



ISRAEL CRICKET ASSOCIATION 2009 LEAGUE PLAYING CONDITIONS

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[Appendix 1: ICC special directives for youth players](#)

Changes to the 2008 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 four players not holding Israeli citizenship (teudat zehut). Such a player will be considered a foreign player. Teams may be given permission to include more foreign players but would then only be entitled to include one player holding Israeli citizenship (teudat zehut).
- 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 he is playing for. Responsibility for the insurance for youth players falls with Division 1 club for whom they will play.
- d) A player with a debt outstanding to the ICA or another club (does not apply to youth players – defined below – playing for an ICA allocated Division 2 team).

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 youth player (a player eligible for a future European youth tournament; U19 level or below) is eligible to play for two teams in different divisions during the course of a season. The Israel U19 team participating in the league will not be included as one of these two teams; home clubs will have first pick of their players over the Israel U19 team.

2.5 Youth players shall play in ICA allocated Division 2 teams or will not qualify for ICA youth program benefits (coaching, travel subsidies etc.) and will not be considered for selection to youth national teams

2.6 All players may only represent 1 team in the 20/20 competition. In the event of a team not participating in the 20/20 competition, the teams' players may play for another team in the 20/20 competition. Players whose league team is participating in the 20/20 tournament may not play for another team.

2.7 A player may not play in the play-off stage of the league / promotion play-off game unless he has played a minimum of two matches in the round-robin stage.

2.8 A team must have a minimum of 8 players to constitute a match. A team playing with less than 8 players will automatically forfeit the match.

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 shall inform the opposing captain, 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. Substitutes will be permitted by the umpires in accordance with the laws of the game, with the umpires responsible for informing the opposing captain of the substitute fielder who will have no right to appeal the decision of the umpire.

3.2 If a player is absent from the field for longer than 15 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 forced to leave the field for very exceptional and reasons wholly acceptable to the umpires (other than injury or illness). The restrictions in 3.2 do apply to a player coming late.

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 until the umpires arrive.

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 5.2 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 80 overs scheduled duration. The matches will consist of one innings per side and the innings of the team batting first may not be of more than 45 overs duration. The innings of the team batting second will be limited to 80 overs less the overs completed by the team batting first (ie minimum 35 overs). A partial over will be considered a completed over in calculating the overs remaining to the team batting second.
- 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 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.~~
- e) Teams are allocated 4 minutes per over, not including the 5-minute drinks breaks every 10 overs. The umpires have the right to deduct 5 runs from the score per over not completed by a team within this allocated 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, lost ball 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 the team batting first cannot bat for longer than 60% of the total overs in the day.
- 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 30 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) with a scheduled finish time no later than 17:00.
- e) In the event of a game being delayed by longer than 1 hour, the lunch interval will be taken between innings and reduced to 15 minutes.
- f) Teams shall not leave the ground until such time as less than 40 overs may be completed in the match (14:00).

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 number of overs will be specified for the completion of the first innings, 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 10 overs in an innings.
b) In a delayed or interrupted match where the overs are reduced, no bowler may bowl more than one-quarter of the total overs allowed.
c) ICC Europe bowling restrictions for youth players will be enforced (Appendix 1)

7. THE FOLLOW – ON

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

8. DECLARATION AND FORFEITURE

The team batting first may declare at any time during their allocated 45 overs. The team batting second will be allocated all the overs not used by the team batting first (up to a total of 80 overs in the day) in the event of both declaration by or dismissal of the team batting first. An unsporting declaration will be viewed as misconduct.

Teams forfeiting matches will be deducted 30 league points as well as face disciplinary action in accordance with Clause 20.

9. INTERVALS

9.1 A lunch interval will be taken at 13:20 between innings and will last 30 minutes. The lunch interval may be taken up to 60 minutes earlier or later, or by the agreement of both captains, in order to ensure it falls between the innings. In the event of the lunch interval not falling between the two innings, a 10-minute break will be taken between innings. Example: Should the first innings be completed after 12:20, lunch will be taken. Should the first innings be completed before 12:20, a 10-minute break between innings will be taken, after which play will resume until lunch is taken at 13:20.

9.2 Intervals for Drinks

- a) 5-minute drinks intervals shall be taken after every 10 overs (captains have the right to agree on less / more frequent drinks breaks). It is the responsibility of the home side to ensure water and cups are provided; it is the responsibility of the batting side to ensure drinks are prepared for fielding team.
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* –

Play will commence at 10:00 unless otherwise stipulated by the ICA. A interval will be taken in accordance with clause 9 above. Games played in winter time will commence at 09:30.

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 at the toss. 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 30 minutes after the scheduled start ~~automatically~~ loses the game unless their reason for delay is acceptable to the umpires. The team responsible for the delayed start will be penalized 5 runs from

their score 1 over from their batting allocation for every 4 minutes lost from the scheduled start time. Teams will be automatically penalized 30 points for forfeiture of a match and in addition may be further disciplined in accordance with Clause 20 for failure to compete in a scheduled match.

11. THE RESULT

11.1 **Victory** – the team batting first fully dismisses the team batting second for less runs OR the team batting second scores more runs than the team batting first.

Draw – the team batting first fails to fully dismiss the team batting second.

Tie – Both teams score the same number of runs, regardless of the number of wickets lost by either team.

~~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

<u>Win</u>	<u>20</u>
<u>Draw</u>	<u>8</u>
<u>Tie</u>	<u>10</u>
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 – 250 runs:	4 points
	<u>251 + :</u>	<u>5 points</u>

OR (for the team batting second only: As per above OR for completing victory for the loss of wickets, whichever is the greater:

<u>0 – 1 wickets:</u>	<u>5 points</u>
<u>2 – 3 wickets:</u>	<u>4 points</u>
<u>4 – 5 wickets:</u>	<u>3 points</u>
<u>6 – 7 wickets:</u>	<u>2 points</u>
<u>8 – 9 wickets:</u>	<u>1 point</u>

A team may not score more than a total of 5 batting bonus points (for example, if completes victory by scoring 230 runs for 1 wicket, will only score 5 batting bonus points (5 for losing just 1 wicket).

BOWLING:	<u>2 – 3 wickets:</u>	<u>1 point</u>
	<u>4 – 5 wickets:</u>	<u>2 points</u>
	<u>6 – 7 wickets:</u>	<u>3 points</u>
	<u>8 - 9 wickets:</u>	<u>4 points</u>
	<u>10 wickets:</u>	<u>5 points</u>

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 most number of points against the other team (s).
- ~~4. The team with the highest net run rate~~
5. The team to have taken the most number of wickets through the season.
6. The team to have scored the most number of runs through the season.

In the event of a game being forfeited by one team, the team that would have been prepared to play will be awarded points for the win plus batting and bowling bonus according to their seasonal average. ~~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.~~

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 – 40 in the first innings and apart from the last 5 allocated overs of the second innings 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 41 – 45 in the first innings and the last 5 of the allocated overs of the second innings 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) Any off side or leg side delivery which in the opinion of the umpire does not give the batsman a reasonable opportunity to score shall be called a "wide".
- c) From over 1 – 40 in the first innings and apart from the last 5 allocated overs of the second innings a penalty of 2 runs for a wide shall be awarded to the batting team. There will not be an additional ball. In overs 41 – 45 in the first innings and the last 5 of the allocated overs of the second innings 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. During the first 10 overs of each innings, no more than two

fielders may be out the circle. At no time may the fielding team have more than 5 fielders outside the field restriction area at the instant of delivery.

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 fieldsmen 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 e-mailing or faxing a completed, typed score sheet to the ICA no later than 48 hours after the completion of the match. Failure to do so will result in a 5-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 faxed to Mr. Naor Gudker on 08-6199512 or e-mailed to naor1957@zahav.net.

17. LEAGUE STRUCTURES

Division 1: Round 1 – each team plays the other once.
Round 2 – teams are divided into groups of 4 (not including Israel U19) according to the standings after the completion of Round 1. Teams carry all points forward and play a further round of matches against the three other teams in their group to determine final standings.

Division 2: Each team plays the other once.

18. PROMOTION / RELEGATION

The ICA league is 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. In addition, the second bottom team in Division 1 will play the second top team in Division 2 in a play-off match according to the 2008 playing regulations with the winner either remaining in or being promoted to Division 1.

Regardless of whether teams join or fall out in 2010, 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.

19. UMPIRING ALLOCATIONS

Individual umpires have been allocated to each fixture however teams can be forced to send at least 1 umpire to a fixture. 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.

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

A disciplinary committee set up by the ICA Board 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.

21. PENALTY POINTS

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

22. AWARDS

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

23. 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 1 – ICC SPECIAL DIRECTIVES FOR YOUTH PLAYERS – to be applied to all matches played under ICA jurisdiction

ICC Europe Fielding, Bowling and Batting Directive

Fielding Directives

The following directives will apply to all players in age group ranges **U13 – U19** inclusive and will apply at **ALL** matches played under ICA jurisdiction.

The overriding desire of ICC Europe is to ensure the health, safety and welfare of all its players and these Directives have been adopted with that desire expressly in mind. These Directives apply to girls and boys, and any reference to he/his should be interpreted to include she/her. These Directives are applicable to all competitions played under ICC Europe Regulations. **Age groups** are based on the age of the player on September 1st in the year preceding the championship. It must be noted that the Directives are aimed at an individual's age as opposed to the age group of the Championship being played. For example, a player who, because of his age, falls into the U15 age group, must abide by the restrictions laid down for that age group.

This will apply even though he may be playing in an U17 Championship. He cannot bowl/field using the U17 restrictions – he is still bound by the U15 restrictions.

Fielders

- No young player in the Under 15 age group or younger shall be allowed to field closer than 8 yards (7.3 metres) from the middle stump, except behind the wicket on the off side, until the batsman has played at the ball.
- For players in the Under 13 age group and below the distance is 11 yards (10 metres).
- These minimum distances apply even if the player is wearing a helmet.

- Should a young player in these age groups come within the restricted distance the umpire must stop the game immediately and instruct the fielder to move back.
- In addition any young player in the Under 16 to Under 18 age groups, who has not reached the age of 18, must wear a helmet and, for boys, an abdominal protector (box) when fielding within 6 yards (5.5 metres) of the bat, except behind the wicket on the off side. Players should wear appropriate protective equipment whenever they are fielding in a position where they feel at risk.

Wicket-keepers helmets

- Any wicket-keeper under the age of 18 (on the day of the match) must wear a helmet when standing up to the stumps.
- This applies for all speeds of bowling.

Non-compliance with this Directive will result in the umpires immediately stopping the game and instructing the wicket-keeper to put on a helmet, or stand back from the stumps.

Wicket-keepers leg guards

Wicket-keepers may wear internal style leg guards under their trousers. However, umpires (and Umpires Managers and Tournament Referees) should carefully monitor the style used. Where a player, in the U13 – U19 age groups*, wishes to adopt this style of pad the umpires are to inspect the pads and if they do not consider that they

offer adequate protection, especially in the knee area, they should ban the use of such pads and instruct the player to wear the conventional external variety. The umpires will enforce this but should any player contest the decision the Tournament Referee will make the final arbitration. It is strongly advised that the umpires and Tournament Referees err on the side of caution when making their decisions.

If there is a case(s) of this happening the Tournament Referee will include the details in his end of Championship Report.

*** Please note that this directive is only applicable for players up to the age of 18.** Once a player reaches 18 he may adopt whichever style of pads he wishes. This falls into line with the ICC Europe Directive relating to the wearing of helmets by wicket-keepers and batsmen, and the wearing of helmets and boxes for fielders.

Bowling Directives

For the purpose of these Directives a fast bowler should be defined as a bowler to whom a wicket-keeper in the same age group would, in normal circumstances, stand back to take the ball. This does not preclude the umpires from insisting that these Directives are applied even though the ability of the wicket-keeper means that he is capable of standing up to what they consider to be a fast bowler. All coaches are urged to identify those players with the potential to bowl fast and to ensure they follow the Directives in all cricket throughout the season.

Over-bowling

This is an important consideration, especially for young bowlers whose bodies are not fully developed. Recent studies have revealed that overbowling is the most common cause of back injuries. Evidence suggests that much of the damage occurs early in the playing career, and especially during growth spurts, though the effects do not often show themselves until the late teens. The more talented and more physically mature youngsters are generally most at risk, as they tend to play at more than one age group level. To ensure that young fast bowlers do not place undue stress on their bodies, every attempt must be made to keep the amount of bowling within reasonable limits. The following Directives provide sensible playing levels.

Directive for matches

<i>Age</i>	<i>Max overs per spell</i>	<i>Max overs per day</i>
Up to 13	4 overs per spell	8 overs per day
U14, U15	5 overs per spell	10 overs per day
U16, U17	6 overs per spell	18 overs per day
U18, U19	7 overs per spell	21 overs per day

Having completed a spell the bowler cannot bowl again, from either end, until the equivalent number of overs to the length of his spell have been bowled from the same end. If the bowler only completes part of his permitted spell then the above restriction still applies. For example, if he is allowed 7 overs but only bowls 4, he cannot bowl

again until 4 overs have been bowled from the same end. He cannot resume his 'spell' after 2 further overs, from the same end, claiming that he is allowed another 3 to make up his 7. However, a bowler is allowed to change ends during a spell without having to take a rest. This can only be done provided that he bowls the next permissible over from the other end. Any wait over and above this will mean that the current spell has ended and the rest period will be enforced. The second part of this spell will be restricted to the remainder of the overs allowed under the table above. If a bowler is 'resting' and there is an interruption in play, whether scheduled or not, he will be allowed to count time off the field as part of his 'rest time'. During this interruption the bowler may count every 7 minutes of the interruption as being equivalent to 1 over at each end.

Interruption of play during a spell of bowling

If play is interrupted, for any reason, for less than 40 minutes, any spell in progress at the time of the interruption can be continued after the interruption up to the maximum number of overs per spell for the appropriate age group. (In this case the bowler cannot claim any time off the field as rest time and his 'spell' will still be in progress even though play is suspended.) If the spell is not continued after the interruption the bowler cannot bowl again, from either end, until the equivalent number of overs to the length of his spell before the interruption have been bowled from the same end. If the interruption is of 40 minutes or more, whether scheduled or not, the bowler can commence a new spell immediately.

Once a bowler covered by these Directives has bowled in a match he cannot exceed the maximum number overs per day for his age group even if he subsequently bowls spin. He can exceed the maximum overs per spell if bowling spin only, but cannot then revert to bowling fast until an equivalent number of overs to the length of his spell have been bowled from the same end. Any spell that includes fast bowling must not exceed the maximum number of overs per spell even if some of the spell is of spin.

Umpires' responsibility

The umpires are expected to monitor these players and keep records of the overs such players bowl. Once the maximum allowance for any one spell has been reached they will inform the player and captain accordingly and will not allow that player to bowl again until the requisite rest period has been fulfilled.

Prior to the game the manager/coach/captain will inform the umpires, in writing, of any player who comes under this Directive. This will help the umpires to identify the players concerned. However, if the umpires consider that, during the game, other players come under this Directive they shall inform the Tournament Referee or Umpire Manager and manager/coach/captain as soon as is practical, that these players will be subject to the above Directives.

Batting Directive

- Any batsmen under the age of 18 (on the day of the match) must wear a helmet when batting.
- Non-compliance of this Directive will result in the umpires immediately stopping the game and instructing the batsman to put on a helmet.