



## ISRAEL CRICKET ASSOCIATION 2005 LEAGUE PLAYING CONDITIONS

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### INTRODUCTORY NOTE

The Playing Conditions are largely unchanged from those of 2004. Changes that have been made appear underlined.

In the event of new teams joining the league in 2006, principles have been outlined for promotion / relegation (clause 17).

## 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 two players not 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.

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.

## 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 2 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 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 10<sup>th</sup>, 20<sup>th</sup>, and 30<sup>th</sup> 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 IN ASHDOD WILL COMMENCE AT 10:30*

*\* MATCHES PLAYED ON A FRIDAY WILL COMMENCE AT 10:00 UNLESS AGREED OTHERWISE BY THE CAPTAINS PRIOR TO MATCH DAY*

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 35<sup>th</sup> 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	4
Tie or No Result	2
Loss	0

In the event of teams finishing equal on points, the standings will be determined as follows:

- The team with the most number of wins
- The team with the most number of wins over the other team(s)
- The team with the highest net run rate

### 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.
- d) In the event of a game being

## 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 height 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”.

### 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 offside or legside delivery which in the opinion of the umpire does not give the batsman a reasonable opportunity to score shall be called a “wide”.
- c) A penalty of one run for a wide shall be scored. This penalty 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 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 faxing a completed score sheet (provided to each team) to the ICA no later than 48 hours after the completion of the match. Failure to do so will result in a 0.5 point deduction. The score sheet must include the names of every player who participated in the match, regardless of whether they batted or bowled, as well as the names of the umpires.

## 17. PROMOTION / RELEGATION

The ICA league has been structured into three 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 1. The same principle will apply for the bottom placed team in Division 2 and the winners of Division 3.

In the event of new teams joining the league in 2006, the following principles will apply –

- 1 extra team: One team gets promoted from Division 3 to Division 2, there is no relegation from Division 2 to Division 3.
- 2 extra teams: One team gets promoted from Division 2 to Division 1, there is no relegation from Division 1. Two teams get promoted from Division 3 to Division 2, there is no relegation from Division 2.
- 3 extra teams: One team gets promoted from Division 2 to Division 1, there is no relegation from Division 1. Two teams get promoted from Division 3 to Division 2, there is no relegation from 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 will be deducted 2 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.

Forfeiture of any game will be considered misconduct.

## 20. PENALTY POINTS

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

## 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](http://www.israel.cricket.org).