final decision will be by the Tournament Committee.

This is applicable for selection of all Teams for the Knock-out rounds

### **Division TWO - 89 Teams**

- No of groups in the first round: 14 (7 x 6, 6 x 7 & 5 x 1)
- First two (02) teams from all the groups and four (04) best third teams from the Teams within the 7 team Groups will be selected for the knock-out round – Selected will be as given above

### **Division THREE - No of Teams (As per final registration)**

- 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. (Tournament Committee decision is final for all decisions taken in this Division)
- 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 final 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

### **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 a 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

## **Scorers**

Scorers – An Official Scorer will have to be assigned through SLSCA. The assignment has to be sent two days prior to the match to the Assignment Secretary (070 509 0062) & the Tournament Secretary

## **Umpires**

Will be assigned by The Association of Cricket Umpires. The assignment has to be sent two days prior to the match to the Assignment Secretary & the Tournament Secretary

## **UNDER 13 SCHOOLS CRICKET TOURNAMENT 2024 FINAL ROUND SPECIAL CONDITIONS**

1. The Final Round will be played on a Knock-Out Basis
2. **Applicable upto Quarter Final Round**  
In the event, a minimum of 40 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 40 overs cannot be played and a result is not reached, then the winner will be decided by the Toss of a Coin.
3. **Applicable for Quarter Finals & upwards**  
To achieve a Result during a match a Minimum of 40 Overs should be played (including the 02 overs allowed for an innings break), unless a Result has been achieved earlier.
4. In the event after 40 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 a Replay will be given (only one replay), only in the event there are available days and the abandoned match was not played on

the last available day. In the event there are NO available days, then the winner will be decided by the Toss of a Coin

- a. If after the replay, this too is equal, the team advancing to the next round will be decided by the Toss of a Coin

## **5. The Finals –**

In the event a Decision is not reached during the match (even if the overs are revised) the 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.**

### **Demotions will be done after the 2024 season as follows –**

- a. Division I – The bottom placed two teams will be demoted to Division II for the 2025 season. (Teams with the Lowest Average Points including Bonus Points)
- b. Division II – The bottom placed four teams will be demoted to Division III for the 2025 season. (Teams with the Lowest Average Points including Bonus Points)

Any Team / s violating any Tournament Rules and Regulations, or who did not complete their Quota of Matches will be demoted

The balance teams demoted will be as per the required number of teams to be demoted

### **Promotions**

- a. Division II – Four Teams will be promoted to Division I for 2025 season
- b. Division III – Two Teams will be promoted to Division II for 2025 season

Division II – Four Semi Finalists will be promoted

In the event all four / any teams cannot be promoted, then the Quarter Finalists will be considered for promotion

In the event the requirement is still not met, then the pre-Quarter finals will be considered for promotion

Division III – The Two Finalists will be Promoted

In the event the Finalists cannot be promoted, then the Semi-Finalists will be considered

In the event the Semi Finalists cannot be promoted, then the Quarter Finalists will be considered

**The Criteria in choosing the teams for Promotions will be as follows -**

- a. Higher Average Match Points
- b. If this is equal, then the Higher Average Points (inclusive of Bonus Points)

**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**

**AMAP Atapattu  
Tournament Secretary – Div I & II  
Mobile No - 070 509 0059**

**Samitha Allawathegama  
Tournament Secretary – Div III  
Mobile No - 070 509 0063**

**Leelananda Kumarasiri  
General Secretary**