

CRICKET REGULATIONS
Last update 17-05-2012

1. Organization

- a. The Cricket Committee of the 19th Maccabiah will be responsible for the Cricket competitions of the 19th Maccabiah.
- b. Each country may enter one squad for Open and one squad for Junior (1995-1998) competition, of no more than 15 players each.
- c. Participation is open to any athlete who is in possession of a Participant card issued by the Organization committee of the 19th Maccabiah and registered the Cricket competitions

2. Venues and times

- a. The venues and times of all the Cricket matches, as determined by the Cricket committee of the 19th Maccabiah.
- b. The Cricket committee 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: In the event of four participating nations:

- a. The competition will be played on a league basis with each team playing the other twice.
- b. The team finishing top of the league will be declared the winner (gold medalist). The team finishing second will win the silver medal, and the team finishing third will win the bronze medal.

In the event of three participating nations:

- a. Each team will play the other twice in the group stage. At the conclusion of the group stage, semifinals will be played as follows: 1st v 4th, 2nd v 3rd. The teams finishing in the top two places after the group state will compete in the final.

- a. Each team will play the other once in the group stage in the group stage.

At the conclusion of the group stage, semifinals will be played as follows: 1st v 4th, 2nd v 3rd. The winners of the semifinals will compete in the final, the losers will compete in the 3rd v 4th playoff.

4. Laws of Cricket

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

The Players

- a. Each captain is responsible for the submission of a team sheet consisting of 11 players (one of whom shall be the captain) and a nominated 12th man 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 19th Maccabiah.
- b. Teams wishing to wear colored clothing must first gain approval from the ISC and the Cricket Committee by April 30, 2013.
- c. No metal spikes on footwear will be allowed on the pitch, while batting, bowling or keeping wicket.

5. Substitutes

- a. 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 a play, the umpire shall be informed of the reason for his absence, and he shall not thereafter come on the field during a session of play without consent of the umpire. The umpire shall give such consent as soon as practicable.

- b. If a player is absent from the field for longer than 15 minutes:

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

6. The Umpires

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. Neither team will have the right of objection to an umpire's appointment. The umpires shall be present at the ground at least 45 minutes before the scheduled start of the play.

7. ~~The Ball~~

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 match.

8. Innings

a. Uninterrupted Matches

1. All matches shall be of one day's scheduled durations. The matches will consist of one innings per side and each innings will be limited to 50 overs (open) and 45 overs ~~(Junior).~~
2. Teams are allocated 3 hours and 40 minutes to complete their 50 overs (open), and 3 hours and 20 minutes to complete their 45 overs (junior) including the 3 drinks intervals of 5 minutes each.
3. 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 scheduled (injury, extreme heat, loss of ball etc.) ~~they have~~ they have the power to extend the allocated time.
4. 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 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 and not award the bonus runs.

b. Delayed or Interrupted Matches

1. 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.
2. Both teams must play a minimum of 20 overs in order to constitute a match.
3. The number of overs to be played will only be reduced after an initial 60 minutes loss of playing time.
4. 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).

c. Interruption or delay to the innings of the team batting first

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 b.

d. Interruption or delay to the innings of the team batting second

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 b (A result will be determined in accordance with clause 14b below).

e. Number of overs per bowler

1. No bowler shall bowl more than 10 overs (open) / 9 overs (junior) in an inning.
2. 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.

9. The Follow - On

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

10. Declaration and Forfeiture

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

11. Intervals

- a. An interval will be taken between innings and will last 30 minutes.
- b. Intervals of Drinks
 1. Three 5 minutes drinks intervals shall be taken after the 13th, 25th and 37th overs of each innings (open)/ 12th, 24th, and 36th (junior).
 2. Under conditions of extreme heat the umpires may permit extra intervals for drinks.
 3. 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.
 4. No drinks will be taken onto the field of play without the permission of the umpires.

12. Start of Play; Cessation of Play

- a. Hours of play (junior in brackets)

First Session: 10:00 - 14:10 (10:30-13:50)
 Lunch Interval: 14:10 - 14:40 (13:50-14:20)
 Second Session: 14:40 - 18:20 (14:20-17:40)
- b. The toss will be conducted 20 minutes prior to the scheduled start of play.
- c. Any team not in position to start play 30 minutes after scheduled start, automatically loses the game. The team responsible for the delayed start will be penalized 1 over from their batting allocation for every 4 minutes lost. Teams can be disciplined in accordance with clause 18 for failure to compete in a scheduled match.
- d. Matches played on Friday will start earlier.
- e. In the event of the first inning being completed more than 40 minutes before the scheduled lunch interval, there shall be a 10 minutes break between innings, the second inning shall commence and lunch will be taken at 13:40.
- f. If the first inning 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.

13. The Result

- a. 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.

- b. 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 largest score will be the same score as achieved by the team bating first after their 35th over.

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

d. 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) with the same number of points
- The team with the highest net run rate

e. Net Run Rate

1. A team's net run rate is calculated by deducting from the average runs per over scored by the team throughout the competition, the average runs per over scored against that team throughout the competition.
2. 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.
3. Only those matches in whom a result was achieved will count for the purpose of net run rate.

14. Dead Ball

Law 23 shall apply subject to the following -

- a. A ball which hits the edge of the matting or the nails which holds the matting in place and brings the batsman into a disadvantaged position shall be deemed a dead ball and the ball shall be re-bowled.
- b. 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 disadvantage position, shall be deemed a wide.

15. No Ball

Law 24 shall apply subject to the following -

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

16. Wide Ball

Law 25 shall apply subject to the following -

- a. Umpires are instructed to apply consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket.
- b. Any offside or legside delivery, which in the opinion of the umpire does not give the batsman a reasonable opportunity to score, shall be called a "wide".

- c. A penalty of one run for a wide shall be scored. This penalty shall stand in addition to any other runs, which are scored or awarded. All runs, which are run or result from a wide ball, which is not a no ball, shall be scored as wide balls.
- d. In accordance with clause 14b 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.

17. Restrictions on the placement of fielders (youth match figures in brackets)

- a. Two semi-circles shall be marked on the field of play. The semi circles have at 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). White plastic discs shall mark the field restrictions area at 4.5-meter intervals. During the first block of Powerplay Overs (as set out below), only two fieldsmen shall be permitted outside this fielding restriction area at the instant of delivery. During either the second or the third block of Powerplay overs, the fielding team shall, at its discretion, be permitted to have three fieldsmen outside this fielding restriction area at the instant of delivery. The fielding captain shall decide which of the 2nd or 3rd blocks will be utilized for this provision and shall advise the on-field umpire accordingly. For the block of Powerplay overs not utilized for this provision, only two fieldsmen shall be permitted outside the fielding restriction area at the instant of delivery. The umpires shall signal which block of Powerplay overs is being utilized for this purpose in the normal manner followed by a hand signal with 3 fingers extended.
- b. Two inner circles shall be drawn on the field of play. The circles shall have as their centers the centerpoint of the popping crease at either end of the pitch. The radius of each circle shall be 15 yards (13.72 meters). The fielding restriction area should be marked by 'dots'. The segment of the circles reserved for the slip positions shall not be demarcated. During the initial block of Powerplay overs (in an uninterrupted innings, the first 10), there must be a minimum of two stationary fieldsmen within this fielding restriction area at the instant of delivery. When a fast bowler is bowling, the two stationary fieldsmen may be permitted to stay deeper than 15 yards (13.72 meters) (in the undemarcated area) provided only that they are standing in slip, leg slip or gully positions.
- c. During the non Powerplay Overs, no more than 5 fielders may be permitted outside the fielding restriction area referred to in clause 17a above.
- d. The Powerplay Ovevrs shall apply for 20 overs per inning to be taken as follows:
 - I. 10 of the Powerplay Overs shall be the first 10 overs of the innings.
 - II. The remaining 10 overs shall be taken at the discretion of the fielding captain in two blocks of 5 at any time in the innings thereafter. The fielding captain shall advise the on-field umpire accordingly.
 - III. Should the fielding captain choose not to exercise this discretion, the remaining blocks of Powerplay Overs shall be reduced in accordance with the table below. For the sake of clarity it should be noted that the table shall apply to bothe the 1st and the 2nd innings of the match. -

<u>Innings duration</u>	<u>Number of Powerplay Overs</u>	<u>Sequence taken</u>
20 - 228.....4+2+2
23 - 249.....4+3+2
25 - 2710.....5+3+2
28 - 2911.....6+3+2
30 - 3212.....6+3+3
33 - 3413.....7+3+3
35 - 3714.....7+4+3
38 - 3915.....8+4+3
40 - 4216.....8+4+4
43 - 4417.....9+4+4
45 - 4718.....9+5+4

48 - 4919 10+5+4

- e. If play is interrupted during the first or second Powerplay and on resumption the overs required to be bowled in that Powerplay have already been exceeded, the subsequent Powerplay(s) will assume to have been taken consecutively up to that point.
- f. If play is interrupted during the first or second Powerplay and resumes during the second Powerplay, the captain of the fielding side may choose to have three fielders outside the circle for the remainder of the second Powerplay. If he so chooses, the umpire will make the three fielder Powerplay signal immediately prior to play resuming. (For the avoidance of doubt, the whole of the third Powerplay would then be subject to the two outfielder restriction.)
- g. If play is interrupted during the first Powerplay and resumes during the third Powerplay, then the third outfielder will be permitted immediately, even if the interruption occurs during an over.
- h. If play is interrupted during a Powerplay and on resumption the total number of Powerplay Overs has already been exceeded, then the fielding restrictions will be lifted immediately. Note that this is the only circumstance under which the Powerplay status can be changed during an over.
- i. If following an interruption, it is found on resumption that the recalculated number of Powerplay Overs remaining exceeds the number of overs to be bowled in the innings, then the Powerplay will commence at the start of the next over. The number of Powerplay Overs with three outfielders will then be reduced by the shortfall in the total number of Powerplay Overs for the innings.
- j. At the commencement of each discretionary block of Powerplay Overs, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle.
- k. In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal 'No Ball'.
- l. No more than 5 fielders may be on the leg side at the instant of delivery during any stage of the game.

18. Misconduct of a player, Team, Umpire or Official - Discipline and Penalties

A disciplinary committee 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 its 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.

19. 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 Directives have been adopted with that desire expressly in mind. It must be noted that the Directives 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	18 overs per day
18,19	7 overs per spell	21 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 12th Man who takes the drinks onto the field. The 12th man may also take out replacement equipment. Every time the 12th 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 should 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 open and junior tournaments will be determined by a panel consisting of umpires and representatives of the CC.
3. A special "spirit of Cricket award" will be awarded to an individual of team in both open and junior tournaments, to be determined by a special panel consisting of umpires and representatives of the CC.

21. General

- a. These regulations are but one part of the complete 19th Maccabiah regulations, and must be read along with the instructions found in "Basic Rules and Regulations and Disciplinary Procedures".
- b. 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.