



## Israel u17 League - Summer 2012.

### Rules and Regulations 2012

Except as varied hereunder the ICA 2011/2012/League Playing Conditions and regulations and the Laws of Cricket (2000 Code 3rd Edition - 2008) shall apply.

**Note:** All references to 'Governing Body' within the Laws of Cricket shall be replaced by ICA.

#### **Law 1: The Players**

##### 1.1 Number of Players

Law 1.1 shall be replaced by the following: A match is played between two sides. Each side shall consist of 11 players, one of whom shall be captain. Player eligibility criterion as appear in ICA 2011 League Playing Conditions apply.

##### 1.2 Nomination of Players

Law 1.2 shall be replaced by the following: Each captain shall provide a list of the names of the 11 players and the nominated 12th man in writing to the umpires before the toss. No player (including the nominated 12th man) may be changed after the toss without the consent of the opposing captain.

##### 1.3 Captain

The following shall apply in addition to Law 1.3 (a): The deputy must be one of the 11 nominated players.

1.4 Players may play for more than one team during the league.

#### **Law 2: Substitutes and Runners, Batsman or Fielder Leaving the Field, Batsman Retiring, Batsman Commencing Innings**

Law 2 shall apply subject to the following:

2.1 Fielder absent or leaving the field Law 2.5 shall be replaced by the following: 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 the consent of the umpire. (See Law 2.6 as modified). The umpire shall give such consent as soon as practicable. If the player is absent from the field for longer than 8 minutes:

2.1.1 the player shall not be permitted to bowl in that innings after his return until he has been on the field for at least that length of playing time for which he was absent.

2.1.2 the player shall not be permitted to bat unless or until, in the aggregate, he has returned to the field and/or his side's 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 restriction in Clauses 2.1.1 and 2.1.2 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).

In the event of a fieldsman already being off the field at the commencement of an interruption in play through ground, weather or light conditions or for other exceptional circumstances, he shall be allowed to count any such stoppage time as playing time, provided that he

personally informs the umpires when he is fit enough to take the field had play been in progress.  
2.1.3 Substitute fielders shall only be permitted in cases of injury, illness or other wholly acceptable reasons. 'Wholly acceptable reasons' should be limited to extreme circumstances and should not include what is commonly referred to as a 'comfort break'.

### **Law 3: The Umpires**

#### 3.1 Appointment and attendance

Law 3.1 shall be replaced by the following: The following rules for the selection and appointment of umpires shall be followed as far as it is practicable to do so:

3.1.3 The ICA shall strive to appoint both umpires to stand in each Twenty20 match.

3.1.6 Neither team will have a right of objection to an umpire's appointment.

3.1.7 The umpires shall be present at the ground at least 30 minutes before the scheduled start of play.

In the event of umpires not being present

at the scheduled start time, the game will commence on schedule with the batting team providing umpires, who will be replaced upon the arrival of the appointed umpires.

#### 3.2 Change of Umpire

The following shall apply in place of Law 3.2:

3.3.1 An umpire shall not be changed during the match, other than in exceptional circumstances, unless he is injured or ill.

3.3 Law 3.8 - Fitness of Ground, Weather and Light and Law 3.9 - Suspension of play for adverse conditions of ground, weather or light

Laws 3.8 and 3.9 shall apply subject to the following:

If conditions during a rain stoppage improve and the rain is reduced to drizzle, the umpires must consider if they would have suspended play in the first place under similar conditions. If both on-field umpires agree that the current drizzle would not have caused a stoppage, then play shall resume immediately. In these circumstances the provisions of Laws 3.9 (b) (i) and 3.9 (c) (i) shall not apply.

The umpires shall disregard any shadow on the pitch from the stadium or from any permanent object on the ground.

If a shadow from the fielder falls across the strikers half of the pitch, the fielder must remain stationary from the time the bowler commences his

run up until the striker has received the ball. In the event of a fielder moving before the striker receives the ball, the umpire shall call and signal

'dead ball' if he considers the striker has been disadvantaged by the action.

### **Law 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 2 league points, regardless of the result of the game.

### **Law 12 - Innings**

Law 12 shall apply subject to the following (see also clauses 15 and 16 below):

12.1 Law 12.1 - Number of innings

Law 12.1 shall be replaced by the following: All matches will consist of one innings per side, each innings being limited to a maximum of 20

overs. All matches shall be of one day's scheduled duration.

12.2 Law 12.2 - Alternate innings

Law 12.2 shall not apply.

12.3 Law 12.3 - Completed innings

Laws 12.3 (c), (d) and (e) (iii) shall not apply.

12.4 Length of Innings

12.4.1 Uninterrupted Matches.

a) Each team shall bat for 20 overs unless all out earlier.

b) If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first innings, play shall continue

until the required number of overs has been bowled. The interval shall not be extended and the second session shall commence at the scheduled time. The team batting second shall receive its full quota of 20 overs irrespective of the number of overs it bowled in the scheduled time for the cessation of the first innings.

c) If the team batting first is dismissed in less than 20 overs, the team batting second shall be entitled to bat for 20 overs.

d) If the team fielding second fails to bowl 20 overs by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result is achieved.

e) **The umpires have the right to deduct 5 runs from the score per over not completed by a team within the 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.

#### 12.4.2 Delayed or Interrupted Matches

a) Delay or Interruption to the Innings of the Team Batting First (see Appendix 2)

(i) When playing time has been lost the revised number of overs to be bowled in the match shall be based on a rate of 15 overs per hour in the total remaining time available for play.

(ii) The revision of the number of overs should ensure, whenever possible, that both teams have the opportunity of batting for the same number of overs. The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs. To constitute a match, a minimum of 5 overs have to be bowled to the side batting second, subject to the innings not being completed earlier. The number of overs to be played will be reduced with the loss of 5 minutes of playing time. 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). Teams shall not leave the ground until such time as less than 10 overs may be completed in the time allocated for the match.

(iii) A fixed time will be specified for the commencement of the interval, and also the close of play for the match, by applying a rate of 15 overs per hour. When calculating the length of playing time available for the match, or the length of either innings, the timing and duration of all relative delays, extensions in playing hours, interruptions in play, and the interval will be taken into consideration. This calculation must not cause the match to finish earlier than the original time for cessation of play on the final scheduled day for play. If required the original time shall be extended to allow for one extra over for each team.

(iv) If the team fielding first fails to bowl the revised number of overs by the specified time, play shall continue until the required number of overs have been bowled or the innings is completed.

(v) Should calculations regarding numbers of overs result in a fraction of an over, the fraction shall be ignored.

(vi) Penalties shall apply for slow over rates (refer to ICC Code of Conduct and above in this clause).

b) Delay or Interruption to the Innings of the Team Batting Second (see Appendix 3)

(i) When playing time has been lost and, as a result, it is not possible for the team batting second to have the opportunity of receiving its allocated, or revised allocation of overs in the playing time available, the number of overs shall be reduced at a rate of 15 overs per hour in respect of the lost playing time. Should the calculations result in a fraction of an over the fraction shall be ignored.

(ii) In addition, should the innings of the team batting first have been completed prior to the scheduled, or re-scheduled time for the commencement of the interval, then any calculation relating to the revision of overs shall not be effective until an amount of time equivalent to that by which the second innings started early has elapsed.

(iii) To constitute a match, a minimum of 5 overs have to be bowled to the team batting second subject to the innings not being completed earlier.

(iv) The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.

(v) A fixed time (**4 hours from scheduled start time**) is specified for the close of play by applying a rate of 15 overs per hour. **Play will not be extended beyond this fixed time.**

(vi) If the team fielding second fails to bowl the revised overs by the scheduled or re-scheduled close of play, the hours of play shall be extended until the overs have been bowled or a result achieved.

(vii) Penalties shall apply for slow over rates (refer ICC Code of Conduct and above in this clause).

12.5 Number of Overs per Bowler

No bowler shall bowl more than 4 overs in an innings.

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. Where the total overs is not divisible by 5, one additional over shall be allowed to the maximum number per bowler

necessary to make up the balance. In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be

allowed by another bowler. Such part of an over will

count as a full over only in so far as each bowler's limit is concerned.

#### **Law 15 - Intervals**

Law 15 shall apply subject to the following:

15.1 Law 15.5 - Changing agreed times for intervals - Interval between Innings

If the innings of the team batting first is completed prior to the scheduled time for the interval, the interval shall take place immediately and the

innings of the team batting second will commence correspondingly earlier. In circumstances where the side bowling first has not completed the

allotted number of overs by the scheduled or re-scheduled cessation time for the first innings, the umpires shall reduce the length of the interval

by the amount of time that the first innings overran.

The minimum time for the interval will be 10 minutes.

15.2 Law 15.9 - Intervals for drinks

**No drinks intervals shall be permitted unless in circumstances of extreme heat.** An 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. No other drinks shall be taken onto the field

without the permission of the umpires. Any player taking drinks onto the field shall be dressed in proper cricket attire.

#### **Law 16 - Start of Play; Cessation of Play**

Law 16 shall apply subject to the following (see also clauses 15 and 12.4):

16.1 Law 16.1 – Start and Cessation Times

Scheduled start and cessation times are as follows:

##### **Match 1**

First Session .....16:00 – 17:20

Interval .....17:20 – 17:40

Second Session.....17:40 – 19:00

**or unless otherwise stipulated on fixture list.**

#### **Law 21 - The Result**

Law 21 shall apply subject to the following:

21.1 Law 21.1 - A win - two innings match

Law 21.1 shall not apply.

21.2 Law 21.2 - A win - one innings match

Law 21.2 shall apply in addition to the following:

21.2.1 Save for circumstances where a match is awarded to a team as a consequence of the opposing teams refusal to play (Law 21.3), a result can be achieved only if both teams have had the opportunity of batting for at least 5 overs, unless one team has been all out in less than 5 overs or unless the team batting second scores enough runs to win in less than 5 overs.

21.2.2 Save for circumstances where a match is awarded to a team as a consequence of the opposing teams refusal to play (Law 21.3), all matches in which both teams have not had an opportunity of batting for a minimum of 5 overs, shall be declared no result.

21.3 Law 21.3 – Umpire awarding a match

Law 21.3 shall be replaced by the following:

- a) A match shall be lost by a side which either (i) concedes defeat or (ii) in the opinion of the umpires refuses to play and the umpires shall award the match to the other side.
- b) If an umpire considers that an action by any player or players might constitute a refusal by either side to play then the umpires together shall inform the ICA CEO of this fact. The ICA CEO shall together with the umpires ascertain the cause of the action. If the ICA CEO, after due consultation with the umpires, then decides that this action does constitute a refusal to play by one side, he shall so inform the captain of that side. If the captain persists in the action the ICA CEO shall award the match in accordance with (a)(ii) above.\*
- c) If action as in (b) above takes place after play has started and does not constitute a refusal to play the delay or interruption in play shall be dealt with in the same manner as provided for in clause 12.4.2 above.

\* N/B In addition to the consequences of any refusal to play prescribed under this clause, any such refusal, whether temporary or final, may result in disciplinary action being taken against the captain and team responsible under the Code of Conduct.

21.4 Law 21.4 - A Tie

Law 21.4 shall apply in addition to the following:

In the event of a tied match the teams shall compete in a One Over Per Side Eliminator to determine the winner. Refer attached Appendix 8. If weather conditions prevent the one over eliminator from being completed, the result will be a tie.

21.5 Law 21.5 - A Draw

Law 21.5 shall not apply.

21.6 Interrupted or Prematurely Terminated Matches - Calculation of the Target Score

21.6.1 Interrupted Matches - Calculation of the Target Score

If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum of 5 overs), then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing. This revised target is to be calculated according to the total of the team batting first in the corresponding number of overs. EXAMPLE: Team A bats first and completes their 20 overs. During the innings of Team B rain causes the number of overs to be reduced to 15, the target score will be the number of runs Team A had scored after 15 overs.

21.6.2 Prematurely Terminated Matches

If the innings of the side batting second is suspended (with at least 5 overs bowled) and it is not possible for the match to be resumed, the match will be decided by comparison of the scores after the same number of overs the team batting second had batted for. EXAMPLE: Team A bats for 20 overs. Team B has batted for 6 overs and rain prevents the game from continuing, the winner will be determined by comparing the score of Team B to that of Team A after 6 overs.

21.7 Correctness of result

Any query on the result of the match as defined in Laws 21.2, 21.3, 21.4, 21.8 and 21.10 (as modified by these regulations) shall be resolved as

soon as possible and a final decision made by the umpires at close of play.

21.8 Points allocation

Win: 4 points

Tie / No result: 2 points

Loss: 0 points

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. Net run rate

#### **Law 23 - Dead Ball**

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.

#### **Law 24 No Ball**

Law 24 shall apply subject to the following:

24.1 Law 24.1 (b) Mode of delivery

Law 24.1 (b) shall be replaced by the following: The bowler may not deliver the ball underarm. If a bowler bowls a ball underarm the umpire shall call and signal no ball, and the ball is to be re-bowled overarm.

Any ball pitched off the matting shall be called a “No Ball”.

e) In the first 80% of allotted overs (ie overs 1-15 of an uninterrupted game) 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 the last 20% of allotted overs (ie overs 16 - 20 of an uninterrupted game) in the 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.

24.2 Free Hit after a foot-fault no ball – **There will be no free hits**

#### **Law 25 - Wide Ball**

25.1 Law 25.1 - Judging a Wide

Law 25 shall apply with the following addition to Law 25.1:

Umpires are instructed to apply very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket.

Any offside 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.

In the first 80% of allotted overs (ie overs 1-15 of an uninterrupted game) a wide 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 the last 20% of allotted overs (ie overs 16 - 20 of an uninterrupted game) in the innings a wide 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.

#### **Law 31 - Timed Out**

Law 31 will apply except that the incoming batsman must be in position to take guard or for his partner to be ready to receive the next ball

within 1 minute 30 seconds of the fall of the previous wicket. The incoming batsman is expected to be ready to make his way to the wicket immediately a wicket falls.

#### **Law 41 - Fielder**

Law 41 shall apply subject to the following:

41.1 Law 41.1 - Protective equipment

The following shall apply in addition to Law 41.1: The exchanging of protective equipment between members of the fielding side on the field shall be permitted provided that the umpires do not consider that it constitutes a waste of playing time.

41.2 Restrictions on the placement of fieldsmen

41.2.1 At the instant of delivery, there may not be more than 5 fieldsmen on the leg side.

41.2.2 In addition to the restriction contained in clause 41.2.1 above, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding

restrictions and the overs during which they shall apply are set out in the following paragraphs.

a Subject to 41.2.3 below these additional fielding restrictions shall apply to the first 6 overs of each innings (Fielding Restriction Overs).

b During the Fielding Restriction Overs **only two fieldsmen shall be permitted outside** the 30 yard circle.

c During the non Fielding Restriction Overs, **no more than 5 fieldsmen shall be permitted outside** the fielding restriction area referred to in clause 41.2.2 b above.

41.2.3 In circumstances when the number of overs of the batting team is reduced, the number of Fielding Restriction Overs shall be reduced in accordance with

the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

**Total overs No. of overs for which fielding in innings restrictions in clauses 41.2.2 a 41.2.2 c above will apply**

5-8.....2

9-11.....3

12-14.....4

15-18.....5

19.....6

41.2.4 Where, in an interrupted innings, on resumption the recalculated number of Fielding Restriction Overs (as set out above) is no longer achievable, the actual number of Fielding Restriction Overs for that innings will be the closest achievable whole number

41.2.5 If an innings is interrupted during an over and if on the resumption of play, due to the reduced number of overs of the batting team, the required number of Fielding Restriction Overs have already been bowled, the remaining deliveries in the over to be completed shall not be subject to the fielding restrictions.

41.2.6 In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal 'No Ball'.

#### **Law 42 - Fair and Unfair Play**

42.1 Law 42.3 - The Match Ball – changing its condition

Law 42.3 shall apply, subject to the following:

a Law 42.3 (e) (ii) shall be replaced with the following:

Inform the captain of the fielding side of the reason for the action taken.

b The umpires shall report the incident to the ICA CEO

c The ICA CEO shall take action as is appropriate against the player(s) responsible for the conduct under the ICC Code of Conduct.

d If the ICA CEO is unable to identify the player(s) responsible for such conduct, the captain shall take responsibility and will be subject to such action as is appropriate under the ICC Code of Conduct.

e In the event that a ball has been interfered with and requires replacement the fielding side will be required to produce a replacement ball.

42.2 Law 42.4 - Deliberate attempt to distract striker

Law 42.4 shall apply subject to the following: In addition, the umpires shall report the incident to the ICA CEO under the ICC Code of Conduct.

42.3 Law 42.5 - Deliberate distraction or obstruction of batsman

Law 42.5 shall apply subject to the following: In addition, the umpire shall report the incident to the ICA CEO under the ICC Code of Conduct.

42.4 Law 42.6 - Dangerous and Unfair Bowling

42.4.1 Law 42.6 (a) - The Bowling of Fast Short Pitched Balls

Law 42.6 (a) shall be replaced by the following: A bowler shall be limited to one fast short-pitched delivery per over.

b A fast short-pitched delivery is defined as a ball which passes or would have passed above the shoulder height of the striker standing upright at

the crease.

c The umpire at the bowlers end shall advise the bowler and the batsman on strike when each fast short pitched delivery has been bowled.

d In addition, for the purpose of this regulation and subject to Clause 42.4.1 (f) below, a ball that passes above head height of the batsman, that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a wide.

e For the avoidance of doubt any fast short pitched delivery that is called a wide under this playing condition shall also count as the allowable short pitched delivery in that over f In the event of a bowler bowling more than one fast short-pitched delivery in an over as defined in Clause

42.4.1 (b) above, the umpire at the bowlers end shall call and signal no ball on each occasion. A differential signal shall be used to signify a fast short pitched delivery. The umpire shall call and signal 'no ball' and then tap the head with the other hand.

g If a bowler delivers a second fast short pitched ball in an over, the umpire, after the call of no ball and when the ball is dead, shall caution the bowler, inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred. This caution shall apply throughout the innings.

h If there is a second instance of the bowler being no balled in the innings for bowling more than one fast short pitched delivery in an over, the umpire shall advise the bowler that this is his final warning for the innings.

i Should there be any further instance by the same bowler in that innings, the umpire shall call and signal no ball and when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.

j The bowler thus taken off shall not be allowed to bowl again in that innings.

k The umpire will report the occurrence to the other umpire, the batsmen at the wicket and as soon as possible to the captain of the batting side.

l The umpires will then report the matter to the ICA CEO who shall take such action as is considered appropriate against the captain and the

bowler concerned. (Refer also to Law 42.1 Fair and Unfair Play - Responsibility of the Captains.) The above is not a substitute for Clause 42.5 below which umpires are able to apply at any time.

42.4.2 Law 42.6 (b) Bowling of High Full Pitched Balls Law 42.6 (b) shall be replaced by the following:

a Any delivery, other than a slow paced one, which passes or would have passed on the full above waist height of the striker standing upright at the crease is deemed dangerous and unfair, whether or not is it likely to inflict physical injury on the striker.

b A slow delivery, which passes or would have passed on the full above shoulder height of the striker standing upright at the crease, is to be deemed dangerous and unfair, whether or not it is likely to inflict physical injury on the striker.

c In the event of a bowler bowling a high full pitched ball as defined in Clauses 42.4.2 (a) and 42.4.2 (b) above (i.e. a beamer), the umpire at the bowler's end shall, in the first instance, call and signal no ball and when the ball is dead, caution the bowler and issue a first and final warning.

The umpire shall inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred.

d Should there be any further instance by the same bowler in that innings, the umpire shall call and signal no ball and when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the

previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.

e The bowler thus taken off shall not be allowed to bowl again in that innings.

f The umpire will report the occurrence to the other umpire, the batsman at the wicket and as soon as possible to the captain of the batting side.

g The umpires will then report the matter to the ICC CEO who shall take such action as is considered appropriate against the captain and the



bowler concerned. (Refer also to Law 42.1 Fair and Unfair Play - Responsibility of the Captains.

42.5 Law 42.7 - Dangerous and Unfair Bowling - Action by the umpire

Law 42.7 shall be replaced by the following:

Regardless of any action taken by the umpire as a result of a breach of Clauses 42.4.1, 42.4.2 and 42.6 the following shall apply at any time

during the match:

42.5.1 The bowling of fast short pitched balls is unfair if in the opinion of the umpire at the bowler's end he considers that by their repetition and taking into account their length, height and direction, they are likely to inflict physical injury on the striker, irrespective of the protective clothing and equipment he may be wearing. The relative skill of the striker shall also be taken into consideration.

42.5.2 In the event of such unfair bowling, the umpire at the bowler's end shall adopt the following procedure:

a In the first instance the umpire shall call and signal no ball, caution the bowler and inform the other umpire, the captain of the fielding side and the batsmen of what has occurred.

b If this caution is ineffective, he shall repeat the above procedure and indicate to the bowler that this is a final warning.

c Both the above caution and final warning shall continue to apply even though the bowler may later change ends.

d Should there be any further instance by the same bowler in that innings, the umpire shall call and signal no ball and when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof. See Law 22.8. (Bowler Incapacitated or Suspended during an Over).

e The bowler thus taken off shall not be able to bowl again in that innings.

f The umpire will report the occurrence to the other umpire, the batsmen at the wicket and as soon as possible to the captain of the batting side.

g The umpires will then report the matter to the ICA CEO who shall take such action as is considered appropriate against the captain and the

bowler concerned. (Refer also to Law 42.1 Fair and Unfair Play - Responsibility of the Captains.)

42.6 Law 42.8 - Deliberate bowling of High Full Pitched Balls

Law 42.8 shall be replaced by the following: If the umpire considers that a high full pitch delivery which is deemed dangerous and unfair as defined in Clause 42.4.2 was deliberately bowled, then the caution and warning process shall be dispensed with.

The umpire at the bowler's end shall:

42.6.1 Call and signal no ball.

42.6.2 When the ball is dead, direct the captain to take the bowler off forthwith.

42.6.3 Not allow the bowler to bowl again in that innings.

42.6.4 Ensure that the over is completed by another bowler,

provided that the bowler does not bowl two overs or part thereof consecutively.

42.6.5 Report the occurrence to the other umpire, to the captain of the batting side and the ICA CEO who shall take such action as is considered appropriate against the captain and the bowler concerned. (Refer also to Law 42.1 Fair and Unfair Play Responsibility of the Captains).

42.7 Action by the umpires for dangerous and unfair Bowling

Should the umpires initiate the caution and warning procedures set out in Clauses 42.4.1, 42.4.2, 42.5 and 42.6 such cautions and warnings are not to be cumulative.

42.8 Law 42.9 - Time Wasting by the Fielding Side

Law 42.9 shall apply subject to Law 42.9 (b) being replaced by the following:

If there is any further waste of time in that innings, by any member of the fielding side the umpire shall:

a Call and signal dead ball if necessary, and;

b Award 5 penalty runs to the batting side (see Law 42.17).

c Inform the other umpire, the batsmen at the wicket and as soon as possible the captain of the batting side of what has occurred.

d Report the occurrence to the ICA CEO who shall take such action as is considered appropriate against the captain and the team concerned under the ICC Code of Conduct.

42.9 Law 42.10 - Batsman Wasting Time

Law 42.10 shall apply, subject to the following: In addition, the umpires will report the incident to the ICA CEO under the ICC Code of Conduct.

42.10 Use of Electronic Communications Equipment

The use of electronic communication devices and equipment of any kind to communicate with players on the field of play shall not be permitted.

## **APPENDIX 1**

All penalty runs in the Laws of Cricket (2000 Code 3rd Edition - 2008) now apply in ICA domestic cricket. Some penalty runs can be referred to the ICA CEO for further action if necessary.

## **APPENDIX 2**

Calculation Sheet for Use When Delays or Interruptions Occur in First Innings of Twenty20 Matches  
**Time**

Net playing time available at start of the match 160 minutes (A)

Time innings in progress \_\_\_\_\_(B)

Playing time lost \_\_\_\_\_(C)

Extra time available \_\_\_\_\_(D)

Time made up from reduced interval \_\_\_\_\_(E)

Effective playing time lost [C – (D + E)] \_\_\_\_\_(F)

Remaining playing time available (A – F) \_\_\_\_\_(G)

### **Overs and Fielding Restrictions**

Overs in match [G / 4] round up fraction and +1 if necessary \_\_\_\_\_(H)

Max. overs per team [H / 2] \_\_\_\_\_(I)

Max. overs per bowler [I / 5] \_\_\_\_\_overs

Fielding restrictions [Refer to 41.2.6] \_\_\_\_\_overs

Fielding restrictions innings 1 \_\_\_\_\_overs

Fielding restrictions innings 2 \_\_\_\_\_overs [Refer to 41.2.6]

### **Rescheduled Playing Hours**

First session to commence or recommence \_\_\_\_\_(J)

Length of innings [I x 4] \_\_\_\_\_(K)

Rescheduled cessation time [(J + K) – B] \_\_\_\_\_

Length of interval \_\_\_\_\_

Second session commencement time \_\_\_\_\_(L)

Rescheduled cessation time = (L + K) \_\_\_\_\_

## **APPENDIX 3**

Calculation Sheet for Use When Delays or Interruptions Occur in Second Innings of Twenty20 Matches  
**Time**

### **Time**

Original cessation time of innings \_\_\_\_\_(A)

Time at start of interruption \_\_\_\_\_(B)

Restart time \_\_\_\_\_(C)

Length of interruption [C – B] \_\_\_\_\_(D)

Extra time available \_\_\_\_\_(E)

Total playing time lost [D – E] \_\_\_\_\_(F)

Amended cessation time of innings [A + E] \_\_\_\_\_(G)

### **Overs**

Maximum overs at start of innings \_\_\_\_\_(H)

Overs lost [F / 4] ignore fractions \_\_\_\_\_(I)

Adjusted maximum length of innings [H – I] \_\_\_\_\_(J)

### **Overs per bowler and Fielding Restrictions**

Max. overs per bowler [J / 5] \_\_\_\_\_overs

Fielding restrictions [Refer to 41.2.6] \_\_\_\_\_overs

## **APPENDIX 4**

### **Procedure for the One Over Per Side Eliminator**

The following procedure will apply should the provision for a one over per side eliminator be adopted in any match.

1. Subject to weather conditions the one over per side eliminator will take place on the scheduled day of the match at a time to be determined by the referee.

In normal circumstances it shall commence 5 minutes after the conclusion of the match.

2. The one over per side eliminator will take place on the pitch allocated for the match (the designated pitch) unless otherwise determined by the umpires.

3. Prior to the commencement of the one over per side eliminator each team elects three batsmen and one bowler.

4. The nominated players are given in writing to the umpires.

5. The umpires shall stand at the same end as that in which they finished the match.

6. The umpires shall choose which end to bowl and both teams will bowl from the same end.

7. Each team's over is played with the same fielding restrictions as those that are in place for the last over of a normal T20 International match.

8. The team batting second in the match will bat first in the one over eliminator.

9. The same ball (or a ball of a similar age if the original ball is out of shape) as used at the end of the team's innings shall be used for the "extra" over.

10. The loss of two wickets in the over ends the team's one over innings.

11. In the event of the team's having the same score after the one over per side eliminator has been completed, the team that hit the most number of sixes combined

from its two innings in both the main match and the one over per side eliminator shall be the winner.

12. If the number of sixes hit by both teams is equal, the team that hit the most number of boundaries (fours and sixes) combined from its two innings in both the main match and the one over per side eliminator shall be the winner.

### **Tournament Format:**

4 teams, each play the other once, top two advance to a final, bottom 2 play for Bronze medal.