



Leinster Cricket Union Season 2011

Competition Regulations and Laws of Cricket.

LCU Playing Regulations and Administration for League Divisions 5 to 14 inclusive

These regulations and laws apply to all matches [other than 20/20., youth and women's matches] played under the auspices of the Leinster Cricket Union.

THE LAWS OF CRICKET

THE PREAMBLE – THE SPIRIT OF CRICKET

Cricket is a game that owes much of its unique appeal to the fact that it should be played not only within its Laws but also within the Spirit of the Game. Any action which is seen to abuse this spirit causes injury to the game itself. The major responsibility for ensuring the spirit of fair play rests with the captains.

1. There are two Laws which place the responsibility for the team's conduct firmly on the captain.

Responsibility of captains

The captains are responsible at all times for ensuring that play is conducted within the Spirit of the Game as well as within the Laws.

Player's conduct

In the event of a player failing to comply with instructions by an umpire, or criticising by word or action the decisions of an umpire, or showing dissent, or generally behaving in a manner which might bring the game into disrepute, the umpire concerned shall in the first place report the matter to the other umpire and to the player's captain, and instruct the latter to take action.

2. Fair and unfair play

According to the Laws the umpires are the sole judges of fair and unfair play. The umpires may intervene at any time and it is the responsibility of the captain to take action where required.

3. The umpires are authorised to intervene in cases of:

- Time wasting
- Damaging the pitch
- Dangerous or unfair bowling
- Tampering with the ball
- Any other action that they consider to be unfair

4. The Spirit of the Game involves RESPECT for:

- Your opponents
- Your own captain and team
- The role of the umpires
- The game and its traditional values

5. It is against the Spirit of the Game:

- To dispute an umpire's decision by word, action or gesture
- To direct abusive language towards an opponent or umpire
- To indulge in cheating or any sharp practice, for instance:
 - i) to appeal knowing that the batsman is not out
 - ii) to advance towards an umpire in an aggressive manner when appealing
 - iii) to seek to distract an opponent either verbally or by harassment with persistent clapping or unnecessary noise under the guise of enthusiasm and motivation of one's own side

6. Violence

There is no place for any act of violence on the field of play.

7. Players

Captains and umpires together set the tone for the conduct of a cricket match. Every player is expected to make an important contribution to this.

The players, umpires and scorers in a game of cricket may be of either gender and the Laws apply equally to both. The use, throughout the text, of pronouns indicating the male gender is purely for brevity. Except where specifically stated otherwise, every provision of the Laws is to be read as applying to women and girls equally as to men and boys.

Competition Regulations

Based on Laws of Cricket [2000 Code 3rd Edition – 2008]

Based on Standard One-Day International Match Playing Conditions

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Law 1 The Players

- 1.1 A match is played between two sides. Each side shall consist of 11 players, one of whom shall be captain.
- 1.2 Nomination of Players
- 1.2.1 Each captain shall nominate 11 players in writing to the umpires no later than 20 minutes before the start of the match. No player may be changed after the nomination without the consent of the opposing captain.
- 1.2.2 All those nominated shall be eligible to play for that particular team in accordance with the General Playing Regulations of the Leinster Cricket Union [hereafter referred to as the LCU].
- 1.2.3 In matches where no LCUSA provided umpire is officiating, Law 1.2 (Nomination of players) shall be interpreted as meaning that the captains should exchange team lists prior to the toss being made.
- 1.3 Captain
- 1.3.1 If at any time the captain is not available, a deputy shall act for him.
- (a) If a captain is not available during the period in which the toss is to take place, then the deputy must be responsible for the nomination of the players, if this has not already been done, and for the toss.
- (b) At any time after the nomination of the players, only a nominated player can act as deputy in discharging the duties and responsibilities of the captain as stated in these Laws.
- 1.4 Responsibility of Captains
- The captains are responsible at all times for ensuring that play is conducted within the spirit and traditions of the game as well as within the Laws. See The Preamble – The Spirit of Cricket and Law 42.1 (Fair and unfair play – responsibility of captains).

Law 2 Substitutes and other things

Law 2 shall apply to all matches subject to the following

- 2.1 Law 2.5 – Fielder absent or leaving the field shall be replaced by the following:
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 the consent of the umpire. (See Law 2.6 as modified). The umpire shall give such consent as soon as practicable.
- 2.2 Substitute fielders shall only be permitted in cases of injury, illness or other wholly acceptable reasons. 'Wholly acceptable reasons' should be limited to extreme circumstances and should not include what is commonly referred to as a 'comfort break'.
- 2.3 In all league and cup competitions sub-fielders are allowed in accordance with the laws of cricket but shall be of the same grade or lower than the player leaving the field. Exceptions to this may be agreed by the captain of the batting side who shall not withhold consent unreasonably.

Law 3 Shall apply as per the Laws of Cricket.

Law 4 Shall apply as per the Laws of Cricket.

Law 5 Shall apply as per the Laws of Cricket.

Law 6 Shall apply as per the Laws of Cricket.

Law 7 Shall apply as per the Laws of Cricket.

Law 8 Shall apply as per the Laws of Cricket.

Law 9 Crease Marking.

- 9.1 The following shall apply in addition to Law 9:
As a guideline to the umpires for the calling of wides on the offside the crease markings detailed in Appendix 1 shall be marked in white at each end of the pitch.

Law 10 Shall apply as per the Laws of Cricket.

Law 11 Shall apply as per the Laws of Cricket.

Law 12 Innings

The following shall replace Law 12

12.1 Duration of Matches [Overs]

All matches will consist of one innings per side, as set out in the table under.

Divisions	League
5 to 9 inclusive	90 overs per match
10 to 14 inclusive	80 overs per match

Innings Limitations: The side batting first may not bat for more than 50% of the stipulated number of overs. The side batting second may bat for the balance of the complete overs remaining after the end of the first innings.

12.2 Starting Times and Intervals

12.2.1 The starting times for the different competitions are set out in the table under.

Leagues	On or Before 20/05/11		21/05/11 - 12/08/11		13/08/11 - 26/08/11		From 27/08/11	
	Starting Time	Tea*	Starting Time	Tea*	Starting Time	Tea*	Starting Time	Tea*
Div 5 – 14	1330	1600-1630	1330	1600-1630	1300	1530-1600	1230	1500-1530

12.2.2 Tea Interval. The time of tea may be altered by agreement of the captains. Also in all league or cup matches if an innings ends, or a stoppage occurs within 30 minutes of the scheduled or agreed time for the tea interval, tea shall be taken immediately. If at the scheduled or agreed time for tea, nine wickets are down, play shall continue for a period not exceeding 30 minutes, or until the innings is concluded.

12.2.3 Alterations. The Official Starting Time, as shown above cannot be changed except with the specific prior permission of the Open Competitions Committee. The Starting Time should be recorded in the Scorebook and signed by the Captains for future reference.

12.2.4 For two–Evening matches the Starting Time shall be 5.45 pm.

Finishing Times: First night - play shall cease at the end of the first innings if this occurs after 8.30 pm. If it occurs before 8.30 pm, play shall continue until 9.00 pm. Second night - play shall continue until end of match or abandonment for weather or other reasons.

12.3 Number of Overs per Bowler

12.3.1 No bowler shall bowl more than one-fifth of the total overs allowed in an innings.

12.3.2 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. Where this leads to a fraction of an over, it shall be rounded up

12.3.3 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.

Law 13 Shall not apply

Law 14 Shall not apply

Law 15 Interrupted Matches/Delayed Starts

Law 15 shall apply except that 15.5 shall be replaced by the following

15.1 Delayed Starts

a. Weather delays

i. League Divisions 5 to 14

The duration of the game shall be reduced by 2 overs for every 10 minutes of playing time lost.

b. Delayed starts other than weather

If a team is not in a position to take the field of play within 30 minutes of the scheduled starting time, the side present may choose to claim a walkover. If they choose to play, they shall be deemed to have won the toss and play will start as soon as practicable with the match reduced in line with the provisions in a) above and all provisions below.

15.2 Minimum Overs to Constitute a Match

Should the point be reached where play has not commenced and the available overs have fallen below

Division 5,6,7,8, 9– 44 Overs

Division 10 to 14 – 40 Overs

the game shall be abandoned as null and void.

15.3 Limitation on first innings

If it proves possible to commence play after the start time, the side batting first shall be entitled to bat for 50% of the overs then remaining.

15.4 Further interruptions

Once play commences no further reduction in overs shall be made. Should there be further interruptions, such that play is abandoned with less than 50% of the revised number of overs bowled, the game shall be regarded as null and void.

15.5 Intervals

Where a reduced overs game is being played, the timing of the tea interval shall be by agreement of the captains and it shall be permissible, if so desired, to take tea before the start of play with no reduction in overs applying during it and a ten minute break between innings thereafter.

Law 16 shall not apply.

Law 17 shall apply subject to the following:

17.1 Law 17.3 - Practice on the outfield

Law 17.3 shall apply save that Law 17.3 (b) (ii) shall be replaced with the following:

ii) There shall be no bowling or batting practice on the outfield. Bowling a ball, using a short run up to a player in the outfield is not to be regarded as bowling practice but shall be subject to (b) (iii) and (c) below.

Law 18 shall apply

Law 19 shall apply

Law 20 shall apply

Law 21 The Result

Law 21 shall apply subject to the following:

21.1 Law 21.1 - A win - two innings match

Law 21.1 shall not apply.

21.2 Law 21.2 - A win - one innings match

Law 21.2 shall apply in addition to the following:

21.2.1 Save for circumstances where a match is awarded to a team as a consequence of the opposing teams refusal to play (Law 21.3), a result can be achieved only if both teams have had the opportunity of batting for at least 20 overs, unless one team has been all out in less than 20 overs or unless the team batting second scores enough runs to win in less than 20 overs.

21.2.2 Save for circumstances where a match is awarded to a team as a consequence of the opposing teams refusal to play (Law 21.3), all matches in which both teams have not had an opportunity of batting for a minimum of 20 overs, shall be declared no result.

21.3 Law 21.3 – Umpire awarding a match

Law 21.3 shall be replaced by the following:

A match shall be lost by a side which either

i) concedes defeat or

ii) in the opinion of the Umpires refuses to play and the Umpires shall award the match to the other side.

21.4 Law 21.4 - A Tie

Law 21.4 shall apply in addition to the following:

21.4.1 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.

21.5 Law 21.5 - A Draw

Law 21.5 shall not apply

For all league matches if the match cannot be completed within the allotted time it shall be deemed as abandoned and the game will regarded as a 'no result'.

21.7 Correctness of result

Any query on the result of the match as defined in Laws 21.2, 21.3, 21.4, 21.8 and 21.10 (as modified by these regulations) shall be resolved as soon as possible and a final decision made by the umpires at close of play.

21.8 Points

[a] Result Points

Win: 20 points to the winner

Tie: 12.5 points to each side

[b] Bonus Points

Bonus Points will be awarded in respect of each match where there is a win/lose result, on the following basis:

(i) There will be an allocation of 5 Bonus Points to each Match.

(ii) These points will be allocated between the two sides, depending on the margin of victory in the match. This allocation will operate as follows:

Margin of Victory		Bonus Points	
Runs	Wickets	Winner	Loser
100 +	9/10 Wickets	5	0

80/99 Runs	7/8 Wickets	4	1
60/79 Runs	5/6 Wickets	3	2
40/59 Runs	3/4 Wickets	2	3
20/39 Runs	2 Wickets	1	4
<20 Runs	1 Wicket	0	5

21.9 Walkovers

- 21.9.1 A walkover arises where a team does not fulfil a fixture and the reasons put forward for the failure to do so are not considered adequate by the Open Competitions Committee.
- 21.9.2 Where a match is awarded by the Open Competitions Committee, the side receiving it will be awarded 20 points out of a possible 20. (ie. bonus points will not enter into the calculation). However the side conceding the walkover will get 0 points out of a possible 25. This is without prejudice to any other penalties that the Open Competitions Committee may impose under the *General Regulations*.
- 21.9.3 If the Committee is satisfied that the postponed match could have taken place on the appointed day it shall regard the match as a game played and shall award walkover points as appropriate.
- 21.9.4 If the Committee is satisfied that for weather reasons the postponed match could not have taken place on the appointed day it shall award no points to either club but the match shall count as a game played in the record of the club in default only. The record of the inconvenienced club shall not be affected.

Law 22 shall apply

Law 23 shall apply

Law 24 No Ball

Law 24 shall apply subject to the following:

24.1 Law 24.1 (b) Mode of delivery

Law 24.1 (b) shall be replaced by the following:

The bowler may not deliver the ball underarm. If a bowler bowls a ball underarm the umpire shall call and signal no ball.

Law 25 shall apply

Law 26 shall apply

Law 27 shall apply

Law 28 shall apply

29 Law 29 - Batsman out of His Ground

29.1 The following shall apply in addition to Law 29:

If the running batsman has grounded any part of his foot behind the popping crease, then any subsequent loss of contact with the ground of his person or bat, during his continuing forward momentum, should not be interpreted as being 'out of his ground'.

Law 30 shall apply

Law 31 shall apply

Law 32 shall apply

Law 33 shall apply

Law 34 shall apply

Law 35 shall apply

Law 36 shall apply

Law 37 shall apply

Law 38 shall apply

Law 39 shall apply

Law 40 shall apply

Law 41 Fielder

Law 41 shall apply subject to the following:

41.1 Law 41.1 - Protective equipment

The following shall apply in addition to Law 41.1:

41.2.1 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.

- 41.2 Restrictions on the placement of fieldsmen
41.2.2 At the instant of delivery, there may not be more than 5 fieldsmen on the leg side.

Law 42 Fair and Unfair Play

In addition to the provisions of Law 42.6 of the Laws of Cricket, the following shall apply.

- 42.4.1 Bowling of Short Pitched Balls.
If the ball passes, or would have passed, above the shoulder height of the striker standing upright at the crease, the umpire at the bowler's end shall call and signal no-ball.
- 42.4.2 Law 42.6 (b) Bowling of High Full Pitched Balls
Law 42.6 (b) shall be replaced by the following:
- a) Any delivery, which passes or would have passed on the full above waist height of the striker standing upright at the crease is deemed unfair, whether or not it is likely to inflict physical injury on the striker.
 - b) 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 signalling 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.
 - c) 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 signalling 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.
 - d) The bowler thus taken off shall not be allowed to bowl again in that innings.
 - e) 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.
- 42.5 Law 42.7 - 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:
- a) 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.
 - b) If this caution is ineffective, he shall repeat the above procedure and indicate to the bowler that this is a final warning.
 - c) Both the above caution and final warning shall continue to apply even though the bowler may later change ends.
 - d) 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. See Law 22.8. (Bowler Incapacitated or Suspended during an Over).
 - e) The bowler thus taken off shall not be able to bowl again in that innings.
 - f) 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 and together with the other umpire report the occurrence as soon as possible after the match to the Executive of the fielding side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain and bowler concerned.

- 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 together with the other umpire report the occurrence as soon as possible after the match to the Executive of the fielding side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain and bowler concerned.
- 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.

43 Safety of Young Players

- 43.1 The restrictions set out in Appendix 3 apply to all matches.

44 Umpiring and Scoring

- 44.1 The Leinster Cricket Umpires & Scorers' Association will provide umpires for all Division 1 to 4 league and cup matches unless clubs are specifically advised otherwise. In addition the Association will also provide umpires for the semi-finals and finals of the lower cups. For league and cup matches [prior to semi-finals] for divisions 5 – 13 the LCUSA will not normally provide umpires.

Where LCU&SA cannot provide umpires, the following applies to DIVISIONS 5 to 9 ONLY:

44.7 - Before the April meeting of the Open Competitions Committee, each club shall supply the Committee Secretary with a list of its members who are prepared to act as umpires in games involving their club where LCU&SA umpires are not provided. It would be expected that initial lists would have a maximum of twice the number of teams to be covered but there is no general maximum. Amendments (including additions) may be submitted to subsequent Committee meetings as for starring lists. A name may also be added to the list at any point but only with the prior approval of the Committee Secretary and no person may umpire without such approval. Clubs are entitled to access each others lists.

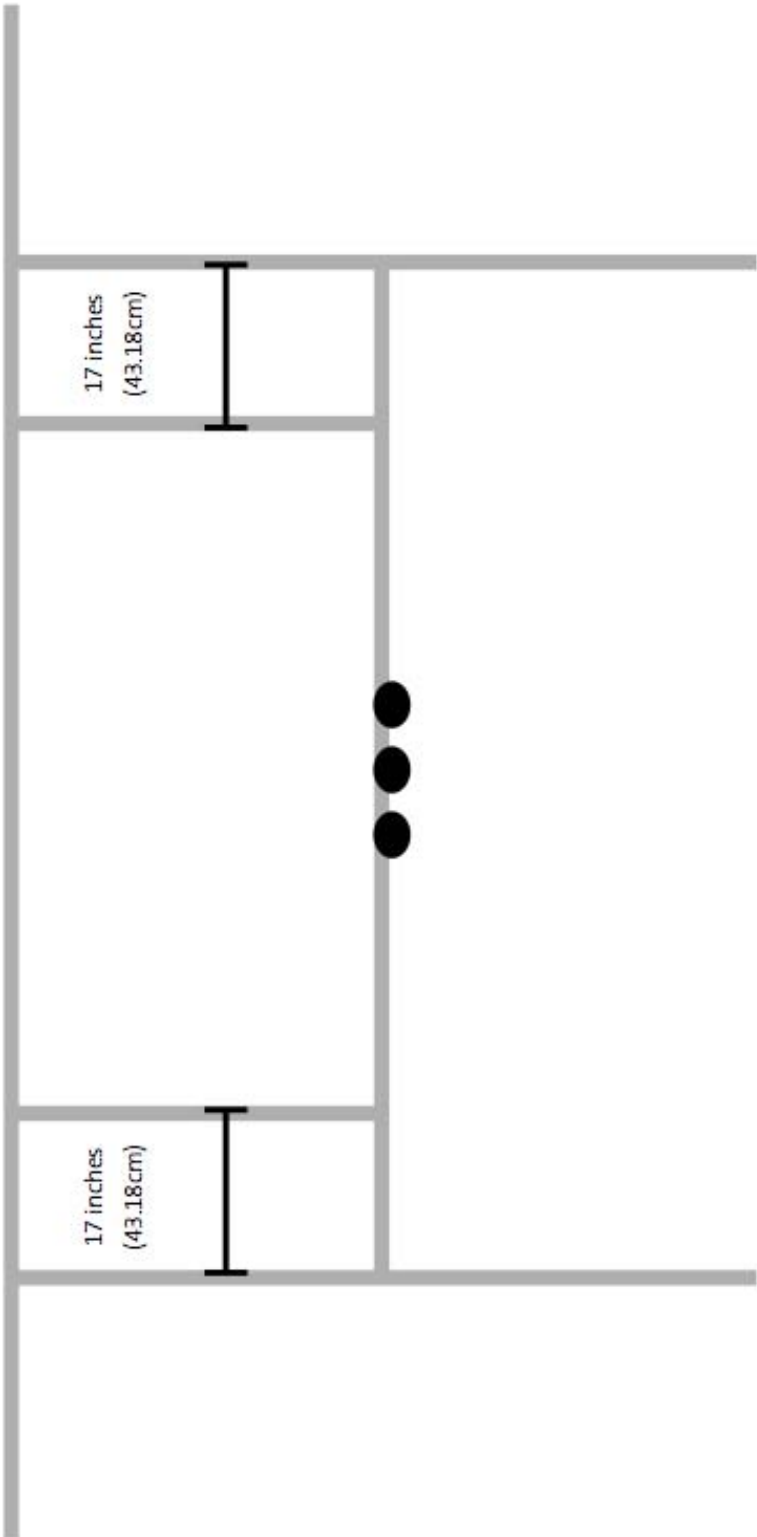
44.8 - For league or cup matches at grades Division 5 to 9 inclusive, each club shall provide an umpire from their approved list. The persons so chosen must umpire the entire match. Neither can take any part as a player and cannot at any point be replaced by a player in the match. Failure to provide an umpire will result in a penalty of 5 league points for the team in default. If one of the team selected to play in the match is an approved umpire (as per above) and umpires the entire match with only ten players being used, the team will avoid penalty.

44.9 - The name of the person who has umpired must be given on the result card submitted by the team. Where this is not done, the above penalty will apply.

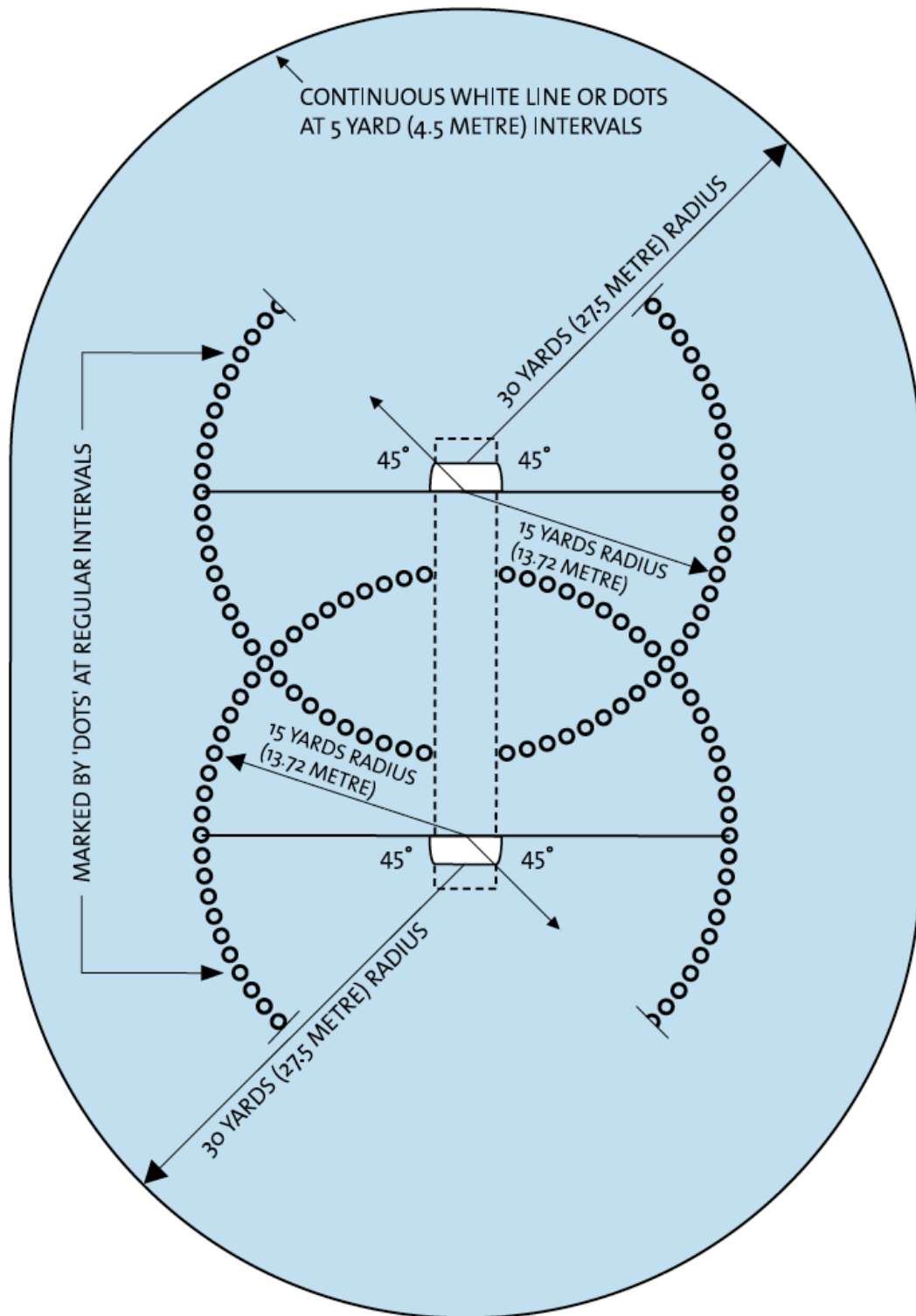
44.10 - The Committee will examine lists submitted and approve them or otherwise and advise the club accordingly. The Committee will also, as it sees fit, put in place mechanisms for monitoring the performance of nominated umpires and shall have authority to remove an individual from a list if it feels so justified.

Persons listed should make every effort to attend training courses provided by the Leinster Cricket Umpires and Scorers' Association. They should ensure they have a good knowledge of the competition regulations and whether or not certain laws apply. For example they should note that the one day wide law does not apply in the grades being covered.

Appendix 1 : Crease Marking



Restriction of the placement of fieldsmen



Appendix 3 Safety of Young Players

The Leinster Cricket Union has adopted the ECB directives regarding safety in youth cricket as best practice for all competitive matches under its aegis. In matches where official umpires are present, it is the responsibility of the umpires to ensure that they are enforced as regulations. Umpires should therefore ensure that team lists given to them prior to the start of play clearly identify the precise ages of any players under 18 years of age. In matches where no official umpires are present to enforce the regulation, team captains should make every effort to ensure that the directives are followed as best practice. Clubs should therefore ensure that their team captains are familiar with this practice.

The directives apply to boys and girls. Any reference to he/his should be interpreted to include she/her. Age groups are based on the age of the player on 1 September in the year preceding the competition.

Fielding Restrictions

No young player in the under 15 age group or younger shall be allowed to field closer than 8 yards (7.3m) from the middle stump, except behind the wicket on the off side, until the batsman has played at the ball.

For those in the under 13 age group and below, the distance is 11 yards (10m). These minimum distances apply even if the player is wearing a helmet.

Should a player in these age groups come within the restricted distance the umpire must stop the game immediately and instruct the fielder to move back.

Any player in the under 16 to under 18 age groups who has not reached the age of 18, must wear a helmet, and for boys, an abdominal protector (box) when fielding within 6 yards (5.5m) of the bat, except behind the wicket on the off side.

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 to all speeds of bowling. Non-compliance with this Directive will result in the umpires stopping the game and instructing the wicket-keeper to put on a helmet, or stand back from the stumps.

Bowling Restrictions

For the purpose of these Directives, a fast bowler is 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 apply 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.

Directives for matches

Age Max overs per spell Max overs per day

Age	Max overs per spell	Max overs per day
Up to 13	5 overs per spell	10 overs per day
U14, U15	6 overs per spell	12 overs per day
U16, U17, U18, U19	7 overs per spell	18 overs per day

Having completed a spell, a bowler cannot bowl again, from either end, until an equivalent number of overs to the length of his spell has been bowled from the same end. If a bowler only completes part of his permitted spell, 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 overs from the same end, claiming that he is allowed another 3 overs to make up his 7. However, a bowler is allowed to change ends during a spell without taking a rest. This can only be done provided that he bowls the next permissible over from the other end.

If 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.

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 has been bowled from the same end. If the interruption is of 40 minutes duration 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 overs per day for his age group even if he subsequently bowls spin. He can exceed the maximum of 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 has 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.

Umpires' responsibility

The umpires, only when officially appointed, 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 the captain accordingly, and will not allow the player to bowl again until the requisite rest period has been fulfilled.

Batting Directive

Any batsman under the age of 18 (on the day of the match) must wear a helmet when batting. Non-compliance with this Directive will result in the umpires stopping the game immediately and instructing the batsman to put on a helmet.

Clubs should adopt the following ECB directives for practice sessions.

ECB Fast Bowling Directives for Practice Sessions

Age Maximum Balls per session Maximum sessions per week

Age	Maximum Balls per session	Maximum sessions per week
Up to 13	30 balls per session	2 sessions per week
U14, U15	36 balls per session	2 sessions per week
U16, U17	36 balls per session	3 sessions per week
U18, U19	42 balls per session	3 sessions per week

The figures for the match and practice sessions are based on players bowling in no more than 3 matches or practice sessions per week for age groups up to and including U15, and 4 matches or practice sessions per week for age groups up to and including U19. Players can play in other matches provided that they do not bowl. provided that they do not bowl.