



ISRAEL CRICKET ASSOCIATION

2020 LEAGUE PLAYING CONDITIONS

Updated 10/05/2020

The Playing Conditions and all other Laws and Regulations, including the Code of Conduct, are pertinent to players, clubs, club officials and all others active in cricket.

The act of a team or a player participating in any ICA tournament is automatic proof that the team or the player agrees to and accepts all ICA Playing Conditions and Regulations, including the Code of Conduct. The signed Declaration of Acceptance and the ICA Player Registration Form is evidence of a Club's agreement with, and commitment to, the aforementioned Regulations.

1. LAWS OF CRICKET

Except as varied in the clauses hereunder the Laws of Cricket 2000 Code 5th edition October 2013 shall apply. These can be viewed on <http://www.lords.org/laws-and-spirit/laws-of-cricket/>

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2. THE PLAYERS

2.1 Each captain is responsible for the submission of a team sheet, signed by the captain, to the umpires prior to the toss. The team-sheet shall include the 11 nominated players plus the names of up to 2 substitute fielders. The 2 substitute players will be considered to have played, even though they may not have physically stepped onto the field of play and they must be present at the ground throughout the entire match.

The team may not include -

- a) More than four 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 an Israeli 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. A youth player not attending school and therefore not insured under the school system, must be insured by his/her primary club.
- 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 whose 20th birthday falls on or after the 31.08.20) may play **for two teams only** in separate divisions for so long as he is classified as such. A team may 'borrow' from another club in a different division, **up to 2 youth players only**.
- 2.5 In the event of a team not participating in a T20 tournament, the team's 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 who is registered with a club at the beginning of the season, and has a valid medical certificate and insurance, will be allowed to play in all stages of the league. An injured player, or a player with a lengthy medical condition, must submit a special request to the Cricket Committee for permission to play. A new immigrant may join the league at any part of the season.
- 2.7 A team must have a minimum of 8 players to constitute a match. At least 8 of the players appearing on the nomination list must be present at the ground before the toss. A team playing with less than 8 players will automatically forfeit the match. If, during the match and for any reason, a team is reduced to less than 8 players, the match will continue.
- 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 **2 youth players only** (a player whose 20th birthday falls on or after the 31.08.18) from other teams without any restrictions.

2.9 Women players are eligible to play and may be included in all cricket teams.

- 2.10 A player will be allowed to transfer to another team at the completion of the winter season and before the start of the ICA summer season, on condition that the player has paid off any debts owed to his club. A player who changes his address to another town, will be allowed to transfer to another team, on condition that a) the player's club agrees to release him, and b) the player receives written approval from the Cricket Committee.
- 2.11 Players under the age of 18 cannot legally sign any document. A player under the age of 18 must provide permission in writing from his parent or legal guardian to play in any ICA senior event.
- 2.12 Teams who field an ineligible player will automatically lose the match and be punished 10 points. The player will receive an automatic two match suspension. The opposing team will be awarded a technical win.

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 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 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.

4.1.1 The allocation of umpires will be such, that members of one team shall not umpire a game between two teams that play in the same Division as the team to which the umpires belong. That is, members of Division I shall umpire Division II games and vice versa.

4.1.2 Umpires shall not be allocated to matches in which a conflict of interest is apparent.

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.

In the event of umpires arriving up to 30 mins late, no overs will deducted. For any delay after the first 30 mins, one over from each innings will be deducted for each 8 mins delay.

4.3 In the event of the appointed umpires failing to arrive, each captain shall provide 2 umpires. A team refusing to play because the allocated umpires have failed to arrive, will be punished according to Clause 8.2.

5. THE BALL

5.1 Only 4-piece full size balls are permitted in league matches. The ICA will **NOT** be providing teams with new balls.

5.2 Each team is responsible for providing a new ball for each innings, as well as a number of replacement balls of various 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-fifth 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 bowler 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 A team forfeiting a match will be deducted 10 league points and fined ILS500 for every game awarded a technical win.

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.

In the event of a game being forfeited by one team, the team that would have been prepared to play will be awarded 10 points

Results against that team will be declared null and void. The team will be required to provide 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.

Any disciplinary action taken against a team will be after, and as a result of, a Disciplinary Hearing.

8.3 All scheduled matches must be played. A team forfeiting a match, the result of which would have no effect on the overall league standings at the end of the season, will be deducted 10 points at the beginning of the following season.

If a club ceases to function mid-season, all matches against that club will be considered null and void, and any points gained from these matches will be cancelled. The management of the club will be summoned to a hearing of the Disciplinary Committee.

If the club wishes to reinstate at a later date, it will be subject to all the financial conditions set by the ICA for the membership of a new club.

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 10:00 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 09:30 (with hours of play below half an hour

The normal hours of play shall be:

First Innings:	10:00 – 13:00
Interval:	13:00 – 13:30
Second Innings:	13:30 – 16:30

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 has to complete the 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.**
- e) **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 runs (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).**
- f) 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 in excess of a cumulative 30 minutes of playing time. The time for cessation of play may be extended by up to 30 minutes for recalculating 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 4 minutes per over as the norm. Where this calculation results in a part over, the number will be rounded up to the next whole number.
- i) under this clause the shortest match that can be arranged is 16 overs per side. Any recalculations that result in a match that would start with less than 16 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 16 overs then the match is abandoned as NO RESULT (c 10.4.4)
- 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 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 Clause 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 $22 \times 3.92 = 86.24 = \underline{86 + 1} = 87$
- 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 where the side batting first have completed their 40 over innings the side batting second must have the opportunity to

bat for 16 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 16 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 32 overs may be completed in the match (138 mins before scheduled close of play).

10.4.7 Postponement of Matches. 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.

A match for which both teams have arrived, but is cancelled by the umpire for whatever reason, apart from disciplinary issues, (eg pitch/weather conditions), or did not reach its conclusion for the same reason, will count as a NO RESULT, and points will be shared.

A match cancelled by the ICA due to reasons beyond the ICA's control, will be rescheduled only with approval from the Cricket Committee. In the event of a match being postponed, teams involved shall have no right of appeal re. the rescheduled date or venue. If the rescheduled match is subsequently cancelled, the match will not be rescheduled, and the points will be shared.

If a match is relocated by the ICA to a different ground (unavailability of original ground, adverse weather forecast), both teams involved shall be given a minimum of 48hrs notice.

10.4.8 In the event of 2 teams turning up on time for a match, and the umpires decide that the match cannot go ahead or that the match cannot reach its conclusion (due to ground or weather conditions, etc.), then the match will be considered a 'no result' and the points shall be shared.

If the match is stopped by the umpires due to any acts of violence, the result will be decided by the Cricket Committee according to the findings of the Disciplinary Committee.

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 10.4 above, of batting for the same agreed number of overs, the team scoring the higher number of runs shall be the winner.
- (b) If the scores are equal, the result shall be a tie and no account shall be taken of the number of wickets which have fallen.
- (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. This will be calculated on the basis of over run rate (ORR) for the number of overs

which the team batting second will have the opportunity of facing. 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 10.4 above), the result shall be decided by over run rate only. The side with the higher ORR will be the winner. If the ORR is the same, the result will be a TIE.

(e) A match in which both teams have not had the opportunity of batting for the minimum number of overs as laid down in 10.4 above, shall be a NO RESULT.

11.2 Points Allocation:

Win	10
No Result	5
Tie	5
Loss	0
Run-rate Bonus	2
Full Dismissal Bonus	1

11.3 Bonus Point System :

A team, batting first, which on the completion of the 40 overs are not 'all out', shall be awarded 1 bonus point.

A team, which bowls out the team batting first on or before the completion of the 40 overs, shall be awarded 1 bonus point.

Two bonus points for any team that achieves victory with a run rate 1.25 times that of the opposition. A team's run rate will be calculated by reference to the number of overs faced. Where a side is all out, the number of overs to be used is the maximum number of overs that side was otherwise eligible to face.

Example :

Team A Batting first	Team B Batting second	Team fielding second
Scored 240 runs for 40 overs	Required RR $6 \times 1.25 = 7.5$	Required RR $6 : 1.25 = 4.8$
Run rate $240/40=6$	241 runs/ $7.5= 32$ overs	Run rate $4.8 \times 40=192$ runs

Team B required to score 241 runs in 32 overs or less to achieve 2 bonus points.
Team A required that team B shall not score more than 192 runs to achieve 2 bonus points.
When calculating the target score, any fractions will be disregarded.

11.4 Bonus points for a technical win occurring in Round 1 will be calculated according to the winning team's average bonus points accrued in Round 1. Bonus points for a technical win occurring in the Playoff will be calculated according to the average bonus points accrued in the Playoff.

11.5 Standings In the event of teams finishing equal on points, the standings will be determined in the following order:

1. Net Run Rate
2. The team with the most number of wins
3. The team with the most number of wins over the other team(s)
4. The team with the most number of points against the other team (s).
5. The team to have taken the most number of wickets through the season.
6. The team to have scored the most number of runs through the season.

12. DEAD BALL

12.1 Law 23 shall apply

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”. A bowler will be permitted to bowl only one such no ball per over. If a second such no ball is bowled in the same over, the bowler will be given a warning that he has bowled 2 such no balls in the same over. The leg umpire, the fielding captain and the batsmen shall be informed. If the bowler then once again bowls a second such no ball in the same over, he shall receive a final warning. If the bowler then once again bowls a second such no ball in the same over, the bowler will be taken off and will not be allowed to bowl again at any stage of the match.
- 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”. The bowler will be given a final warning that he has bowled such a no ball. If the bowler then bowls a second such no ball, he will be taken off and will not be allowed to bowl again at any stage of the match.
- d) Either umpire shall call and signal 'No Ball', (Law 24.6), if, other than in an attempt to run out the non-striker under Law 42.15, the bowler breaks the wicket at any time after the ball comes into play and before he completes the stride after the delivery stride.
- e) The bowler's front foot must land with some part of the foot, whether grounded or raised on the same line as the imaginary line joining the two middle stumps. If the

bowler's end umpire is not satisfied that the conditions have been made, he shall call and signal No Ball.

- f) Any ball pitched off the matting shall be called a “No Ball”.
- g) Any ball pitching on the edge of the matting or on the nails holding down the matting shall be called a no ball.
- h) 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 any No Ball

- a) In addition to 13.1 above the delivery following any no ball (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. In all circumstances, however, any senior fielder within the inner circle standing in front of popping

crease **may** step back in the same line as far as the inner circle to avoid injury. Youth fielders **must** step back as far as the inner circle if marked, or to a distance of 13.7mtrs approximated by the umpire.

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.(See Appendix 2)
- 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 20% of the overs of each innings (ie overs 1-8 in a non-interrupted match), no more than two fielders may be outside the circle at the moment of delivery. During the next 60% of the overs (ie overs 9-32) no more than 4 fielders may be outside the circle. During the final 20% of the overs (ie from 33-40) no more than 5 fielders may be outside the circle.

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 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 ica.scores@gmail.com Hand-written or faxed score sheets will not be accepted.

17. LEAGUE STRUCTURES

Division 1: Ra'anana, Lions Lod, Neve Shimshon, Young Ashdod, Sri Lanka Jerusalem, Sri Lanka Tel Aviv, Beer Sheva CC, Dimona C.

The 2020 Division 1 is structured as a single 8 team League. Each team will play the other once. There will be no play-off matches.

Division 2: Ashdod A, Sri Lanka Youth, Dimona A, Lod Rangers, Sitar Eilat.

The 2020 Division 2 is structured as a single 5 team League. Each team will play the other twice (home and away).

There will be no play-off matches.

18. PROMOTION / RELEGATION

The 2 teams finishing in 7th and 8th places in Div 1 will be relegated to Div 2. The team finishing top of Div 2 will be promoted to Div 1.

There will be no play-off matches.

19. UMPIRING ALLOCATIONS

All Clubs must provide Umpires in accordance with decisions made by the Cricket Committee. Division 1 teams will provide umpires to Division 2 matches, and Division 2 teams will provide matches to Division 1 matches.

A team designated to umpire a match, must send certified umpires who are registered with the ICA.

A team failing to send 2 umpires will be deducted 10 league points and fined 500 shekels.

A team sending 1 umpire only will be deducted 5 league points and will NOT be fined.

The team has a right to appeal any decision made by the ICA within 48 hours of the said decision.

A team unable to send umpires will be responsible to find umpires from other teams. The alternative umpires must be approved by the ICA, who will check their suitability regarding certification and conflict of interest. If the alternative umpires are approved by the ICA, the 2 playing teams involved will have NO right to oppose the decision.

Any complaint of conflict of interest made by a team will be dealt with and, wherever possible, corrected by the Cricket Committee.

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

The Disciplinary Committee shall consist of 3 outside members appointed by the ICA Board according to the Sports Authority. The DC has full authority to deal with disciplinary matters concerning teams, players, umpires or any club official that may occur before, during or after a match and which are deemed to contravene the ICA code of conduct.

A disciplinary hearing may be conducted by 1 or by 2 or by all 3 of the appointed members.

Offences not related to misconduct will be dealt with by the Cricket Committee, whose decision will be final.

A punishment for any alleged offence cannot be decided upon by the DC before the alleged offender has been given the chance of a hearing before the DC.

The DC will decide upon any appropriate action re the alleged offence at the conclusion of the hearing which the alleged offender asked for.

The offender has the right to appeal the decision of the DC, and the appeal will be heard by the Ayelet Court of Appeal, according to the conditions and procedures of that Court.

As from 2007 the ICA has adopted the ICC Code of Conduct, which will be implemented in all games played under the ICA jurisdiction. All players are advised to carefully read the Code of Conduct.

The act of a team or player participating in any ICA tournament is automatic proof that the team or player agrees to and accepts all ICA Playing Conditions and Regulations.

21. PENALTY POINTS

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

22. AWARDS

Awards will be presented to the first two teams in each Division.

Teams are responsible for the submission of their averages to the ICA CEO by December 31 2020. Two end-of-season awards will be presented – Cricketer of the Year Division 1 and Cricketer of the Year Division 2. 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.isracricket.co.il and www.ayelet-sport.org.il

24. SPECIAL ICC SAFETY REGULATIONS

It is compulsory for batsmen and wicket keepers standing up to the wicket, both senior and youth, to wear a helmet.

In the event of any discrepancy between the English and Hebrew versions of these regulations, the English version will take precedence.

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

Fielding restrictions for young players as follows (distance measured from middle stump), except behind the wicket on off side, until the batsman has played the ball.

<u>Age</u>	<u>no closer than</u>
13 - 14	10 meters
15 - 16	7.3 meters
17 - 18	5.5 meters

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>
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.

Blocks of Powerplay Overs

Innings duration	First Powerplay	Second Powerplay	Final Powerplay
16	3	10	3
17	4	10	3
18	4	11	3
19	4	11	4
20	4	12	4
21	4	13	4
22	5	13	4
23	5	14	4
24	5	14	5
25	5	15	5
26	5	16	5
27	6	16	5
28	6	17	5
29	6	17	6
30	6	18	6
31	6	19	6
32	7	19	6
33	7	20	6
34	7	20	7
35	7	21	7
36	7	22	7
37	8	22	7
38	8	23	7
39	8	23	8
40	8	24	8
41	8	25	8
42	9	25	8
43	9	26	8
44	9	26	9
45	9	27	9
46	9	28	9
47	10	28	9
48	10	29	9
49	10	29	10