

2017 Japan Under 19 League Playing Conditions

The Laws of Cricket (2000 Code 6th Edition - 2015) (the “Laws”) will apply, except with regard to changes (set out below) that are provided in relation to certain laws or provisions of the Laws.

Note: All references to “Governing Body” within the Laws are replaced by “Japan Cup Committee”.

1. General Rules

1.1 Teams

Teams shall consist of at least 11 players. One player from each team will be nominated as captain.

11 players may represent a team in each match. Each team must have at least one adult in charge. This may be a coach or team manager. The team manager or a team member should be the designated scorer for the team. This role may also be performed by a volunteer or staff member.

1.2 Minimum number of players

Teams are allowed to play a match with fewer than 11 players but the team must have a minimum of seven players to constitute an official match.

1.3 Match format

One innings per team. Each innings will consist of 20 overs (six ball overs). In interrupted matches, a minimum of 5 overs must be bowled in each innings to achieve a result.

1.4 Boundaries

Where possible, to conform to international standards boundary length should be at least 50 metres (measured from the centre of the pitch to each boundary).

However, on grounds with limited space boundaries shorter than 50 metres may also be acceptable.

1.5 Registration

All players must be registered with the JCA before playing a match.

2. Schedule

It is possible that the league schedule may be changed due to weather or other factors and cancelled matches may be rescheduled.

3. Match and interval timings

3.1 Innings length

3.1.1 Uninterrupted matches

Unless bowled out beforehand the team batting first shall bat for 20 overs. Declarations are not allowed. The match will finish if the team batting second achieves the target score.

3.1.2 Delayed or interrupted matches

(a) If overs are reduced, both teams should be given the opportunity to bat for the same number of overs.

In accordance with (1.3), the team batting second must be given the opportunity to face at least 5 overs for a result to be achieved.

Remaining overs left in the match shall be calculated by dividing the total remaining playing time left in the match by 15. If the overs are to be recalculated the match may not be rescheduled to finish earlier than the original scheduled finish time.

(b) If the team bowling second has not completed its overs in the allocated amount of time, play will continue until a result has been achieved.

(c) The team batting second can not face more overs than the team batting first. However, if the team batting first is all out, they will be deemed to have completed all of their allocated overs.

(d) When overs are to be recalculated, any decimal points shall be rounded down.

3.2 Interval between innings

The interval between innings is 10 minutes.

3.3 Drinks break

A drinks break may be taken after 10 overs. The drinks break should be no longer than 2 minutes.

3.4 Extension of playing time

In the event that the start of the match is delayed or playing time is lost, the scheduled playing time may be extended by up to 30 minutes at the agreement of team managers. If there is an afternoon match scheduled to follow a morning match and the morning match is delayed, the start time of the afternoon match may be adjusted at the discretion of the managers or competition organisers. (Reference 3.1)

4. Umpiring

Teams are responsible for providing one umpire for each match. Umpires need to understand the laws of cricket and Under 19 playing conditions and ideally will have completed a JCA level 1 umpiring course. If a team is unable to provide an umpire, they must at least provide a person to perform the role of square leg umpire. Teams may not challenge the appointment of an umpire and may not challenge the decision of any umpire during the match.

5. Toss

The toss shall take place 20 minutes before the scheduled start time of the match. Both umpires and captains shall be present at the toss.

Both captains must submit a team sheet to the umpires before the toss. The team sheet must include the 11 players in provisional batting order with the captain and wicket keeper clearly marked.

6. Fielding restrictions

6.1 If a wicket keeper is standing within 5 metres of the wickets they must wear a helmet.

6.2 Standard T20 fielding restriction apply. A line or markers will be used to mark the 30 yard circle. In the first 6 overs of the match a maximum of 2 fielders are allowed outside the circle. For the remaining overs a maximum of 5 fielders are allowed outside the circle. If, as the bowler releases the ball, more than the maximum number of fielders are standing outside the circle, the umpire shall call “no ball”.

6.3 Fielders are not permitted to be placed within 10 metres of the batsmen on strike when fielding in front of the wicket or on the on side. Only fielders between the wicket keeper and point on the off side, e.g., slip, gully, are permitted to stand within 10 metres of the batsman.

7. Bowling restrictions

7.1 Uninterrupted matches

Each bowler can bowl a maximum of 4 overs.

An over will consist of a maximum of 9 deliveries (including wides and no balls). All extras are 1 run.

In the final over of the innings the bowler must complete 6 legitimate deliveries. There will be no maximum number of deliveries (including extras).

7.2 Interrupted matches

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.

If the number of overs in the innings is reduced and a bowler has already bowled more than one fifth of the recalculated total number of overs this is acceptable but they will not be allowed to bowl any more overs.

Where the total overs is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

For example, if 8 overs are lost and the innings is reduced to 12 overs, two bowlers shall be allowed to bowl 3 overs and all other bowlers will be allowed to bowl a maximum of 2 overs.

In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be allowed by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

8. No balls

8.1 Scoring

The penalty for a no ball is one run and the delivery will be rebowled (up to a maximum of 9 deliveries in the over).

8.2 Free Hit

In addition to the above, the delivery following a no ball called (all modes of no ball) 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.

Neither field changes nor the exchange of individuals between fielding positions are permitted for free hit deliveries unless:

- a) There is a change of striker or
- b) The No Ball was the result of a fielding restriction breach, in which case the field may be changed to the extent of correcting the breach.

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.

8.3 Fast short pitch deliveries

Bowlers are permitted to bowl one fast short pitched ball per over. A "short pitched ball" shall be defined as any delivery that passes above the shoulder level of a batsman standing in an upright position at the batting crease. The umpire shall be the sole judge of what is a "fast" delivery. On the bowling of a second fast short pitched delivery in an over either umpire may call "no ball".

8.4 Full tosses

A full toss that passes above waist height may be called "no ball" by either umpire. "Waist height" of the batsman should be determined by the batsman's standing position at the batting crease.

9. Wides

One run will be awarded for a wide. For interpretation of the wide law refer to The Laws of Cricket (2000 Code 6th Edition - 2015).

10. The ball

10.1 Ball specification

Balls must be authorised by the JCA before use. Only 2-piece red 156g balls shall be used. The recommended ball for the Under 19 league is Reader's 156g red. Balls can be purchased through the JCA.

10.2 Number of balls used

A new ball will be used at the beginning of each innings. (2 new balls required per match).

10.3 Changing the ball

If a ball is lost during play or, in the opinion of the umpires, is unfit for play as a result of normal use, the umpires may replace that ball with another ball that, in their opinion, has had a similar amount of wear.

*Note: If, for any reason, the fielding team is unable to immediately retrieve a ball (e.g., the fielders cannot see the ball in vegetation past the boundary), the fielders will search for the ball for no longer than two minutes. After two minutes has elapsed, the ball will be considered "lost", and the umpires will replace the ball with a spare ball provided. In this case, the batting team or other persons will continue to search for the lost ball while play resumes.

If a ball becomes wet and soggy as a result of play continuing during inclement weather or as a result of dew or a damp outfield and in the opinion of the umpires that ball is unfit for play, the umpires may replace the ball with another ball that has a similar amount of wear, even if the unfit ball has not gone out of shape.

10.4 Control of ball

Throughout the duration of the match, the umpires will retain possession of any match ball when there is a break in play. During play, umpires will periodically and irregularly inspect the condition of the ball and retain possession of it at the fall of a wicket, during a drinks interval, or during any other disruption in play.

11. The result

11.1 To constitute a result

In accordance with 3.1.2.1(b) a result can be achieved if both teams have had the opportunity to bat for at least 5 overs. It will be assumed that a team has had the opportunity to bat for 5 overs if the team has been bowled out within that time or if the

team batting second has reached the target score.

If either team has not had the opportunity to bat for 5 overs and a result has not been achieved then the match shall be declared a “no-result” or “draw”. Both teams shall receive 2 competition points. However, in the case that both team managers agree to reschedule the match, the match may be replayed at a later date. In this case no points shall be awarded for the abandoned match.

11.2 Tied matches

In the case of the final only, if scores are tied at the end of the match, a “super over” shall be played to determine the winner. The super over shall consist of 6 legitimate deliveries.

- (a) Each team can use one bowler and three batsmen.
- (b) The team that batted second shall bat first in the super over.
- (c) The ball used by both teams in their respective innings shall be used in the super over.
- (d) Each team shall bowl from the same end.
- (e) The innings will end at the loss of the second wicket.
- (f) In the event that scores are tied at the end of the super over, another super over shall be played. This shall continue until a result is achieved.

11.3 Calculating the target score in interrupted matches

11.3.1 Delayed or Interrupted matches

If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum of 5 overs), then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing. This revised target is to be calculated using the current Duckworth/Lewis/Stern method. The target set will always be a whole number and one run less will constitute a Tie. (Refer Duckworth/Lewis/Stern Regulations).

11.3.2 Prematurely Terminated Matches

If the innings of the side batting second is suspended (with at least 5 overs bowled) and it is not possible for the match to be resumed, the match will be decided by comparison with the DLS ‘Par Score’ determined at the instant of the suspension by the Duckworth/Lewis/Stern method (Refer Duckworth/Lewis/Stern Regulations). If the score is equal to the par score, the match is a Tie. Otherwise the result is a victory, or defeat, by the margin of runs by which the score exceeds, or falls short of, the Par Score.

Note: For the purpose of simplicity par scores and target scores as calculated by the umpires using the Duckworth/Lewis calculator app on a digital device will be regarded as the true and correct Duckworth/Lewis/Stern method par or target score.

12. Additional points to note

12.1 Batting

Whilst batting it is compulsory for players to wear a helmet, a protector and any other necessary protective equipment to ensure the safety of the batsman. Players not wearing the appropriate safety equipment will not be allowed to bat.

12.2 Wicket keeper

If keeping up to the wickets (within 5 metres), wicket keepers must wear a helmet.