



ISRAEL CRICKET ASSOCIATION

2010 U19 SUMMER LEAGUE PLAYING CONDITIONS

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 include -

- a) No more than three players from the non playing team on the day.
- b) Players born between the dates 1 January 1991 and 31 December 1997. A team may also include a maximum of one player born between 1 January 1989 and 31 December 1990.

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

2.7 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.

Teams who field an ineligible player will automatically lose the match and be punished 6 points. The player will receive an automatic two match suspension. The opposing team will be awarded a technical win - 6 points.

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 reasons wholly acceptable to the umpires (other than injury or illness). The restrictions in 3.2 apply to a player coming late.

4. THE UMPIRES

4.1 Umpiring duty will be done by the ICA coaches

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.

6. INNINGS

6.1 Uninterrupted Matches

- a) The matches will consist of one innings per side. Each innings will last no more than 25 overs. Teams are allocated 4 minutes per over, not including the 5-minute drinks breaks after 12 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 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) The number of overs to be played will only be reduced after an initial 30 minutes loss of playing time.
- c) 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 19:00.
- d) In the event of a game being delayed by longer than 1 hour, the lunch interval will be taken between innings and reduced to 10 minutes.
- e) Matches not started or not completed due to the weather or other factors will not be rescheduled.

6.3 Postponement of Matches

- a) There will be no postponement of matches unless beyond the control of the ICA (ie no field being available). In the event of postponed matches teams will be given a minimum of 7 days notice of the rescheduled date. The ICA reserves the right to change scheduled venues to ensure the playing of matches on the scheduled date.

6.3 Number of overs per bowler

- a) No bowler shall bowl more than 20% of the overs in an innings.
- b) In a delayed match where the overs are reduced, no bowler may bowl more than one-fifth 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

- 8.1 There will be no declaration of innings.
- 8.2 There will be no forfeiting of matches.

9. INTERVALS

9.1 A lunch interval will be taken at the conclusion of the first innings and last no more than 15 minutes.

9.2 Intervals for Drinks

- a) 1 Drink interval is permitted during each innings. This will take place after the 12th over has been completed in each innings. (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 15:00 unless otherwise stipulated by the ICA. An interval will be taken in accordance with clause 9 above.

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 is considered to have forfeited the game unless their reason for delay is acceptable to the umpires, who may extend the start time by up to a further 30 minutes. The team responsible for the delayed start will be penalized 5 runs from their score for every 4 minutes lost from the scheduled start time unless otherwise decided by the umpires.

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.

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

11.2 Points Allocation

Win	6
Tie	3
Loss	0

If the team batting 2nd loses, but makes 80% or more of the winning score, then the winning team will be awarded 5 points and the losing team 1 point. Also, if the team batting 2nd wins, but makes the runs in more than 80% of the overs allotted, then the winning team will be awarded 5 points and the losing team 1 point.

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

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 – 20 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 21 – 25 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 – 20 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 21 – 25 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 No more than 5 fielders may be on the leg side at the instant of delivery during any stage of the game.

16. SUBMISSION OF RESULTS

Each team is responsible for e-mailing 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 e-mailed to herschelgutman@gmail.com

17. LEAGUE STRUCTURES

17.1 Each team will play each other on a home and away basis with the top 2 in the league competing in the final.

18. PROMOTION / RELEGATION

There will be no promotion or relegation

19. 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, in accordance with the Code of Conduct. Punishments clearly stipulated in these playing regulations will be enacted without the need or right to a disciplinary committee hearing.

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. PLAYER ELIGIBILITY

No player may partake in the league if they were born before 01/09/91.

Each team may request to the organising committee, to play no more than 1 player who was born after 01/09/91. The organising committee will make the decision accordingly.

Any player who is 12 years old or under, will not be able to play in the league.

21. 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 Directives are adopted in full or as per amendments below; below is a summary of the main points:

Fielders

No player younger than the age of 18 shall be allowed to field closer than 7.3 meters from the middle stump, even if wearing a helmet, except behind the wicket on the off side, until the batsman has played the ball. young player aged 17 or younger shall be allowed to field closer than 7.3 meters from the middle stump, even if wearing a helmet, except behind the wicket on the off side, until the batsman has played at the ball.

Players should wear appropriate protective equipment whenever they are fielding in a position where they feel at risk.
A wicket-keeper under the age of 18 must wear a helmet when standing up to the stumps.

Bowling Directives

The following bowling limitations apply to fast bowlers; defined as a bowler to whom a wicket-keeper in the same age group would, in normal circumstances, stand back to take the ball.

<i>Age</i>	<i>Max overs per spell</i>	<i>Max overs per day</i>
Up to 13	5 overs per spell	10 overs per day
U14, U15	6 overs per spell	12 overs per day
U16, U17	7 overs per spell	18 overs per day
U18, U19	7 overs per spell	18 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.

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.

Batting Directive

Any batsmen under the age of 18 (on the day of the match) must wear a helmet when batting.

Non-compliance of these Directives will result in the umpires immediately stopping the game and instructing the directives to be complied with.