



**2025**  
**MEMORIAL DAY TOURNAMENT**  
**MAY 23-26, 2025**

**Rules & Guidelines**

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## 1. Tournament Dates, Age Criteria & Format

The SYCL Memorial Day Tournament will be conducted between May 23, 2025 and May 26, 2025. Since 2 games will be played on May 26<sup>th</sup>, we request players to book their return flights not before 7 PM PST.

- **Age Criteria:** Tournament will be conducted in 2 age categories using age criteria listed below:

Age Group	Boys	Girls
U11	Born on/after Sep 01, 2013	Born on/after Sep 01, 2011
U13	Born on/after Sep 01, 2011	Born on/after Sep 01, 2009

- **Tournament Format:**
  - Each team will play 3 league games followed by a ranking game. The organizers will make their best attempts to make sure that teams from the same region will not play against each other in these first 3 games.
  - Matchups for ranking games will be decided based on CricClubs Points Table after league games are completed, i.e. last match will be: Rank 1 vs 2, Rank 3 vs 4, Rank 5 vs 6, Rank 7 vs 8.

## 2. Match Duration

- All Matches - Matches will consist of one innings per side and each innings will be limited to:
  - U11 – 30 Overs (Final – 30 Overs; Ranking Games: 20 Overs recommended, but up to the discretion of the playing managers)
  - U13 – 30 Overs (Final – 30 Overs; Ranking Games: 20 Overs recommended, but up to the discretion of the playing managers)
- All sides are expected to complete the bowling of their allocated overs within the time allowed of 4.5 minutes per over excluding the drinks breaks and injury time.
- Hours of Play and Intervals and Conditions of Play – all games will be played under the General ICC Laws AND the Spirit of Cricket guidelines.

## 3. Start and Cessation Times

- Schedule start time as published on the SYCL CricClubs website.
  - U11: Maximum of 20 minutes interval between innings.
  - U13: Maximum of 20 minutes interval between innings.

- The toss **MUST** be done 15 minutes before the normal start of play between the two captains or their representatives. In the event of a team (i.e., 7 or more players present) not being able to comply, the opposing team is awarded the toss.

## **4. Drink Breaks**

- Scheduled drinks break after:
  - U11 - 15 overs
  - U13 - 15 overs
- Drinks break will be for a maximum duration of 5 minutes.
- Drinks will be taken on the field of play and no extra time will be allowed. Player(s) may be allowed drinks in natural breaks in the game – when a wicket falls, injury breaks, lost ball etc. However, this is at the main umpire's discretion and permission. Drinks and drink breaks will be taken **ON** the field of play and players require permission to leave the field of play.
- During extreme hot conditions, the main umpire may allow one extra drink break per innings than scheduled.

## **5. General Playing Conditions**

- Each team's playing roster for a match can consist of a maximum of 12 players and should be nominated in writing to the main umpire and scorer before the toss. The rules for super-sub will be applicable (i.e., only 11 players can bat and 11 players can be on the field at any given point of time – however, 12 players can bowl).
- Any substitution of a fielder can only take place with the permission of the main umpire. That substitute can immediately field for the rest of the match. However, a substitute cannot bowl and cannot bat if not part of the list of 12 players provided before the start of the game.
- Play shall not commence until at least 9 registered players from each team are present. The scheduled start time of any game is the time shown on the SYCL CricClubs website.
- However, if the late attending team is not ready to start play within 30 minutes of the scheduled start time the match will be abandoned and full win points (2) awarded to the attending side.
- Penalty overs will be deducted for late starts by either or both teams. (Start of play is when the main umpire calls play). One over penalty for every 4 minute delay. Penalty could be for one or both teams at the discretion of the main umpire.
- All scoring to be done live and player information to be recorded at the start of the game.
- An incoming batsman **MUST** pass the outgoing batsman on the field of play.
- All matches must be played in colored clothing. Players will have to wear colored pads. Umpires will **NOT** allow inappropriately dressed persons on the field of play and this rule will be rigidly enforced.
- White leather balls (U11: 4.75 oz; U13: 5.5 oz) will be used for the games and new balls will be handed to the main umpire by the ground manager.

- Before the first ball of the last over of each innings, the umpire(s) shall call 'last over' clearly so that both sides understand.
- Metal spikes are NOT allowed at any grounds.
- Discarded clothing/bottles or items that are hit by the ball on the field of play whilst the ball is in play will invoke a 5 run Penalty as in helmet rules to the non-offending team.
- There will be no change in Bowling Ends for all matches, i.e., bowlers will bowl from one end only.

## 6. Length of Innings

General regulations for uninterrupted matches

- Each team shall have the opportunity to bat for full-allocated overs. If they are dismissed before the completion of these allocated overs or a result is reached, the remaining overs will not be bowled.
- It is the fielding team's captain's responsibility to monitor the time taken to bowl the overs but should seek advice from the umpires about this. However, umpires will take into account any circumstances that are outside the control of the fielding side when making this judgment (e.g., delays caused by the batting side, extended time taken to retrieve the ball, delays caused by injuries or excess heat issues).

## 7. Fielding Regulations

Category	Pitch Length	Ball Size	Inner Circle	Boundary
U11	18 yards	4.75 Oz (White)	25 yards	45 yards
U13	22 yards	5.5 Oz (White)	30 yards	50 yards

- **For the entire length of the innings:** at the instant of delivery, there may not be more than five fielders on the leg side.
- **Inner Circle**
  - Two outer semi-circles shall be drawn on the field of play. The semi-circles have, as their center, the middle stump at either end of the pitch.
  - The radius of each of the semi-circles is shown in the above table.
  - The ends of each semicircle are joined to the other by a straight line drawn on the field on the same side of the pitch.
- **Boundaries / Outer Circle**

- It is recommended that, other than in exceptional circumstances, the size of the boundary, measured from the middle of the pitch being used in the match, shall conform to the dimensions shown above.

## 8. Fielding Restrictions

- No player in any age group shall be allowed to field closer than 8 yards (7.3 meters) from the middle stump, except behind the wicket on the offside, until the batsman has played at the ball. A fielder shall be allowed to move into the restricted area to make a catch or field the ball provided that they were outside the area when the stroke was made. Umpires shall enforce this rule to keep the safety of younger cricketers in mind.

- **Power Play Rules:**

	Age Group/Overs	Fielding Restrictions
<b>Power Play #1</b>	<b>U11 &amp; U13: 1-6 overs</b> <i>* First 1/5<sup>th</sup> of total overs in reduced over games</i>	At the instant of delivery, no more than <b>2 fielders</b> are permitted outside the Inner circle (see Section 7).
<b>Power Play #2</b>	<b>U11 &amp; U13: 7-30 overs</b> <i>* Last 4/5<sup>th</sup> of total overs in reduced over games</i>	At the instant of delivery, no more than <b>5 fielders</b> are permitted outside the Inner circle (see Section 7).

- **Other Fielding Restrictions:**

- No more than five fielders are permitted on leg side at any point during the game.
- In the event of infringement of any of the above fielding restrictions, the striker's end umpire will call and signal **No Ball**.
- **Number of Overs Per Bowler:** Max 1/5th of the total overs in reduced over games
  - **U11:** 6 overs (or a maximum of 1/5<sup>th</sup> of the total overs in reduced over games)
  - **U13:** 6 overs (or a maximum of 1/5<sup>th</sup> of the total overs in reduced over games)
- Number of players:
  - A team can have max 12 players. 11 to bat, 11 to field and 12 can bowl.

## 9. Wides and No Balls

- **Wide Ball - Judging a Wide**

- No delivery will be called Wide if it comes into contact with the striker's bat or person or is called as a No ball (Laws 2003). For all other deliveries the following interpretation will apply:

- **Off-side Wides**
  - Two white lines will be marked joining the bowling and popping creases. Each line will be parallel to the Return Crease and will be 35" (88.90cms) from the center of the middle stump.
  - The umpire will call any delivery that passes over or outside of this line Wide. It does not matter that the striker may move thus bringing the ball into an area where he could play a normal cricket stroke – it will still be a Wide.
  - It will also be a Wide if the batsman moves away from the ball and it passes over or outside of this white line.
- **Leg side Wides**
  - The line markings mentioned above do not apply to leg side deliveries.
  - Any ball passing down the leg side i.e., missing the leg stump is deemed a wide ball even if the batsman steps inside the line unless the ball passes over the stumps.
- **No Balls - Bouncers/Short Pitched Balls**
  - Two bouncers per over will be allowed. A short-pitched ball is defined as any ball that passes or would have passed over the shoulder of the batsman in his normal standing position. It is immaterial whether he hits it or not.
  - If that short pitch ball is deemed a wide on grounds of height or direction or is a no ball anyway it counts as the one for the over.
  - The Bowlers End Umpire will inform the bowler, the batsman and the fielding captain that the one per over has been bowled.
  - Should there be a third 'bouncer' in the same over it will be called No Ball by the umpire.
  - Ball bouncing more than once, rolling along the ground or pitching off the pitch
    - The umpire shall call and signal No ball if a ball which he/she considers to have been delivered, without having previously touched bat or person of the striker,
      - bounces more than once or rolls along the ground before it reaches the popping crease
      - OR
      - pitches wholly or partially off the pitch as defined in Law 6.1 (Area of pitch) before it reaches the line of the striker's wicket. When a non-turf pitch is being used, this will apply to any ball that wholly or partially pitches off the artificial surface.
- **Bowling of high full pitch balls**
  - Any delivery (irrespective of its speed or direction) which passes or would have passed on the full above the waist band of the batsman's trousers height, standing upright at the crease is to be deemed dangerous and unfair, whether or not it is likely to inflict physical injury on the striker, unless the batsman is stepping out or has stepped out of the crease.
  - The umpires will ensure that no such deliveries go unpunished.

- It is immaterial whether the batsman hits the ball or not.
- The bowler's end umpire in consultation with the leg umpire will call any such delivery.
- Waist height 'No Ball' will be followed by Free Hit.
- If a ball crossing the batsman above the waist hits the wicket, the batsman is NOT out and the ball is still called a no-ball.
- **Bowler breaking the Non-Striker's Wicket during Delivery**
  - If a bowler breaks the non-striker's wicket during his delivery stride any umpire can call 'No Ball' – free hit allowed.
- **Free Hit**
  - Free Hit will be used for all no balls.
  - Field positions cannot be altered for the same striker for a free hit. Only exception being the no-ball called for the fielding violation, in that case only infringing fielder can change position to comply with fielding restrictions.
  - Field positions can be changed on a free hit if the striker changes.
  - No stumping is allowed on Free-hit.

## 10. The Ball

- A new ball will be used at the start of each innings.
- The main umpire will decide if and when a ball becomes unfit for use and obtain a replacement.
- The used ball remains the property of SYCL and must be handed to the main umpire at the end of the innings.

## 11. Points awarded

- The winning side is awarded 2 points. No points to the losing team.
- It shall be the duty of the captain(s) of the team(s) and the umpire(s) to ascertain between innings the total runs scored by the side batting first and to agree the batting target accordingly.
- In the case of a NO RESULT or Tie, each side is awarded 1 point.
- If a team is not available for the game to start on time as explained earlier, full points will be awarded to the other team. Main umpire will decide on awarding the game.
- **Interrupted Games** - In the event of a game been shortened due to weather or delayed during the game by unforeseen circumstances either before the start or during the game:
  - If possible, start the game from the beginning with a minimum of 15 overs per side. Work out the number of overs to be played by the time left and dividing it by 4.5 minutes per over.
  - Wherever possible both sides must have the same number of overs to play.



- Main umpire to work out the numbers of overs per bowler of a pro rata basis as well as agreeing the fielding restrictions
- In any game the team batting second must have the opportunity of batting at least 75% of the overs of the other team's allocation.
- **Abandoned Games**
  - In the event of a game being abandoned by any team there will be a penalty of 2 points.

## 12. Team Scorers and Umpires

- Both teams will appoint one scorer for each game played. Both scorers and umpires have to tally score sheets after each inning & approve for correctness (if using paper scoring, or cross check on CricClubs when using online scoring).
- **NOTE:** Each team is required to provide one leg umpire for the entire innings when their team is batting. No switching of umpires unless unavoidable. The neutral umpire will be the main umpire from both ends for the entire match. Rank 1 vs Rank 2 final match will have 2 neutral umpires.

## 13. The Result

- The team scoring the highest number of runs will be deemed the winner.
- In the event of a tie, no super over will be used and points will be shared by the teams.

## 14. Mankading or Running Out the non-Striker (Law 38.3 Run out)

- The bowler is permitted, if the non-striker is out of his/her ground at any time from the moment the ball comes into play until the instant when the bowler would normally have been expected to release the ball, to attempt to run out the non-striker. The bowler may/may not provide any warning for the non-striker before attempting run out (Mankading).

## 15. Batsman Retirement

- A batsman can be retired due to injury or illness that happened during the game and that player can return to bat anytime. If strategically retired by the coach, he/she is retired out, but cannot come back for batting.

## 16. Laws & ICC One Day Rules

- MCC THE LAWS OF CRICKET 2017 CODE (3rd Edition - 2022) & ICC One Day rules will be used for anything not covered in this document.

## 17. Other Rules & Guidelines

- **Weather Related Exception**

- Considering the travel and importance of the event, the host would try its best to give a game to each team. For this, if the game is delayed due to rain/thunderstorm it would be attempted to continue from the point it was stopped. The decision would be made by Tournament Manager and teams are requested to abide and cooperate.
- A minimum of 15 overs per innings is required to obtain a result.
- Based on the weather forecast, a game could also be preponed/postponed. Considering everyone's travel plans the games will not be preponed prior to Day 1.
- A new location could also be added so multiple games can be conducted at same time, if a particular time slot rains out.
- Teams are requested to be accommodative/supportive of these changes which are intended to benefit the teams directly and are forced due to natural causes beyond human control.
- All updates will be communicated via Whatsapp and/or Facebook, and all the teams are requested to stay connected/informed. Please call the Tournament manager if in doubt.
- In case the games absolutely cannot be played, then the teams would share points.
- If the final ranking game rains out, then the winner will be declared based on the league round, in below order.
  - Head-to-head win
  - Points
  - NRR

- **General guidelines**

- Parents will have to keep distance from their kids during the game. Parents may not get the opportunity to see their kids during the break time unless they need any specific attention, which umpires will make a call.
- Umpires will issue 1 warning to team manager / coach for parent intervention after which penalty rule will be applied based on which team is causing interventions.
- Smoking / Drinking is not allowed at the grounds and parents/guardians found in violation will result in their team being penalized and parents being barred from future tournament games.

- **Sledging**

- Sledging or any attempt to intimidate a player by passing a negative comment is absolutely unacceptable behavior. Any such behavior should be reported to the main umpire immediately. The main umpire will issue a warning for the first offense. A subsequent offense will require the player to be removed from the game and the player can no longer participate in the game. Main umpire is required to report the matter to the 2025 SYCL Disciplinary Committee in writing after the game.

- **Individual Awards**

- Individual Awards/Recognitions are meant to recognize good performances. Below are the awards and how they are decided.
  - **Player of the Match:** One Player of the Match will be awarded per game. The winner will be decided by the main umpire. Cricclubs' top recommendation will not be the deciding factor. Player of the match can be awarded to any player regardless of the outcome of the game.
  - **Best Batter:** Most runs scored in the tournament including playoffs.
  - **Best Bowler:** Most Wickets. If a tie, then the player with better economy will be selected for the award.
  - **Best Fielder:** Top performing fielder from the series (including keepers).
  - **Best All-rounder:** Top performing all-rounder from the series.
- **Player Sharing**
  - A player cannot play for two teams in the same age group.
  - A player cannot change teams in the same age groups once he/she plays one game for a team in that age group.