



CRICKET REGULATIONS

Last Update 01.04.2022

1. Organization

- a. The Cricket Committee of the 21st Maccabiah will be responsible for the cricket competitions, both Open and juniors, masters of the 21st Maccabiah.
- b. Each country may enter one squad only, of no more than 15 players, in each of the cricket competitions. A player not in possession of a valid Maccabiah Participation Card will not be permitted to participate in the cricket competition.

2. Venues and Times

The Sport Department of the 21st Maccabiah will determine the venues and times of the Cricket competitions and teams will be notified accordingly.

3. System of competition

SYSTEM A: With the participation of 4 teams:

Open

- a. The competitions will be played on a league basis with each team playing the other twice.
- b. The teams finishing in the top two places of the league will play a final for the gold medal.
- c. The team finishing third and fourth in the league will play a game for the bronze medal.

Juniors:

- a. The competitions will be played as a single round robin
- b. Semi Final: The team finished 1st will play against the team finished 4th. The team finishing 2nd will play against the team finishing 3rd.
- c. The winning teams will play for the Gold. The losing teams will play for the Bronze.

SYSTEM B: With the participation of 3 teams:

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.

SYSTEM C: With the participation of 5 or more teams / Juniors:

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 3rd and 4th 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 and Juniors competitions.

5. The Players

- a. Each captain is responsible for the submission of a team sheet consisting of 11 players (one of whom shall be 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 21st Maccabiah, unless special dispensation has been approved for that individual player.
- b. Teams wishing to wear colored clothing must first gain approval from the Cricket Committee.
- c. No metal spikes on footwear will be allowed on the pitch, while batting, bowling or keeping wicket.

6. Substitutes and runners

- 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 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.
- b. If a player is absent from the field, either at the start or during the game, for longer than 15 minutes:
 - 1) The player shall not be permitted to bowl in that innings after his return until he has been on the field for at least that length of playing time for which he was absent.
 - 2) 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

The Cricket Committee 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 a 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 play.

8. The Ball

Two new 4-piece full size balls will be supplied by the Cricket Committee for each match. Only balls supplied by the Cricket Committee 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

a. Uninterrupted Matches

- 1) 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 (Open) and 40 overs (juniors).
- 2) Teams are allocated 3 hours and 40 minutes to complete their 50 overs (Open) and 3 hours to complete their 40 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 schedule (injury, extreme heat, loss of ball etc.) 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) A minimum of 20 overs must be played by both teams in order to constitute a match.
- 3) The number of overs to be played will only be reduced after an initial 60 minute 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) / 8 overs (Juniors) in an innings.
- 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.

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

a. An interval will be taken between innings and will last 30 minutes.

b. Intervals for Drinks

- 1) Three 5-minute drinks intervals shall be taken after the 13th, 25th, and 37th over of each innings (Open) / 10th, 21st, 30th (Juniors).
- 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.



13. Start of Play; Cessation OF PLAY

- a. Hours of Play (Juniors in brackets):
First Session: 10:30 – 14:05 (10:30 – 13:25) 335 minutes.
Lunch Interval: 14:05 – 14:35 (13:25 – 13:55) 2.55 minutes juniors
Second Session: 14:35 – 18:15 (13:55 – 16:55)
Unless otherwise stated on the playing schedule.
- 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 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.
- d. Matches played on Fridays will start 30 minutes earlier with all times brought forward accordingly.
- e. In the event of the first innings being completed more than 1 hour before the schedule lunch interval (i.e., before 13:10 Open, 12:30 Youth), there shall be a 10-minute break between innings, the second innings shall commence, and lunch will be taken at 14:10 Open / 13:30 Juniors.
- f. If the first innings is completed within 1 hour 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

- 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 or any other factors.
- 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 +1 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 +1 as achieved by the team batting 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:
 - 1) The team with the greatest number of wins.
 - 2) The team with the greatest number of wins over the other team(s) on the same number of points.
 - 3) 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 that 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 possible will count for the purpose of net run rate.

15. 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 disadvantaged position shall be deemed a wide.

16. 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 bowler's end shall call and signal “No Ball”.
- c. If the ball passes or would have passed on the full above the waist height of a batsman standing upright at the crease, the umpire at the bowler's end shall call and signal “No Ball”.
- d. Any ball pitched off the matting shall be called a “No Ball”.
- e. Bowler breaks the wicket by delivering the ball.
Either umpire shall call and signal No ball if, other than in an attempt to run out the non-striker Under Clause 42.11, the bowler breaks the wicket at any time after the ball comes into play and before he completes the stride after the delivery stride.
For the purpose of this clause, the amended definition of delivery stride from Appendix D - Laws of Cricket shall apply:

Delivery Stride is the stride during which the delivery swing is made, whether the ball is released or not. It starts when the bowler's back foot lands for that stride and ends when the front foot lands in the same stride. The "stride after the delivery stride" is completed when the next foot lands i.e., when the back foot of the delivery strides lands again.

f. Free Hit after a foot-fault no ball.

In addition to the above, the delivery following a no ball called for a foot fault (Law 24.5) shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball) then the next delivery will become a free hit for whichever batsman is facing it.

For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called wide ball. Field changes are not permitted for free hit deliveries unless there is a change of striker (the provisions of clause 41.2 shall apply).

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.

17. Dangerous and Unfair Bowling

a. The Bowling of Fast Short Pitched Balls:

- 1) A bowler shall be limited to one fast short-pitched delivery per over.
 - 2) A fast short-pitched delivery is defined as a ball which passes or would have passed above the shoulder height of the striker standing upright at the popping crease.
 - 3) The umpire at the bowler's end shall advise the bowler and the batsman on strike when each fast-short pitched delivery has been bowled.
 - 4) In addition, for the purpose of this regulation and subject to Clause 42.4.1 (f) below, a ball that passes above head height of the batsman, that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a wide.
 - 5) For the avoidance of doubt any fast-short pitched delivery that is called a wide under this playing condition shall also count as one of the allowable short pitched deliveries in that over.
 - 6) In the event of a bowler bowling more than two fast short-pitched deliveries in an over as defined in Clause 42.4.1 (b) above, the umpire at the bowler's end shall call and signal no ball on each occasion. A differential signal shall be used to signify a fast-short pitched delivery. The umpire shall call and signal 'no ball' and then tap the head with the other hand.
 - 7) If a bowler delivers a second fast short pitched ball in an over, the umpire, after the call of no ball and when the ball is dead, shall caution the bowler, inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred. This caution shall apply throughout the innings.
 - 8) If there is a second instance of the bowler being no balled in the innings for bowling more than one fast short pitched delivery in an over, the umpire shall advise the bowler that this is his final warning for the innings.
 - 9) Should there be any further instance by the same bowler in that innings, the umpire shall call and signal no ball and when the ball is dead, direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.
 - 10) The bowler thus taken off shall not be allowed to bowl again in that innings.
 - 11) The umpire will report the occurrence to the other umpire, the batsmen at the wicket and as soon as possible to the captain of the batting side.
 - 12) The umpires will then report the matter to the Match Referee who shall take such action as is considered appropriate against the captain and the bowler concerned. (Refer also to Law 42.1 Fair and Unfair Play - Responsibility of the Captains.)
- The above is not a substitute for Clause 42.5 below which umpires are able to apply at any time.

b. Bowling of High Full Pitched Balls:

Law 42.6 (b) shall be replaced by the following:

- 1) Any delivery, which passes or would have passed on the full above waist height of the striker standing upright at the popping crease is deemed unfair, whether or not it is likely to inflict physical injury on the striker.
- 2) In the event of a bowler bowling a high full pitched ball as defined in Clause 42.4.2 (a) above, the umpire at the bowler's end shall call and signal no ball. If, in the opinion of the umpire, such a delivery is considered likely to inflict physical injury on the batsman, the umpire at the bowler's end shall, in addition to calling and signaling no ball, when the ball is dead, caution the bowler and issue a first and final warning. The umpire shall inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred.
- 3) Should there be any further instance (where a high full pitched ball is bowled and is considered likely to inflict physical injury on the batsman) by the same bowler in that innings, the umpire shall in addition to calling and signaling no ball, when the ball is dead, direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.
- 4) The bowler thus taken off shall not be allowed to bowl again in that innings.
- 5) The umpire will report the occurrence to the other umpire, the batsman at the wicket and as soon as possible to the captain of the batting side.
- 6) The umpires will then report the matter to the ICC Match Referee who shall take such action as is considered appropriate against the captain and the bowler concerned. (Refer also to Law 42.1 Fair and Unfair Play - Responsibility of the Captains.)

c. Dangerous and Unfair Bowling - Action by the umpire

Law 42.7 shall be replaced by the following:

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

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

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

- 1) In the first instance the umpire shall call and signal no ball, caution the bowler and inform the other umpire, the captain of the fielding side and the batsmen of what has occurred.
- 2) If this caution is ineffective, he shall repeat the above procedure and indicate to the bowler that this is a final warning.
- 3) Both the above caution and final warning shall continue to apply even though the bowler may later change ends.
- 4) Should there be any further instance by the same bowler in that innings, the umpire shall call and signal no ball and when the ball is dead, direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.
- 5) The bowler thus taken off shall not be able to bowl again in that innings.
- 6) The umpire will report the occurrence to the other umpire, the batsmen at the wicket and as soon as possible to the captain of the batting side.
- 7) The umpires will then report the matter to the Match Referee who shall take such action as is considered appropriate against the captain and the bowler concerned. (Refer also to Law 42.1 Fair and Unfair Play - Responsibility of the Captains.)

42.6 Law 42.8 - Deliberate bowling of High Full Pitched Balls

Law 42.8 shall be replaced by the following:

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

The umpire at the bowler's end shall:

42.6.1 Call and signal no ball.

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

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

42.6.4 Ensure that the over is completed by another bowler, provided that the bowler does not bowl two overs or part thereof consecutively.

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

42.7 Action by the umpires for dangerous and unfair Bowling

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

18. 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 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 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 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.

19. Restrictions on the Placement of Fielders and Protective Equipment

a. Protective Equipment.

The following shall apply in addition to Law 41.1:

The exchanging of protective equipment between members of the fielding side on the field shall be permitted provided that the umpires do not consider that it constitutes a waste of playing time.

b. Restrictions on the Placement of Fieldsmen

- 1) At the instant of delivery, there may not be more than 5 fieldsmen on the leg side.
- 2) In addition to the restriction contained in clause 41.2.1 above, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply (hereinafter referred to as the Powerplay Overs) are set out in the following paragraphs.
- 3) The following fielding restrictions shall apply:

Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their center the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43 meters). The semi-circles shall be linked by two parallel straight lines drawn on the field. (Refer attached Appendix 5). The fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5-yard (4.57 meters) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.

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 the **second** block of Powerplay Overs only three fieldsmen shall be permitted outside this fielding restriction area at the instant of delivery.

Two inner circles shall be drawn on the field of play. The circles shall have as their centers the center point of the popping crease at either end of the pitch. The radius of each of the circles shall be 15 yards (13.72 meters). These fielding restriction areas should be marked by 'dots'. The segment of the circles reserved for the slip positions shall not be demarcated (refer attached Appendix 5).

During the **first** block of Powerplay Overs (in an uninterrupted innings, the first 10), there must be a minimum of two stationary fieldsmen within the applicable fielding restriction area measured from the striker's end at the instant of delivery. When a fast bowler is bowling the two stationary fieldsmen may be permitted to stand deeper than 15 yards (13.72 meters) (in the undemarcated area) provided only that they are standing in slip, leg slip or gully positions.

- 4) During the non-Powerplay Overs, no more than **four** fieldsmen shall be permitted outside the fielding restriction area referred to in clause 41.2.3 (a) above.
- 5) Subject to the provisions of 41.2.6 below, the Powerplay Overs shall apply for **15 overs** per innings to be taken as follows:
 - (i) The first block of Powerplay Overs (block of 10 overs for an uninterrupted match) shall be at the commencement of the innings.
 - (ii) The second block of Powerplay Overs (block of 5 overs for an uninterrupted match) shall be taken at the discretion of either of the batsmen at the wicket. In an innings of scheduled duration of between 41 and 50 overs, it may not be completed later than the 40th over. (No equivalent restriction applies to innings of shorter scheduled duration.)
 - (iii) A batsman must nominate his team's Powerplay no later than the moment at which the umpire reaches the stumps at the bowler's end for the start of the next over.
 - (iv) Once a batsman has nominated a Powerplay, the decision cannot be reversed.
 - (v) Should the batting side choose not to exercise their discretion, their Powerplay Overs will automatically commence at the latest available point in the innings (e.g., in a 50 over innings, this will begin at the start of the 36th over).
- c. In circumstances when the number of overs of the batting team is reduced, the number 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 both the 1st and 2nd innings of the match.

Innings Duration	First Powerplay	Second Powerplay	Powerplay Total
20 – 21	4	2	6
22 – 24	5	2	7
25 – 28	5	3	8
29 – 31	6	3	9
32 – 34	7	3	10
35 – 38	7	4	11
39 – 41	8	4	12
42 – 44	9	4	13
45 – 48	9	5	14
49	10	5	15

- d. Each block of Powerplay Overs must commence at the start of an over.
- e. If play is interrupted not during the Powerplay overs, then on resumption, it is necessary to determine how any remaining Powerplay overs should be allocated. The total number of Powerplay overs for the innings is derived from the table in 41.2.6. Any Powerplay overs already taken prior to the interruption will be deemed to have been from the initial allocation followed by the batting side's allocation. The decision of the batting side of when to take any remaining Powerplay over is made in the usual way.

Illustrations of 41.2.8: A match starts as 50 overs, is interrupted after 12 overs and reduced to 43 overs. (The first 10 overs were Powerplays (PP); the next two were not.) The new PP allocation is 9+4, so there are 3 overs left for the batting side. These must start no later than the 38th over in order to be completed by the 40th over.
- f. If play is interrupted during the first Powerplay and on resumption the overs required to be bowled in that Powerplay have already been exceeded, then the second Powerplay will be assumed to have been taken immediately and will continue until it is completed.

Illustrations of 41.2.9: A 50 over innings is interrupted after 9.3 overs, and on resumption has been reduced to 43 overs. Powerplay overs are 9+4. 2nd Powerplay is in progress with 0.3 out of the 4 overs completed, i.e., it covers overs 10 to 13. The fielding restrictions relating to the second powerplay take immediate effect on resumption.

- g. If following an interruption, on resumption the total number of Powerplay Overs for the innings has already been exceeded, then there will be no further Powerplay deliveries bowled in the innings. Note that this is the only circumstance under which the Powerplay status can be changed during an over.
Illustrations of 41.2.10: A 45 over innings is interrupted after 8.3 overs, and on resumption has been reduced to 28 overs. Powerplay overs are 5+3. All Powerplay overs have been completed. Non-Powerplay restrictions take effect immediately and do not need to wait until the end of the over.
- h. If following an interruption while a Powerplay is not in progress, 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 Powerplays will commence at the start of the next over, with fewer than the scheduled number of Powerplay Overs being bowled in the innings.
Illustration of 41.2.11: A 41 over innings in which only the 1st Powerplay has been taken is interrupted after 35.1 overs and reduced to 39 overs. Powerplay overs are still 8+4. Powerplays automatically resume for the start of the next over, but only 11 of the 12 scheduled Powerplay overs can be bowled in the innings.
- i. At the commencement of the second block of Powerplay Overs, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle.
- j. The umpire shall also indicate to the fielding captain before any signal is made that the batting side has chosen its Powerplay.
- k. A light or other indicator shall be displayed on the scoreboard whenever the Powerplay Overs are being bowled, along with the number of overs remaining in the current block of Powerplay Overs.
- l. The public address system shall be used to keep the spectators informed.
- m. In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal 'No Ball'

20. Misconduct of a Player, Team, Umpire or Official– Discipline and Penalties

A disciplinary committee (DC) set up by the Cricket Committee 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 Cricket Committee disciplinary committee will act in accordance with the ICC disciplinary guidelines which will be distributed to each team upon request. 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.

21. Special Regulations

- a. Fielding, Bowling and Batting Directives.

The overriding desire of the Cricket Committee 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.

Fielders:

- 1) No young player aged 15 or younger shall be allowed to field closer than 8 yards (7.3 meters) from the middle stump, except behind the wicket on the offside, until the batsman has played at the ball.
- 2) Players aged 13 and younger the distance is 11 yards (10 meters).
- 3) Minimum distances apply even if the player is wearing a helmet.
- 4) 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.
- 5) 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 meters) of the bat, except behind the wicket on the offside. Players should wear appropriate protective equipment whenever they are fielding in a position where they feel at risk.

Wicket-keepers:

- 1) Wicket-keeper under the age of 18 (on the day of the match) must wear a helmet when standing up to the stumps.
- 2) This applies for all speeds of bowling.
- 3) 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.

- b. 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 crickets throughout the season.

Over bowling is an important consideration, especially for young bowlers whose bodies are not fully developed. Recent studies have revealed that over bowling 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.

c. 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 has 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.

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) 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.

d. 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.

e. General.

In the event of any dispute(s) regarding these Directives the Cricket Committee 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.

f. **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 apart from drinks intervals at Juniors games where coaches are allowed onto the field of play, along with 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 or appropriate team training kit.

g. 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. The non-submission of either form will be considered misconduct.





h. 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 Player of the Tournament in both the Open and Juniors tournaments will be determined by a special panel consisting of umpires and representatives of the Cricket Committee.
- 3) A special "Spirit of Cricket Award" will be awarded to an individual or team in both the Open and Juniors tournaments, to be determined by a special panel consisting of umpires and representatives of the Cricket Committee.

22. General

- a. These regulations are but one part of the complete 21st Maccabiah regulations and must be read along with the instructions found in the Maccabiah Basic Regulations.
- b. In the event of a discrepancy between the regulations written here and those appearing in the Maccabiah Basic Regulations, the regulations written here will prevail, apply and be binding.

