

## ICA SUPER 7's

### 1. Playing Conditions

The Playing Conditions for domestic league matches will apply with the following exceptions.

### 2. Duration

The matches will consist of one innings per side, each innings being a maximum of 7 overs.

### 3. Hours of Play and Intervals

The first match on each day will start at 09:30.

There will be no break between innings.

There will be no drinks intervals during the game.

Each team is compelled to bowl their 7 overs in 28 minutes. A team failing to do so will be penalized their net run rate for every over not bowled in the allocated time. For example, a team which bats first scores 49 runs in their 7 overs. Their run rate is 7 per over. Bowling second, if after 25 minutes they have only completed 6 overs, they will be deducted 1 over X run rate (7) from their score. Their total will fall to 42. The same formula is applied whether you bowl first or second.

### 4. Length of Innings

Each team shall bat for 7 overs unless all out earlier.

### 5. The Ball

A new ball can, but need not, be used for each game.

### 6. The Result

The team scoring the highest number of runs shall be declared the winner. In the event of a tie, the following shall apply:

The team losing the lesser number of wickets shall be the winner.

If the result can still not be decided by the number of wickets lost, the team with the highest score after 6 overs, or if still equal, after 5 overs, or if still equal after 4 overs etc.

### 7. Points System

Each team will play every other team in its group. Four points will be awarded for a win, no points for a loss. The points will be carried through from the first day to the second day to determine a group winner at the end of both days of competition.

### 8. Numbers of Players & Umpires

Each team shall consist of 10 players. A team will be all out once 9 wickets have fallen. The team is responsible for providing one umpire to the other matches in the group.

### 10. Number of overs per bowler and bowler run ups

No player may bowl more than one over. A bowler's run up is limited to no more than seven paces, which will be marked on the field of play.

### 11. Restrictions on the Placement of Fieldsmen

No more than 5 fielders are permitted on the leg side. No more than 2 fielders are permitted behind square on the leg side.

### 12. No Balls and Wides

No-balls and wides shall be called according to existing regulations in the league. A wide and a no-ball are worth 3 runs but are not re bowled, apart from in the final over of the innings, when a no-ball or wide is worth 3 runs and must be re bowled.

### 13. Groups, Venues and Dates

Group A:	Tel Aviv, Neve Yonatan, Ra'anana, Jerusalem	Hadar Yosef	Friday September 10
Group B:	Lions Lod, Lod, Petah Tikva, Ramle	Hadar Yosef	Saturday September 11
Group C:	Ashdod A, Young Ashdod, Diamonds, Kiryat Gat	Ashdod	Saturday September 11 & 18
Group D:	Dimona A, Dimona C, Be'er Sheva A, Lions Be'er Sheva	Dimona	Saturday September 11 & 18