



ISRAEL CRICKET ASSOCIATION

2013 LEAGUE PLAYING CONDITIONS

1. LAWS OF CRICKET

Except as varied in the clauses hereunder the Laws of Cricket 2000 Code 4th edition October 2010 shall apply. These can be viewed on <http://www.lords.org/laws-and-spirit/laws-of-cricket/>

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 three foreign players (players not in possession of an Israeli teudat zehut). Teams may be given permission to include more foreign players but would then only be entitled to include one player holding a teudat zehut.
- b) A player 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 a club. Responsibility for the insurance for youth players playing in both divisions falls with their primary club for whom they play.
- d) A player with a debt outstanding to the ICA or another club.

2.2 Teams wishing to wear colored 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 20 years or younger as of 31.08.13) may play for two teams in separate divisions for as long as he classified as such.

2.5 In the event of a team not participating in a T20 tournament, the teams' players may play for another team in the T20 tournament. Players whose league team is participating in the T20 tournament may not play for another team.

2.6 A player may not play in the second stage of the league / promotion play-off game unless he has played a minimum of two matches in the round-robin stage (Division 1) or one match in the round-robin stage (Division 2). This law does not apply in the case of a new immigrant who made aliya during 2013, nor on a player who was unavailable through the season due to injury (medical certificate may be requested). Requests for special permission to include a player who does not abide by these criterion may be made in writing to the ICA CEO at least 14 days prior to the scheduled match. A technical win due to the opposing side forfeiting will count as one match for the teams' entire squad.

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.

2.8 Teams who do not have enough players to play in matches scheduled for a day which is not their choice of preference, may include **1 player** from another team in their same division or lower. A player may not represent more than one other team during the course of the season.

Teams who field an ineligible player will automatically lose the match and be punished 20 points. The player will receive an automatic two match suspension. The opposing team will be awarded a technical win, 20 points + bonus points accumulated in the match or the points they earned in the match – the higher of the two.

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 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. Teams will not delay the toss not start of the match whilst waiting for umpires to arrive.

5. THE BALL

- 5.1 Only 4-piece full size balls as provided by the ICA (Readers) are permitted in league matches.
- 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 The match will consist of one innings per side each innings limited to a maximum of 40 overs.
- 6.2 Number of overs per bowler
- a) No bowler shall bowl more than 8 overs in an innings.
 - b) In a delayed match where the overs are reduced, no bowler may bowl more than one-quarter of the total overs allowed (unless such a number has been exceeded before the interruption), except that where the total overs are not divisible by five, an additional over shall be allowed to the minimum number of bowlers necessary to make up the balance – e.g. after 16 overs the match is interrupted and the innings is reduced to 32 overs. Both opening bowlers have bowled 8 overs. Two bowlers can bowl 7 overs and three bowlers can bowl 6. Bowlers 1 and 2 have already exceeded this limit. They count as the two bowlers who were allowed to bowl the extra over (7 as opposed to 6) and so any other bowlers are limited to 6 overs.
 - c) When an interruption occurs mid-over and on resumption the bowlers has exceeded the new maximum allocation, he will be allowed to finish the incomplete over.
 - d) In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over only in so far as each bowlers' limit is concerned.
 - e) 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 The captain of the batting side may not declare his innings closed at any time during the course of a match.
- 8.2 Teams forfeiting matches will be deducted 4 league points and fined ILS500 for every game forfeited. A team forfeiting more than two matches in any competition through the season will be suspended from taking further part in all competitions that season; results against that team will be declared null and void. The team will be required to provide the guarantees of a new club to play the following season. Additional disciplinary actions against teams forfeiting games will be taken in accordance with the Code of Conduct.

9. INTERVALS

- 9.1 A lunch interval of 30 minutes will be taken at the conclusion of the innings of the team batting first in uninterrupted matches. In the event of between 30 and 60 minutes being lost in aggregate the length of the interval shall be reduced to 20 minutes. In the event of more than 60 minutes being lost in aggregate, the duration of the interval shall be 10 minutes. 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 the first innings over-ran. The minimum time for the interval will be 10 minutes.
- 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 09:30 unless otherwise stipulated by the ICA. An interval will be taken in accordance with clause 9 above. Games played in winter time will commence at 09:00 (with hours of play below half an hour earlier).

The normal hours of play shall be:

First Innings: 09:30 – 12:30

Interval: 12:30 – 13:00

Second Innings: 13:00 – 16:00

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.

10.4 Length of innings

10.4.1 In uninterrupted matches:

- a) Each team will bat for 40 overs unless all out earlier.
- b) If the team fielding first fails to bowl the required number of overs by the scheduled time for the cessation of the first innings, play shall continue until the required number of overs has been bowled.
- c) If the team batting first is dismissed in less than 40 overs, the team batting second shall still be entitled to bat for 40 overs.
- d) If the team bowling second fails to bowl 40 overs by the scheduled time for the cessation of the second innings, the hours of play shall still, subject to light and weather conditions, be extended until the required number of overs have been bowled or a result has been achieved.
- e) **Before the commencement of each innings, the umpires will inform the fielding captain exactly how long his team have to complete their required overs. A team failing to complete their overs in the required time will have 5 runs deducted from their score for every 4 minutes (or part thereof) late. For example, if a team has until 13:00 to complete their overs and is 2 minutes late, 5 runs will be deducted from their score; 6 minutes late is 10 runs deducted from the score etc. Umpires are encouraged to advise fielding captains during the innings if they are behind schedule. Umpires may extend the allocated time in the event of extreme heat, unexpected delays (injuries, lost ball etc) and will inform both captains as soon as possible of their decision.**

In the event of the fielding team dismissing the batting team before the completion of the allocated overs, they may still be punished according to the above if the innings is completed beyond. For example: in a 40-over game a team has until 13:00 to complete their overs. The batting team is dismissed at 13:08 in the 37th over. The batting team will be deducted 10 points (8 minutes late). Another example: A team has until 13:00 to complete their overs – the batting team is dismissed at 12:59 in the 35th over – no punishment as the innings was completed within the allocated time (even if it would have continued beyond if the batting team was not dismissed).

In addition to the above: If either team fails to bowl the required number of overs by the scheduled time for cessation of the session, play will continue until the required number of overs has been bowled. The over in progress at the scheduled cessation of time shall count as a complete over. The sanction for these Minimum Over Rate Offences are laid down in the ICC Code of Conduct for Players and Player Support Personnel – Article 2, 2.5; Article 4: and the sanctions as laid down under Article 7. Basically, the umpires will report the offence to the ICA CEO and he will deal with it under a normal Code of Conduct hearing. 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.

10.4.2 Delayed or interrupted matches:

- a) The object must always be to arrange the number of overs so that both sides have the opportunity of batting for the same number of overs. Overs will only be reduced following a loss of a cumulative 30 minutes of playing time. The time for cessation of play may be extended by up to 30 minutes for re-calculating how many overs remain in the day. When a recalculation of overs is necessary, this calculation will be based on:
 - the total playing time remaining in the match and will be calculated using 15 overs per hour as the norm
 - where this calculation results in a part over – this figure will be rounded up to the next whole figure.
 - i) under this clause the shortest match that can be arranged is 10 overs per side. Any re-calculations that result in a match that would start with less than 10 overs per side means that the match is abandoned as a No Result
 - ii) If, during the match, any recalculations result in BOTH sides receiving less than 10 overs then the match is abandoned.
 - iii) If, during the match, any recalculations result in only one side receiving less than 10 overs the above clauses 10.4.2(a)(i)(ii) do not apply, and clause 10.4.2(b) comes into operation.
- b) If either side is dismissed before the completion of their agreed allocation of overs, it is deemed that they have faced their full quota of overs and any subsequent calculations e.g. Over Run Rate (ORR), will be based on their having faced their full quota of overs.
- c) If the team batting first are dismissed before the completion of their allocated overs the team batting second are entitled to bat for their full allocation except as provided for in 10.4.1 above.

d) Even though a match may be reduced in length the principles laid out in 10.4.1.(b), (c), (d), and (e) above still apply. Any contravention of these Regulations will still attract the relevant penalties. The fact that a match is reduced in length does not negate the requirement that the overs have to be bowled within the laid down time limits – even though these limits will differ according to the unique circumstances surrounding a particular match.

10.4.3 Delay to the start of, or interruption during, the 1st innings

a) Any recalculation of overs based on 10.4.2(a) will be divided by two and any odd over ignored. eg. A recalculation that gives 49 overs remaining (and taking into account the 20 overs that have already been played) would give a match total of 69 overs means that the match is now one of 34 overs per side. Where the situation arises that, having done this calculation, the side batting first have already exceeded the new innings total for each side, their innings will be terminated immediately. The side batting second will receive the balance of the overs. eg. match reduced to 50 overs in total (25 each) but side batting first have already received 28. Side batting second will bat for 22 ($50 - 28 = 22$). The target score for the side batting second will be calculated using the principles as laid down in 11 The Result. e.g. in the above – side batting first score 110 in their 28 overs giving ORR of 3.92. Target score for side batting second is $22 \times 3.92 = 86.24 = 87$.

b) In order to constitute a match the side batting second must have the opportunity of facing a minimum of 40% of the agreed number of overs made available to them at the start of their innings. Any subsequent recalculation of overs during the 2nd innings that results in the side batting second not having the opportunity to bat for 40% of the overs made available at the start of their innings will result in the game being abandoned as a No Result. (For the purposes of this Regulation – where the allocated overs are an odd number the figure arrived at by taking 40% will be rounded up to the next whole figure.)

10.4.4 Interruption after 1st innings of 40 overs has been completed

a) where the side batting first have completed their 40 over innings the side batting second must have the opportunity to bat for 10 overs in order to constitute a match. Recalculation of overs during the 2nd innings that results in the side batting second not having the opportunity to bat for 10 overs will result in the game being abandoned as a No Result.

10.4.5 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.

10.4.6 Teams shall not leave the ground until such time as less than 20 overs may be completed in the match (90 mins before scheduled close of play).

10.4.7 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 14 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. Venues for round two matches / playoffs will be set by the ICA. The ICA has the right to change fixture dates.

11. THE RESULT

11.1 All Matches

(a) When there is no interruption after play has commenced and when both sides have had the opportunity, subject to the provisions of 4 above, of batting for the same agreed number of overs, the team scoring the higher number of runs shall be the winner.

(b) In the event of a tie, the following will apply: The team losing the lesser number of wickets shall be the winner, if the result cannot be decided in this way, the winner shall be the team with the higher score (irrespective of wickets lost) after 15 overs, or if still equal, after 14 overs, etc.

(c) If, due to suspension of play during the 2nd innings, the number of overs in that innings has to be revised to a lesser number than that originally allotted, then a revised target score should be set for the number of overs which the team batting second will have the opportunity of facing. This will be calculated on the basis of over run rate (ORR).

Over Run Rate - in general, this is the average number of runs scored per over during a side's innings.

Team batting first. ORR is calculated by dividing the runs scored by the number of overs made available to them. If the side batting first is dismissed in less than the overs made available to them the ORR will be calculated based on the fact that they batted for their full allocation of overs. The target score for the side batting second will be calculated by multiplying the ORR achieved by the side batting first by the number of overs made available to the side batting second. To obtain the target score this resulting number is either:

- i) rounded up to the next whole figure or
- ii) where this figure is already a whole number, 1 run will be added.

Team batting second. If a side is prevented from batting for their allotted number of overs because of prevailing conditions their ORR will be calculated using the actual number of overs they were able to bat. Any part over will be rounded up to the next whole number.

(d) If a match is abandoned before it has been played to a conclusion, and the team batting second has received its minimum number of allotted overs (as laid down in 4 above), the result shall be decided by over run rate. The side with the higher ORR will be the winner. If the ORR is the same the side losing the lesser number of wickets in the first 20 overs of each innings will be the winner. If this is still equal a

count back system will apply until a winner is found. i.e. side losing the lesser number of wickets in the 19th over – counting back until an over is reached whereby the number of wickets lost differs.

(e) All matches in which both teams have not had the opportunity of batting for the minimum number of overs as laid down in 4 above, shall be decided by 13.1(f).

(f) In the event of it not being possible to achieve a result with the above, the match will be recorded as: No Result.

11.2 Points Allocation

Win	4
No Result	2
Loss	0

11.3 Standings

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 to have taken the most number of wickets through the season.
5. 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 30 points.

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) 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.

13.2 Free hit after a Foot Fault No Ball

- a) In addition to 13.1 above the delivery following a no ball called for a foot fault (Law 24.5) shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball), then the next delivery will become a free hit for whichever batsman is facing it.
For any free hit the striker can be dismissed only under the circumstances that apply for a no ball even if the delivery for the free hit is called a wide ball.
Field changes are not permitted for free hit deliveries unless there is a change of striker save than in all circumstances, any fielder within the inner circle may not retreat to a position outside the inner circle.
The Umpires will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion

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) A wide will be counted as one run to the batting side and the ball will be re-bowled.

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 25% of overs of each innings (ie overs 1-10 in a non-interrupted match), 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 No more than 5 fielders may be on the leg side at the instant of delivery during any stage of the game.

15.3 In the event of an infringement of any of the above fielding restrictions, either the square leg or striker's end umpire shall call and signal 'No Ball'.

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 naor1957@zahav.net and shein.steven@gmail.com. Hand-written or faxed score sheets will not be accepted.

17. LEAGUE STRUCTURES

Division 1: Lions Lod, Lod Rangers, Neve Yonatan, Ra'anana 1, Petah Tikva, Sri Lanka Jerusalem, Sri Lanka Tel Aviv, Young Ashdod

Round 1 – each team plays the other once.

Round 2 – teams are divided into groups of 4 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. A team finishing in the bottom group of 4 may not finish higher than 5th in the final standings.

Division 2: Teams will be divided into two groups based on their standings of the previous season, splitting the number of Friday teams equally. **Group A: (1, 3, 5, 7, 9 = Be'er Sheva, Lions Be'er Sheva, Lod, Eilat, Tel Aviv) and Group B (2, 4, 6, 8, 10 = Young Sri Lanka, Dimona A, Ashdod A, Kiryat Gat, Dimona C).**

Round 1 – each team plays the other in their group once.

Round 2 – teams are divided into two groups, top 3 from each group in the Upper Group and bottom two (three from Group A) from each group in the Lower Group. Teams carry all points forward and play a further round of matches against the teams in their group against whom they did not play. A team finishing in the bottom section of their stage one group may not finish higher than 7th in the standings.

The fixtures and venues for Round 2 matches in both divisions will be circulated ahead of Round 2 matches. The fixture schedule has no relevance for home or away advantage.

The ICA reserves the right to change fixtures / venues.

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 with the winner either remaining in or being promoted to Division 1. **Teams may not use players from any other team in the Play-off Match, even if played on a Friday. A result must be achieved, such that the game may be postponed / delayed due to weather etc.**

Regardless of whether teams join or fall out in 2014, the team finishing last in Division 1 will be relegated to Division 2.

19. UMPIRING ALLOCATIONS

Teams have been allocated to each fixture and are expected to send qualified umpires to officiate in matches. Should a team fail to send at least one umpire to an allocated fixture, the offending team will be deducted 4 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, or before or after, 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.

21. PENALTY POINTS

League points may be deducted in accordance with clauses 2, 8, 16 and 19 of this document.

22. AWARDS

Teams are responsible for the submission of their averages to the ICA CEO by December 31 2012. Two end of season awards will be presented – Cricketer of the Year Division 1 and Cricketer of the Year Division 2. An award will also be given to the Young Cricketer of the Year. Teams not submitting their averages will not have their players considered for any award.

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 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.