

CRICKET REGULATIONS

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## 1. ORGANIZATION

- 1.1 The Cricket Committee (CC) of the 17<sup>th</sup> Maccabiah will be responsible for the cricket competitions, both senior and youth, of the 17<sup>th</sup> Maccabiah.
- 1.2 Each country may enter one squad only, of no more than 15 players, in each of the cricket competitions.
- 1.3 These regulations are but one part of the complete 17<sup>th</sup> Maccabiah regulations, and must be read along with the instructions found in "Basic Rules and Regulations and Disciplinary Procedures". In the event of a discrepancy between the regulations written here and those appearing in the "Basic Rules and Regulations", the regulations written here will apply and be binding.

## 2. VENUES AND TIMES

2.1 The venues and times of all the cricket matches, as determined by the CC, are as follows –

### OPEN – 5 TEAMS

Date	Start Time	Match	Venue
Sunday July 10	10:00	Israel v India	Hadar Yosef 1
		South Africa v England	Hadar Yosef 2
Monday July 11	OPENING CEREMONY		
Tuesday July 12	REST DAY		
Wednesday July 13	10:00	South Africa v Australia	Ashdod 1
		India v England	Ashdod 2
Thursday July 14	REST DAY		
Friday July 15	09:30	Israel v England	Hadar Yosef 1
		Australia v India	Hadar Yosef 2
Sunday July 17	10:00	Israel v Australia	Ashdod 1
		India v South Africa	Ashdod 2
Monday July 18	REST DAY		
Tuesday July 19	09:30	Israel v South Africa	Hadar Yosef 1
		England v Australia	Hadar Yosef 2
Wednesday July 20	10:00	FINAL	Ashdod 1
		3 <sup>rd</sup> v 4 <sup>th</sup>	Ashdod 2

### YOUTH

Date	Start Time	Match	Venue
Sunday July 10	10:00	Israel v England	Ashdod 1
		South Africa v Australia	Ashdod 2
Monday July 11	OPENING CEREMONY		
Tuesday July 12	10:00	South Africa v Israel	Ashdod 1
		Australia v England	Ashdod 2
Wednesday July 13	REST DAY		
Thursday July 14	10:00	England v South Africa	Hadar Yosef 1
		Israel v Australia	Hadar Yosef 2
Friday July 15	09:30	South Africa v Australia	Ashdod 1
		England v Israel	Ashdod 2
Sunday July 17	10:00	England v Australia	Hadar Yosef 1
		Israel v South Africa	Hadar Yosef 2
Monday July 18	10:00	Australia v Israel	Hadar Yosef 1
		South Africa v England	Hadar Yosef 2

2.2 The CC is authorized to change the venues and times of the matches and such decisions will be final.

### 3. SYSTEM OF COMPETITION

The system of competition will depend on the number of participating nations:

A) In the event of **four** participating nations –

3.1 The competitions will be played on a league basis with each team playing the other twice.

3.2 The team finishing top of the league will be declared the winner (gold medalists). The team finishing second will win the silver medal, and the team finishing third will win the bronze medal.

B) In the event of **three** participating nations –

3.3 Each team will play the other twice in the group stage. The teams finishing in the top two places after the group stage will compete in a final.

C) In the event of **five or more** participating nations –

3.4 Each team will play the other once in the group stage. At the conclusion of the group stage, the top two teams will meet in the FINAL, and the 3<sup>rd</sup> and 4<sup>th</sup> placed teams will play for the bronze medal.

### 4. LAWS OF CRICKET

Except as varied in the clauses hereunder the Laws of Cricket (2000 Code) shall apply. These laws shall apply for matches in both the open (men's) and youth competitions.

### 5. THE PLAYERS

5.1 Each captain is responsible for the submission of a team sheet to the umpires prior to the toss. The team may not include a player not in possession of a valid Participant Card, as issued by the Organizing Committee of the 17<sup>th</sup> Maccabiah. The CC reserves the right to grant special permission to a player without a Participant Card to participate in the tournament in extreme circumstances.

5.2 Teams wishing to wear colored clothing must first gain approval from the CC.

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

### 6. SUBSTITUTES AND RUNNERS

6.1 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.

6.2 If a player is absent from the field, either at the start or during the game, for longer than 15 minutes:

- a) 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.
- 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).

### 7. THE UMPIRES

7.1 The CC will appoint two official umpires in each match. A third umpire will be appointed where available. His duties are outlined in a separate document.

## 8. THE BALL

8.1 Two new 4-piece full size balls will be supplied by the CC for each match. Only balls supplied by the CC will be permitted to be used. In the event of a ball being lost or becoming unplayable for continued use, the umpires will choose a replacement ball from a supply available at each venue.

## 9. INNINGS

### 9.1 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 50 overs.
- b) Teams are allocated 3 hours and 40 minutes to complete their 50 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 of the umpires, there are external factors preventing the completion of the allotted overs in the allocated time schedule (injury, extreme heat, loss of ball etc) they have the power to extend the allocated time.
- d) Should the team bowling second not complete their allotted overs within the required time, the allotted overs will be completed but 6 runs for every over not completed within the scheduled time will be added to the score of the team batting second. The umpire will inform the fielding captain and the scorers before the over/s are bowled. 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, loss of ball etc) they have the power to extend the allocated time and not award the bonus runs.

### 9.2 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).

### 9.3 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 9.2.

### 9.4 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 9.2. (A result will be determined in accordance with Clause 11.2 below)

### 9.5 Number of overs per bowler

- a) No bowler shall bowl more than 10 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.

## 10. THE FOLLOW – ON

Law 13 shall not apply. There will be no follow – on.

## 11. DECLARATION AND FORFEITURE

Law 14 shall not apply. Declarations or forfeitures are not permitted.

## 12. INTERVALS

12.1 An interval will be taken between innings and will last 40 minutes.

#### 12.2 Intervals for Drinks

- a) Three 5-minute drinks intervals shall be taken after the 13<sup>th</sup>, 25<sup>th</sup>, and 37<sup>th</sup> over 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.

### 13. START OF PLAY; CESSATION OF PLAY

#### 13.1 Hours of Play –

First Session: 10:00 – 13:40  
Lunch Interval: 13:40 – 14:20  
Second Session: 14:20 – 18:00

13.3 The toss will be conducted 20 minutes prior to the scheduled start of play.

13.4 Any team not in position to start play 30 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 19 for failure to compete in a scheduled match.

13.5 Matches played on Friday 15<sup>th</sup> and on Tuesday 19<sup>th</sup> will start at 09:30, with session times brought forward by 30 minutes accordingly.

13.6 In the event of the first innings being completed more than 40 minutes before the scheduled lunch interval, there shall be a 10 minute break between innings, the second innings shall commence and lunch will be taken at 13:40.

13.7 If the first innings is completed within 40 minutes of the scheduled lunch break, lunch shall be taken at the completion of the innings and the second innings will commence thereafter.

### 14. THE RESULT

14.1 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.

14.2 In the event of the number of overs of the team batting second being reduced (see Clause 9 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 50-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.

14.3 In the event that both teams are unable to bat for at least 20 overs, the game will be declared a "No Result".

14.4 In the event of both teams finishing on equal scores, the game will be a tie and not be decided on any other factor such as wickets lost etc.

#### 14.4 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) on the same number of points

- The team with the highest net run rate

#### 14.5 Net Run Rate

- A team's net run rate is calculated by deducting from the average runs per over scored by that team throughout the competition, the average runs per over scored against that team throughout the competition.
- 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.
- Only those matches in which a result was achieved will count for the purpose of net run rate.

#### 15. DEAD BALL

15.1 Law 23 shall apply subject to the following –

- 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.
- A ball which hits the edge of the matting or the nails which holds the matting in place but which does not bring the batsman into a disadvantaged position shall be deemed a wide.

#### 16. NO BALL

16.1 Law 24 shall apply subject to the following –

- The bowler may not deliver the ball underarm. Such a delivery will be called a "No Ball".
- If the ball passes or would have passed above the shoulder height of a batsman standing upright at the crease, the umpire at the bowler's end shall call and signal "No Ball".
- If the ball passes or would have passed on the full above the waste height of a batsman standing upright at the crease, the umpire at the bowler's end shall call and signal "No Ball".
- Any ball pitched off the matting shall be called a "No Ball".

#### 17. WIDE BALL

17.1 Law 25 shall apply subject to the following –

- Umpires are instructed to apply consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket.
- 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".
- 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.
- In accordance with clause 15.1b) above, a ball which hits the edge of the matting or the nails which holds the matting in place but which does not bring the batsman into a disadvantaged position shall be deemed a wide.

#### 18. RESTRICTIONS ON THE PLACEMENT OF FIELDERS

18.1 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.

18.2 For the first 15 overs only two fielders are permitted to be outside the field restriction marking at the instant of delivery.

18.3 For the remaining overs 16 – 50 no more than 5 fielders may be outside the field restriction marking at the instant of delivery.

18.4 In the first 15 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.

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

18.6 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'.

18.7 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>
46 – 49.....	15
44 – 45.....	13
40 – 43.....	12
36 – 39.....	11
32 – 35.....	10
28 – 31.....	09
24 – 27.....	08
22 – 24.....	07
20 – 21.....	06

## 19. MISCONDUCT OF A PLAYER, TEAM, UMPIRE OR OFFICIAL – DISCIPLINE AND PENALTIES

A disciplinary committee (DC) set up by the CC 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 it's start or completion. The accused party shall have the opportunity to defend an allegation and may be accompanied by his representative. The CC disciplinary committee will act in accordance with the disciplinary guidelines which will be distributed to each team. The DC 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. SPECIAL REGULATIONS

### A. *Fielding, Bowling and Batting Directives*

The overriding desire of the CC is to ensure the health and safety of all its players and these regulations have been adopted with that desire expressly in mind.. It must be noted that the regulations are aimed at an individual's age as opposed to the age group of the tournament being played. For example, a player who is aged 15, must abide by the restrictions laid down for that age group. This will apply even though he may be playing in an U18 match. He cannot bowl/field using the U18 restrictions – he is still bound by the U15 restrictions.

#### 1. Fielders

- \* No young player aged 15 or younger shall be allowed to field closer than 8 yards (7.3 metres) from the middle stump, except behind the wicket on the off side, until the batsman has played at the ball.
- \* For players aged 13 and younger the distance is 11 yards (10 metres).
- \* These minimum distances apply even if the player is wearing a helmet.
- \* Should a young player in these age groups come within the restricted distance the umpire must stop the game immediately and instruct the fielder to move back.
- \* In addition any young player aged 16 - 18, who has not reached the age of 18, must wear a helmet and, for boys, an abdominal protector (box) when fielding within 6 yards (5.5 metres) of the bat, except behind the wicket on the off side. Players should wear appropriate protective equipment whenever they are fielding in a position where they feel at risk.

#### 1.1 Wicket-keepers

- \* Any wicket-keeper under the age of 18 (on the day of the match) must wear a helmet when standing up to the stumps.
- \* This applies for all speeds of bowling.
- \* Non-compliance with this Directive will result in the umpires immediately stopping the game and instructing the wicket-keeper to put on a helmet, or stand back from the stumps.

#### 2 Bowling Restrictions

For the purpose of these Directives a fast bowler should be defined as a bowler to whom a wicket keeper in the same age group would, in normal circumstances, stand back to take the ball. This does not preclude the umpires from insisting that these Directives are applied even though the ability of the wicket-keeper means that he is capable of standing up to what they consider to be a fast bowler. All coaches are urged to identify those players with the potential to bowl fast and to ensure they follow the Directives in all cricket throughout the season.

**Overbowling** is an important consideration, especially for young bowlers whose bodies are not fully developed. Recent studies have revealed that overbowling is the most common cause of back injuries. Evidence suggests that much of the damage occurs early in the playing career, and especially during growth spurts, though the effects do not often show themselves until the late teens. The more talented and more physically mature youngsters are generally most at risk, as they tend to play at more than one age group level. To ensure that young fast bowlers do not place undue stress on their bodies, every attempt must be made to keep the amount of bowling within reasonable limits. The following Directives provide sensible playing levels.

## 2.1 Directive for matches

Age	Max overs per spell	Max overs per day
Up to 13	4 overs per spell	8 overs per day
14, 15	5 overs per spell	10 overs per day
16, 17	6 overs per spell	10 overs per day
18, 19	7 overs per spell	10 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. If the bowler only completes part of his permitted spell then the above restriction still applies. For example, if he is allowed 7 overs but only bowls 4, he cannot bowl again until 4 overs have been bowled from the same end. He cannot resume his 'spell' after 2 further overs, from the same end, claiming that he is allowed another 3 to make up his 7. However, a bowler is allowed to change ends during a spell without having to take a rest. This can only be done provided that he bowls the next permissible over from the other end. Any wait over and above this will mean that the current spell has ended and the rest period will be enforced. The second part of this spell will be restricted to the remainder of the overs allowed under the table above. If a bowler is 'resting' and there is an interruption in play, whether scheduled or not, he will be allowed to count time off the field as part of his 'rest time'. During this interruption the bowler may count every 7 minutes of the interruption as being equivalent to 1 over at each end.

### 2.1.1 Interruption of play during a spell of bowling

If play is interrupted, for any reason, for less than 40 minutes, any spell in progress at the time of the interruption can be continued after the interruption up to the maximum number of overs per spell for the appropriate age group. (In this case the bowler cannot claim any time off the field as rest time and his 'spell' will still be in progress even though play is suspended.) If the spell is not continued after the interruption the bowler cannot bowl again, from either end, until the equivalent number of overs to the length of his spell before the interruption have been bowled from the same end. If the interruption is of 40 minutes or more, whether scheduled or not, the bowler can commence a new spell immediately.

Once a bowler covered by these Directives has bowled in a match he cannot exceed the maximum number overs per day for his age group even if he subsequently bowls spin. He can exceed the maximum overs per spell if bowling spin only, but cannot then revert to bowling fast until an equivalent number of overs to the length of his spell have been bowled from the same end. Any spell that includes fast bowling must not exceed the maximum number of overs per spell even if some of the spell is of spin.

### 2.1.2 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. However, if the umpires consider that, during the game, other players come under this Directive they shall inform the CC and manager/coach/captain as soon as is practical, that these players will be subject to the above Directives.

## 3. Batting Directive

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



Non-compliance of this Directive will result in the umpires immediately stopping the game and instructing the batsman to put on a helmet.

#### 4. General

In the event of any dispute(s) regarding these Directives the CC will make the final arbitration. In order to comply with these Directives it is the responsibility of every participating team to ensure that the appropriately fitted helmets are available for every player in their team.

##### *B. Coaches and Managers not allowed on the field of play*

Unless there is an unforeseen circumstance, such as an injury, Coaches, Managers and other Team Officials **are not allowed onto the field of play during a match**. This applies even at drinks intervals, where it is the 12<sup>th</sup> Man who takes the drinks onto the field. The 12<sup>th</sup> man may also take out replacement equipment. Every time the 12<sup>th</sup> man enters the field of play he is required to be dressed in full cricket whites.

##### *C. Forms to be completed at the close of play*

1. Captain will complete the Umpires Evaluation Form
2. Captain will complete a score sheet.

Both forms will be submitted to the third umpire or on field umpire if no umpire available.

##### *D. Awards*

1. A man of the match award will be awarded at the completion of each match. The on field umpires together with the third umpire (if there is one) will decide the man of the match.
2. A man of the tournament in both the senior and youth tournaments will be determined by a special panel consisting of umpires and representatives of the CC.
3. A special "spirit of cricket award" will be awarded to an individual or team in both the senior and youth tournaments, to be determined by a special panel consisting of umpires and representatives of the CC.