



ISRAEL CRICKET ASSOCIATION 2008 LEAGUE PLAYING CONDITIONS

CONTENTS

1. Laws of Cricket
2. The Players
3. Substitutes and Runners
4. The Umpires
5. The Ball
6. Innings
7. The Follow – On
8. Declaration and Forfeiture
9. Intervals
10. Start of Play; Cessation of Play
11. The Result
12. Dead Ball
13. No Ball
14. Wide Ball
15. Restrictions on the Placement of Fielders
16. Reporting of Results
17. Promotion / Relegation
18. Umpiring Allocations
19. Misconduct of a Player, Official or Umpire
20. Penalty Points
21. Awards
22. ICA Correspondence

APPENDIX A: Bowling Restrictions – Junior Players

APPENDIX B: Junior Fielding Restrictions

APPENDIX C: Helmets

APPENDIX D Crease Markings for Off Side Wide

Changes to the 2007 playing conditions appear in red and have been underlined.

1. LAWS OF CRICKET

Except as varied in the clauses hereunder the Laws of Cricket (2000 Code) shall apply.

2. THE PLAYERS

2.1 Each captain is responsible for the submission of a team sheet to the umpires prior to the toss. The team may not include -

- a) More than three players not holding Israeli citizenship (teudat zehut). A player not holding a teudat zehut but who has played cricket for more than 5 seasons in Israel for the same team will not be counted as one of the three non-Israeli players.
- b) A player who is not in possession of a valid medical certificate as required by the Sports Authority.
- c) A player who has not been included amongst the list of players insured by the club.

2.2 Teams wishing to wear coloured clothing must first gain approval from the ICA.

2.3 No metal spikes on footwear will be allowed on the pitch, while batting, bowling or keeping wicket.

2.4 A player who qualifies to play in a future ECC youth tournament is eligible to play for two teams in different divisions during the course of a season.

3. SUBSTITUTES AND RUNNERS

3.1 If a fielder fails to take the field with his side at the start of the match or at any later time, or leaves the field during a session of play, the umpire shall be informed of the reason for his absence, and he shall not thereafter come on to the field during a session of play without consent of the umpire. The umpire shall give such consent as soon as practicable.

3.2 If a player is absent from the field for longer than 8 minutes, whether at the start of a game or during the innings:

- a) The player shall not be permitted to bowl in that innings on his arrival or after his return until he has been on the field for at least that length of playing time for which he was absent.
- b) The player shall not be permitted to bat unless or until he has returned to the field and / or his sides innings has been in progress for at least that length of playing time for which he has been absent or, if earlier, when his side has lost five wickets.

The restrictions above shall not apply if the player has suffered an external blow (as opposed to an internal injury such as a pulled muscle) whilst participating earlier in the match and consequently been forced to leave the field. Nor shall it apply if the player has been absent for very exceptional and wholly acceptable reasons (other than injury or illness).

4. THE UMPIRES

4.1 The ICA will strive to appoint two official umpires in each match. Should only one official umpire be appointed, he will stand at the bowler's end throughout the game, with the batting side providing the square leg umpire.

4.2 In the event that no umpires are present 15 minutes prior to the scheduled start, the two captains shall toss after exchanging team lists, and the captain of the batting team will provide two umpires.

5. THE BALL

5.1 Only 4-piece full size balls are permitted.

5.2 Each team is responsible for providing a new ball for each innings, as well as a replacement ball in good condition in the event of a ball getting lost or damaged.

5.3 Should a team contravene clause 5.1 they will be deducted 6 league points, regardless of the result of the game.

6. INNINGS

6.1 Uninterrupted Matches

- a) All matches shall be of one day's scheduled duration. The matches will consist of one innings per side and each innings will be limited to 40 overs.
- b) Teams are allocated 3 hours to complete their 40 overs, including the 3 drinks intervals of 5 minutes each.
- c) Should the team bowling first fail to complete their overs within the required time, the allotted overs will be completed but they will be limited to bat to the same number of overs they completed by the scheduled time for cessation of the first innings. If, in the opinion of the umpires, there are external factors preventing the completion of the allotted overs in the allocated time schedule (injury, extreme heat etc) they have the power to extend the allocated time.
- d) Should the team bowling second fail to complete their overs within the required time, the allotted overs will be completed but they will be deducted 6 runs for every over not completed in the allotted time. If, in the opinion of the umpires, there are external factors preventing the completion of the allotted overs in the allocated time schedule (injury, extreme heat etc) they have the power to extend the allocated time.

6.2 Delayed or Interrupted Matches

- a) The object shall always be to rearrange the number of overs so that both teams have the opportunity of batting for the same number of overs.
- b) A minimum of 20 overs must be played by both teams in order to constitute a match.
- c) The number of overs to be played will only be reduced after an initial 60 minutes loss of playing time.
- d) The calculation of the number of overs to be reduced shall be based on an average rate of 15 overs per hour (1 over for every 4 minutes playing time lost).

6.3 Interruption or delay to the innings of the team batting first

- a) If the number of overs of the team batting first is reduced, a fixed time will be specified for the completion of the first session, as calculated by applying the provisions of clause 6.2.

6.4 Interruption or delay to the innings of the team batting second

- a) If there is a suspension in play during the innings of the team batting second, the number of overs will be reduced, as calculated by applying the provisions of clause 6.2. (A result will be determined in accordance with Clause 11.2 below)

6.5 Number of overs per bowler

- a) No bowler shall bowl more than 8 overs in an innings.
- b) In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed.

7. THE FOLLOW – ON

Law 13 shall not apply. There will be no follow – on.

8. DECLARATION AND FORFEITURE

Law 14 shall not apply. Declarations or forfeitures are not permitted.

9. INTERVALS

9.1 An interval will be taken between innings and will last 30 minutes, unless both captains agree to shorten it.

9.2 Intervals for Drinks

- a) Three 5-minute drinks intervals shall be taken after the 10th, 20th, and 30th overs of each innings.
- b) Under conditions of extreme heat the umpires may permit extra intervals for drinks.
- c) Any individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted.
- d) No drinks will be taken onto the field of play without the permission of the umpires.

10. START OF PLAY; CESSATION OF PLAY

10.1 Hours of Play* –

First Session:	10:00 – 13:00
Lunch Interval:	13:00 – 13:30
Second Session:	13:30 – 16:30

*** MATCHES PLAYED ON A FRIDAY WILL COMMENCE AT 09:30**

10.2 The toss will be conducted 15 minutes prior to the scheduled start of play. The captain winning the toss will give his decision to bat or bowl immediately. A team not ready for the toss at the scheduled time automatically loses the toss.

10.3 Any team not in position to start play 60 minutes after the scheduled start automatically loses the game. The team responsible for the delayed start will be penalized 1 over from their batting allocation for every 4 minutes lost. Teams can be disciplined in accordance with Clause 18 for failure to compete in a scheduled match.

11. THE RESULT

11.1 In a match in which both teams have had an opportunity of batting for an equal number of overs, the team scoring the most runs shall be the winner. If the scores are equal the match will be declared a tie, regardless of the number of wickets lost by either team.

11.2 In the event of the number of overs of the team batting second being reduced (see Clause 6 above), the target will be set according to the score achieved by the team batting first after the corresponding number of overs available to the team batting second.

Example: The team batting first completes their 40-over innings.

A suspension in play reduces the number of overs available to the team batting second to 35 overs. The target score will be the same score as achieved by the team batting first after their 35th over.

11.3 In the event that both teams are unable to bat for at least 20 overs, the game will be declared a "No Result".

11.4 Points Allocation

Win	16
Tie or No Result	8
Loss	0

Bonus Points will be awarded for batting and bowling as per the following calculations:

BATTING:	150 – 174 runs:	1 point
	175 – 199 runs:	2 points
	200 – 224 runs:	3 points
	225 + runs:	4 points

<u>OR BATTING SECOND:</u>	<u>Reaching target within 80% of allocated overs:</u>	<u>1 point</u>
	<u>Reaching target within 70% of allocated overs:</u>	<u>2 points</u>
	<u>Reaching target within 60% of allocated overs:</u>	<u>3 points</u>
	<u>Reaching target within 50% of allocated overs:</u>	<u>4 points</u>

Example: A team batting second chasing 80 runs to win will receive 4 batting points if they achieve their target within 20 overs in a 40-over game.

A team may not be awarded more than 4 batting points.

BOWLING:	4 – 5 wickets:	1 point
	6 – 7 wickets:	2 points
	8 – 9 wickets:	3 points
	10 wickets:	4 points

Should a team not have 11 players, maximum bowling points will be awarded for dismissing the team.

In the event of teams finishing equal on points, the standings will be determined in the following order:

1. The team with the most number of wins
2. The team with the most number of wins over the other team(s)
3. The team with the highest net run rate

In the event of a game being forfeited by one team, the team that would have been prepared to play will be awarded the points for a win (16) plus the average number of bonus points accumulated over the season.

11.5 Net Run Rate

- a) A team's net run rate is calculated by deducting from the average runs per over scored by that team throughout the league, the average runs per over scored against that team throughout the league.
- b) In the event of a team being all out in less than its full quota of overs, the calculation of its net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.
- c) Only those matches in which a result was achieved will count for the purpose of net run rate.

11.6 Play-off

The top four teams in division 1 will be involved in a series of play-off matches to decide the league winners. The play-offs will be decided according to the standings after the league phase and played as follows: 1 v 4, 2 v 3 with the winners meeting in a final.

12. DEAD BALL

12.1 Law 23 shall apply subject to the following –

- a) A ball which hits the edge of the matting or the nails which holds the matting in place and brings the batsman into a disadvantaged position shall be deemed a dead ball and the ball shall be re-bowled.

13. NO BALL

13.1 Law 24 shall apply subject to the following –

- a) The bowler may not deliver the ball underarm. Such a delivery will be called a "No Ball".
- b) If the ball passes or would have passed above the shoulder of a batsman standing upright at the crease, either umpire shall call and signal "No Ball".
- c) If the ball passes or would have passed on the full above the waste height of a batsman standing upright at the crease, either umpire shall call and signal "No Ball".
- d) Any ball pitched off the matting shall be called a "No Ball".
- e) From over 1 – 35 a no-ball will be counted as 2 runs to the batting team, plus any additional runs scored off the delivery. There will not be an additional ball. In overs 36 – 40 a no-ball will count as 1 run, plus any additional runs scored off the delivery, and an extra ball will be bowled in the over for every no-ball.

14. WIDE BALL

14.1 Law 25 shall apply subject to the following –

- a) Umpires are instructed to apply consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket.
- b) Off Side Wides: Two white lines will be painted joining the bowling and popping creases. Each line will be parallel to the Return Crease and will be 87.5cm from the center of middle stump (See Appendix D). Any delivery that passes over or outside of this line will be called Wide by the umpire. 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 called 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.

- c) Leg Side Wides: The line markings mentioned above do not apply to leg side deliveries. A ball will be judged as Wide if it passes the striker behind his legs when standing in a normal guard position. If the striker moves across to the off side to play the ball and the ball passes behind his legs the umpire will have to imagine the profile of the striker standing in a normal guard position, and only provided that the ball would have passed behind this profile, will he call it Wide. If the ball would have hit this profile it will not be called a Wide.
- d) From over 1 – 35 a penalty of 2 runs for a wide shall be awarded to the batting team. There will not be an additional ball. From over 36 – 40 a penalty of 1 run shall be awarded to the batting team and an extra ball will be bowled for every wide. These penalties shall stand in addition to any other runs which are scored or awarded. All runs, which are run or result from a wide ball, which is not a no ball, shall be scored as wide balls.

15. RESTRICTIONS ON THE PLACEMENT OF FIELDERS

15.1 Two semi-circles shall be marked 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 27.5 meters (30 yards). The field restriction area shall be marked by white plastic discs at 4.5 meter intervals.

15.2 For the first 12 overs only two fielders are permitted to be outside the field restriction marking at the instant of delivery.

15.3 For the remaining overs (13 – 40) no more than 5 fielders may be outside the field restriction marking at the instant of delivery.

15.4 In the first 12 overs there must be a minimum of two stationary fieldsman within 15 yards of the striker at the instant of delivery. When a fast bowler is bowling the two stationary fieldsmen may be permitted to stand deeper than 15 yards provided that they are standing in slip, leg slip and gully positions.

15.4 No more than 5 fielders may be on the leg side at the instant of delivery during any stage of the game.

15.5 In the event of infringement of any of the above fielding restrictions, the strikers end umpire (square leg umpire) will call and signal 'No Ball'.

15.6 In the event of the number of overs in either innings being reduced, the fielding restrictions will be reduced proportionately according to the following table –

<u>Total Overs in Innings</u>	<u>Overs for which restrictions will apply</u>
36 – 39.....	11
32 – 35.....	10
28 – 31.....	09
24 – 27.....	08
22 – 24.....	07
20 – 21.....	06

16. SUBMISSION OF RESULTS

Each team is responsible for faxing a completed score sheet to the ICA no later than 48 hours after the completion of the match. Failure to do so will result in a 2-point deduction. The score sheet must include the full name (**name and surname**) of every player who participated in the match, regardless of whether they batted or bowled, as well as the names of the umpires. The score sheet must be e-mailed to Mr. Naor Gudker naor1957@zahav.net.il or faxed on 08-6199512.

17. PROMOTION / RELEGATION

The ICA league has been structured into two divisions and will be conducted on a promotion / relegation basis. At the completion of the season the bottom team in Division 1 will be relegated to Division 2, with the winner of Division 2 being promoted to Division 2.

Regardless of whether teams join or fall out in 2008, the team finishing last in Division 1 will be relegated to Division 2.

UNLESS OTHERWISE DECIDED BY THE ICA COMMITTEE PRIOR TO THE START OF THE NEW SEASON.

18. UMPIRING ALLOCATIONS

Each team has been allocated games in which to stand as umpires. Should a team fail to send at least one umpire to an allocated fixture, the offending team can be deducted a maximum of 6 league points.

19. MISCONDUCT OF A PLAYER, TEAM, UMPIRE OR OFFICIAL – DISCIPLINE AND PENALTIES

A disciplinary committee set up by the ICA Directors has full power to deal with misconduct by a team, official, umpire or player during the course of any game, or within 30 minutes of its start or completion, played under the jurisdiction of the ICA. The accused party shall have the opportunity to defend an allegation and may be accompanied by his representative. The ICA disciplinary committee has the right to impose match suspensions, point deductions, monetary fines or any other penalties it deems fit in the circumstances.

As from 2007 the ICA has adopted the ICC Code of Conduct and will be implemented in all games played under the ICA jurisdiction. All players are advised to carefully read the Code of Conduct.

20. PENALTY POINTS

League points may be deducted in accordance with clauses 5, 16, 18, and 19 of this document.

21. AWARDS

End of season awards will be given to the top two batsmen and top two bowlers in each division. An award will also be given to the Young Cricketer of the Year.

22. ICA CORRESPONDENCE

All notices, fixtures, umpire allocations etc. will be sent by e-mail and / or posted on the ICA official website. It is the responsibility of each club secretary to check the website on a regular basis. Correspondence will not be sent by regular mail unless specifically requested by a club.

Match fixtures, reports, and results will be posted regularly on the ICA website www.israel.cricket.org.

APPENDIX A: BOWLING RESTRICTIONS – JUNIOR PLAYERS

The ECC Fast Bowling Directives will apply to all matches in all ICA Competitions as follows:

<u>Up to 13</u>	<u>Maximum 4 overs per spell</u>
<u>14, 15</u>	<u>Maximum 5 overs per spell</u>
<u>16, 17</u>	<u>Maximum 6 overs per spell</u>
<u>18, 19</u>	<u>Maximum 7 overs per spell</u>

The bowler may not continue another spell until the same number of overs have been bowled from the end he bowled at in his previous spell.

A Fast Bowler is defined as a bowler to whom a wicket keeper in the same age group would in normal circumstances stand back to take the ball.

Team Managers and/or Captains are responsible for providing the umpires with a team sheet showing the ages of any player who is aged 19 or below before the toss for innings take place.

APPENDIX B: JUNIOR FIELDING RESTRICTIONS

No player aged 15 or younger shall be allowed to field closer than 7.5 meters from the middle stump, except behind the wicket on the off side, until the batsman has played 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.

For players aged 13 or younger the distance is 10 meters.

These minimum distances apply even if the player is wearing a helmet.

Any player aged 16 – 18 must wear a helmet when fielding within 5.5 meters of the bat, except for behind the wicket on the offside. Players should wear appropriate protective equipment whenever they are fielding in a position where they feel at risk.

APPENDIX C: HELMETS

Any player under the age of 18 playing in any ICA competition must wear a helmet with a faceguard when batting and when standing up to the stumps when keeping wicket against a hard ball.

APPENDIX D: CREASE MARKINGS FOR OFF SIDE WIDE

