

**THE CRICKET ASSOCIATION OF BENGAL**  
Dr. B.C. Roy Club House, Eden Gardens, Kolkata – 700 021

**Specific Bye-Laws for the  
"CAB Under-16 Girl's School Cricket Tournament : 2025-2026"**

1. **The Tournament shall be played on League cum Knock-out basis and the top two ranked team will qualify for the Final, to determine the "Winner" and "Runner-Up" according to the Administrative Rules & General Bye-Laws of the Association as provided and the Specific Bye-Laws mentioned hereunder :**

2. **Red Balls, White Dress and White Sight-Screen** to be used in all the matches of the Tournament and the balls will be supplied by the Association.

3. **First Phase :**

The seven participating teams will compete against each other on a league basis, with each team playing one match against every other team.

Upon completion of the league stage, the top two ranked teams in the points table will qualify for the Final Match, which will determine the Winner and Runner-up of the tournament.

4. **(a) Hours of Play and duration of Interval (in all the Matches) :-**

10-00 A.M. To 12-20 P.M. (First Session)  
12-20 P.M. To 01-00 P.M. (LUNCH)  
01-00 P.M. To 03-20 P.M. (Second Session).

However, the above time schedule may be altered by the **School Sub-Committee**, if required, with prior intimation to the participating teams.

- (b) If an innings is completed within 30 minutes of the scheduled time for Lunch Interval, the Interval for 40 minutes (to include 10 minutes interval between the Innings) shall be taken immediately.
- (c) If the team batting first is all-out when more than 30 minutes remain before the scheduled close of 1<sup>st</sup> session, then the innings of the batting second shall start after 10 minutes interval between the innings. Interval for Lunch for 40 minutes shall be taken at the scheduled time.
- (d) Declaration of a side's innings is not permitted.
- (e) In every match of the tournament, 1 New Red Ball to be used by the Fielding Team.

5. **Length of Innings (in all the matches):-**

- (a) **In an uninterrupted match :**

- (i) Each team shall bat for **35 overs** within 2 Hours and 20 minutes, unless all out earlier.

(Total 140 minutes allotted to each team which includes Drinks, Medical attention, changing of ball, Ball retrieval, Insufficient time for rolling etc.)

- (ii) If the Team batting first is dismissed in less than 35 overs, then the Team batting second shall be entitled to bat for 35 overs.

- (b) In the interrupted matches where the start is delayed or where play is suspended due to ground weather condition before or after commencement of **FIRST** innings :-

The object should always be to re-fix the number of overs so that both the teams have opportunity of batting for the same number of overs (minimum of full 10 overs) in the allotted time.

The team batting second must not bat for more number of overs than the team batting first, unless the team batting first is dismissed before their stipulated number of overs.

The calculation of number of overs to be bowled shall be based on one over for each 4 minutes in the time remaining before the close of play at 3-20 p.m.

After calculation if ODD number is derived, it has to be rounded off to the next whole number and then the same is to be equally allotted to both the teams and in this case the match may finish late.

When the calculation produces EVEN number, then the fraction of the over, if any, shall be ignored and the total overs would be equally allotted to both the teams, in this case the match may finish early.

The lunch Interval shall commence accordingly at the time which shall be decided by the umpires.

- (c) **In the Matches when Second Innings is interrupted :-**

If owing to suspension of play during the innings of the team batting second it is not possible for that team to have the opportunity of batting for the same number of overs as the team batting first, they shall bat for the number of overs, to be calculated as per **Clause 5(b)** mentioned above.

When an interruption occurs in the 2<sup>nd</sup> innings of the match after calculation on the basis of Remaining playing time being divided by 4 minutes, the fraction of an over shall be ignored and the match may finish early.

However, if the innings of the team batting first ends before the time of scheduled or rescheduled close of their innings and thereby the innings of the team batting second has started correspondingly early, in case of interruption during the second innings, the overs would be reduced only after the amount of time by which the second innings has started early has elapsed.

**6. Late start of play and Penalty (in all the matches) :-**

- (a) If one of the competing team turns up late, or defaults on any other ground, play may commence at any time between 10-00 a.m. and 10-30 a.m. In that event, the defaulting sides shall bat for less than 35 overs. Calculation of overs is to be made as provided hereunder :-

- (i) Time lost in starting the match shall be deducted from the allotted time of the innings of the defaulting side to get the remaining playing time of the innings.
- (ii) Remaining playing time would be divided by 4 minutes to get the number of overs.
- (iii) Fraction of the over would be ignored.

If the defaulting side fields, its opponent Team shall be entitled to bat for 35 overs for 140 minutes, whichever is earlier, unless the team is all-out earlier.

- (b) If both teams turn up late, play may commence at any time between 10-00 a.m. and 10-30 a.m. and in that event, the umpire shall allot the equal number of over to both the teams taking into account of total remaining playing time being divided by 4 minutes. Same principle as mentioned in Clause 5 (b) hereinabove shall apply.

7. **Penalty for failing to bowl scheduled number of overs :-**  
**Law-17 (e) of General Bye-Laws of the Association** shall apply .
8. **Number of overs per Bowler :-**

No bowler shall bowl more than one-fifth of the total overs in an uninterrupted innings, that is 7 overs in a match of 35 overs.

In a delayed or interrupted match where the total overs are reduced for both the teams or for the team bowling second, no bowler shall be allowed to bowl more than one-fifth of the allotted overs. However, when over of the innings is not divisible by 5, one additional over shall be allowed to maximum number of bowlers to make up the balance.

**Example – A :** Due to interruption the match is reduced to 30 overs to each side.

5 bowlers can bowl a maximum of 6 overs each.

**Example – B :** Due to rain match is reduced to 34 overs to each side.

4 bowlers can bowl maximum 7 overs and one bowler would be permitted to bowl maximum 6 overs.

In the event of a bowler is suspended or breaking down during an over and unable to complete the over, the remaining ball(s) of the over shall be bowled by any other bowler who has not bowled the previous over and shall not bowl next over or part thereof. Such part of an over shall count as a full over for both the bowlers as far as bowler's limitation is concerned.

9. **“Free Hit” for “No Ball”:-**

The delivery following a “No ball” shall be a “Free Hit” for whichever batsman is facing it. If the delivery for a “Free Hit” is not a legitimate delivery (“No ball” or “Wide Ball”), then the next delivery shall also be a “Free Hit”.

Changing of field placement and fielders are not permitted for the “Free Hit” delivery, unless there is a change of striker. But if “No Ball” is called for contravention of “Field Restriction” or “Limitation of on-side fielder”, minimum adjustment shall be allowed.

The Bowler's end umpire shall signal “No Ball” to the scorer and then signal a “Free Hit” by extending one arm straight upwards and moving it in a circular motion.  
In case of “Free Hit” delivery, he batsman can only be dismissed under **Law-21 (“No Ball”).**

10. **Field Restriction for all the matches :-**

Two semi circles shall be drawn on the field of play. The Semi Circles shall have as their centre the Middle stump at either side of the pitch. The radius of each of the Semi Circles shall be 23 meters. The Semi Circles shall be linked by Two parallel straight lines drawn on the field.

The Field restriction area should be marked by continuous painted white lines or dots at 5 yards interval.

At the instant of delivery : Not more than 4 fielders outside the circle .

In the event of an infringement of "Field Restrictions", the Striker's-end umpire shall call and signal "No Ball".

**11. Wide bowling – Judging a Wide :-**

**Law-22 of General Bye-Laws** shall apply.

**12. The Result (First Phase and Final) :-**

- (a) Result shall be achieved if both the Teams have the opportunity to play at least (minimum full 10 overs) unless either or both the teams are all-out in less than 10 overs or the Team batting second scores enough runs to win the match in less than 10 overs.
- (b) In the match where both the Teams have had the opportunity to play for full 35 overs or the stipulated number of overs in interrupted match (minimum full 10 overs), the Team scoring higher number of runs shall be the "Winner".
- (c) If the scores are equal, than the Team who have lost lesser number of wickets, shall be the "Winner"(Only applicable in Finals . In Group stage it will be treated as "Tie" .
- (d) If the runs scored as well as the wickets lost by both the Teams are equal, then the result will be "Tie".
- (e) If play is suspended in the second innings of the match due to weather and ground conditions and then number of overs have been revised to a lesser number (minimum full 10 overs) then the "Target Score" which the Team batting second must exceed to win the match shall be calculated by multiplying the revised number of over by the average run per over scored by the Team batting first throughout their innings and adding one run with it. If the "Target Score" involves a fraction of a run, it shall be treated as one run.
- (f) If a match is abandoned due to weather or ground condition before the Team batting second have played the overs allotted to them and they have neither been all-out nor have passed their opponents score, the result shall be decided on the average "Run Rate" of both the Teams throughout their innings. The Team having Higher Run Rate shall be the "Winner".
- (g) For the purpose of **Clause 12 (e) & (f)** the fraction of an over bowled is to be treated as full over.
- (h) In the event of Team batting first is all out in less than their allotted overs, the calculation of their "Run-Rate" shall be based on their full allotted quota of overs and not the over when they got all-out.
- (i) Due to late arrival of one Team, if the overs are deducted, then the "Target Score" or "Run Rate" shall be calculated on the basis of original over of the defaulting side and not on the basis of the overs allotted to the Team after deduction of overs for late arrival.
- (j) In case of subsequent interruption due to weather condition and the over are re-allotted to both the Teams, the difference of overs between the defaulting Team and the other Team shall also be kept in mind at the time of re-allotment of overs and also while calculating the "Target Score or Run Rate."
- (k) If the match could not be started or after start could not be played to finish due to ground or weather conditions, then the match shall be treated as "Drawn".
- (l) If one or both the Team did not get the opportunity to play for minimum full 10 overs due to ground or weather conditions, then the match shall be treated as "Drawn".

- (m) If the match could not be started or is abandoned after commencement and could not be played to finish (minimum 10 overs) due to reason other than the weather or ground conditions, the fate of the match shall be decided by the School Committee.

### 13. The Points :

- (i) In the League Stage, the points to be earned by the Team would be as under :-
- |                        |   |                |
|------------------------|---|----------------|
| 1. Win / Match awarded | - | 4 Points.      |
| 2. Tie / Drawn         | - | 2 Points each. |
| 3. Match Lost          | - | 0 Point.       |
- (ii) In the event of points of 2 or more Teams within the Group are equal, after the League Phase, the following methods will apply to determine the Team/Teams who shall qualify to play in the Finals.  
The team with NRR will qualify if the points are same .

If the Final match doesn't yield any result (minimum of 10 overs to both the teams) due to ground or weather conditions, Then Joint winners will be declared .

If Both teams are tied in the finals . The team with lesser number of wickets will be declared winner . , or if the Scores and Wickets Lost by both the teams are equal;  
Then Joint winners will be declared .

### (iii) Net Run Rate :-

By deducting from the Average run per over scored by a team throughout the competition with the Average Runs per over scored against that Team throughout the competition.

- If the Team is all out before their full quota of overs, the calculation shall be made by their full quota of overs for which they were entitled to.
- Only those matches where result has been achieved, shall be taken into account for Net Run Rate calculation.

### 14. Allowable Fast Short Pitch deliveries per Over :-

A bowler shall be limited to two fast short pitched deliveries per over. A fast short pitched delivery is defined as a ball, which passes or would have passed above the shoulder height of the striker standing upright at the popping crease. The Umpire at the Bowler's-end shall advise the bowler and the Batsmen when each fast short pitched delivery has been bowled.

In addition, a ball that passes above head height of the batsman, standing upright at the popping crease, that prevents him from being able to hit it with his bat by means of a normal cricket stroke, shall be called "Wide".

For the avoidance of doubt any fast short pitched delivery that is called "Wide" under this playing condition, shall also count as one of the allowable short pitched deliveries in that over.

In the event of a bowler bowling more than two short pitched deliveries in an over, the Bowler's-end Umpire shall call & signal "No Ball" on each such occasion. After the Bowler's-end Umpire has called

& signaled "No Ball", he shall signal "No Ball" to the scorers and then tap the head with the other hand and shall also issue first warning to the bowler for such violation.

If the same bowler again bowls more than 2 allowable fast short pitched deliveries in an over in the same innings, the Umpire at the Bowler's end after calling and signalling "No-ball", issue Final Warning to the Bowler.

If that bowler contravenes this Law again in that innings, the Umpire at the Bowler's-end shall call and signal "No Ball" again and also direct the Captain of the fielding team to take the bowler off forthwith and that bowler shall not be allowed to bowl again in that innings.

**15. (a) Teams will consist of 18 Registered Players (born between 01.09.2009 and 31.08.2013).**

(b) Out of these 18 Players, a minimum of four (4) players must be registered by every team, whose "Date Of Birth" has to be in between 01.09.2011 and 31.08.2013.

(c) In every match each team must nominate a minimum of three (3) such players in the "Playing XI", who must have born between 01.09.2011 and 31.08.2013.

**16. BALL & HELMET :**

(a) SG Club Red Balls will be supplied by this Association.

(b) All the competing sides are expected to maintain adequate stock of Old/Used balls(SG club or higher ) for replacement during the match as and when necessary at the discretion of the Umpires.

(c) To ensure safety, Batsman must wear good quality Helmets. Players & Wicket-Keepers will also not be allowed to field in any 'close-in' position, without wearing Helmet.

**17. Umpires will be appointed by the C. A. B.**

**18. All protests will be dealt by The School Sub-Committee in accordance with The Administrative Rules 2025-2026 of the Association.**

24-01-2026

  
BABLU KOLAY  
Hony. Secretary