Cricket Leinster Season 2026

Competition Playing Regulations

Women's 20 Over Competitions (League & Cups)

These regulations and laws apply to all matches played under the auspices of the Women's Committee of the Leinster Cricket Union.
The regulations should be read in conjunction with the Laws of Cricket 2017 Code (3rd Edition – 2022).

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COMPETITION PLAYING REGULATIONS AND LAWS OF CRICKET

Women's Leagues

(incorporating the Laws of Cricket 2017 Code (3rd Edition – 2022))

Abbreviations

Key abbreviations

- CL: Cricket Leinster, the governing body of the game across Leinster
- WCC: Women's Competitions Committee, the sub committee of the CL Cricket Committee
- The Laws: MCC Laws of Cricket

Preamble - The Spirit of Cricket

Cricket owes much of its appeal and enjoyment to the fact that it should be played not only according to the Laws (which are incorporated within these Playing Conditions), but also within the Spirit of Cricket.

The major responsibility for ensuring fair play rests with the captains, but extends to all players, umpires and, especially in junior cricket, teachers, coaches and parents.

- Respect is central to the Spirit of Cricket.
- Respect your captain, team-mates, opponents and the authority of the umpires. Play hard and play fair.
- Accept the umpire's decision.
- Create a positive atmosphere by your own conduct, and encourage others to do likewise.
- Show self-discipline, even when things go against you.
- Congratulate the opposition on their successes, and enjoy those of your own team.
- Thank the officials and your opposition at the end of the match, whatever the result.

Cricket is an exciting game that encourages leadership, friendship and teamwork, which brings together people from different nationalities, cultures and religions, especially when played within the Spirit of Cricket.

1 THE PLAYERS

1.1 Number of players

1.1.1 A match is played between two sides, each of eleven players, one of whom shall be captain.

1.2 Nomination and replacement of players

1.2.1 Each club must submit their team on the Cricket Leinster Website and print out three copies of the official Teamsheet.

1.2.2 Late changes to the team may be made before the toss but must be specifically brought to the attention of the umpires at the toss. Submission of selected teams on the website is mandatory and regular non-submission may lead to the imposition of a penalty by the Women's Competition Committee (WCC). The normal penalty is 5 league points.

1.2.3 The toss shall take place not more than 30 minutes, and not less than 15 minutes, before the start of play, in the presence of both umpires. Each captain shall nominate 11 players in writing to the umpires no later than 30 minutes before the start of the match. No player may be changed after the nomination without the consent of the opposing captain.

1.2.4 All players nominated must be eligible to play for that particular team in accordance with the Cricket Leinster Women's Competition Committee (WCC) General Playing Regulations and Administration.

1.2.5 In addition, by their nomination, the nominees shall be deemed to have agreed to abide by all the applicable Cricket Leinster regulations pertaining to cricket and in particular, the Disciplinary Code of Conduct.

1.3 Captain

1.3.1 If at any time the captain is not available, a deputy shall act on behalf of the captain.

1.3.2 If a captain is not available to nominate the players, then any person associated with that team may act as deputy to do so.

1.3.3 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 Playing Conditions, including at the toss.

1.4 Responsibility of captains

1.4.1 The captains are responsible at all times for ensuring that play is conducted within The Spirit of Cricket as well as within the Laws and these Playing Conditions.

2 THE UMPIRES

Law 2 Shall Apply, Subject to the Following

2.1 Appointment and attendance

2.1.1 Before the match, two umpires shall be appointed, one for each end, to manage the match as required by the Laws, with absolute impartiality. The umpires shall be present on the ground and shall be present on the ground at least 60 minutes before the scheduled start of each day's play.

2.1.2 Applicable to Premier and Division 2: Where a coach and or player is acting as an umpire, these persons are to prioritise impartiality and neither act as a player nor coach while actively umpiring.

2.2 Change of umpire

2.2.1 An umpire shall not be changed during the match, other than in exceptional circumstances, unless the umpire is injured or ill. If there has to be a change of umpire, the replacement shall act only as the striker's end umpire unless the captains agree that the replacement should take full responsibility as an umpire.

2.2.2 If official umpires are not present 30 minutes before the official starting time then the responsibility falls on both captains who must agree on the appointment of umpires to ensure a prompt start to a match. Umpires may be selected from participating players or spectators. If subsequently official umpire(s) arrive, then they may, if both teams agree, take over for the remainder of the match.

2.3 Cancellation of matches

No match may be called off, irrespective of weather conditions, before the official starting time except with the agreement of the officially appointed umpires, at least one of whom shall have first inspected the pitch and determined that no play would be possible on that day. The umpires shall decide whether the pitch is playable or not taking into account the ground authority's view.

2.4 Consultation with captains

Before the toss the umpires shall:

2.4.1 meet with the captains and the umpires shall determine

a) the balls to be used during the match. See Law 4 (The ball).

b) the hours of play and the times and durations of intervals for meals and times for drinks intervals.

c) which clock or watch and back-up time piece is to be used during the match.

d) the boundary of the field of play and allowances for boundaries, including whether any obstacle within the field of play is to be regarded as a boundary. See Law 19 (Boundaries).

e) the use of covers. See Law 10 (Covering the pitch).

f) special conditions of play affecting the conduct of the match.

2.4.2 inform the scorers of agreements in 2.4.1.1; b, c, d, f.

2.5 The wickets, creases and boundaries

Before the toss and during the match, the umpires should be satisfied that:

2.5.1 the wickets are properly pitched. See clause 8: THE WICKETS

2.5.2 the creases are correctly marked. See clause 7: **THE CREASES**

2.5.3 the boundary of the field of play complies with the requirements of Law 19; clauses 19.1 (Determining the boundary of the field of play), 19.2 (Identifying and marking the boundary) and 19.3 (Restoring the boundary).

2.6 Conduct of the match, implements and equipment

Before the toss and during the match, the umpires shall satisfy themselves that:

2.6.1 the conduct of the match is strictly in accordance with these Playing Regulations.

2.6.2 the implements used in the match conform to the following

2.6.2.1 Law 4 (The ball).

2.6.2.2 externally visible requirements of Law 5 (The bat) and Appendix B - As pre Laws of Cricket

2.6.2.3 *Law 8: clauses 8.2 (Size* of stumps) and 8.3 (The bails).

2.6.3 no player uses equipment other than that permitted.

2.6.4 the wicket-keeper's gloves comply with the requirements of Law 27 (Gloves).

2.7 Fair and unfair play

The umpires shall be the sole judges of fair and unfair play.

2.8 Fitness for play

2.8.1 It is for both the umpires together to decide whether either conditions of ground, weather or light or exceptional circumstances mean that it would be dangerous or unreasonable for play to take place. Conditions shall not be regarded as either dangerous or unreasonable merely because they are not ideal. The fact that the grass and the ball are wet does not warrant the ground conditions being regarded as unreasonable or dangerous.

2.8.2 Conditions shall be regarded as dangerous if there is actual and foreseeable risk to the safety of any player or umpire.

2.8.3 Conditions shall be regarded as unreasonable if, although posing no risk to safety, it would not be sensible for play to proceed.

2.8.4 If the either umpire consider the ground is so wet or slippery as to deprive the bowler of a reasonable foothold, the fielders of the power of free movement, or the batters of the ability to play strokes or to run between the wickets, then these conditions shall be regarded as so bad that it would be dangerous and unreasonable for play to take place.

2.9 Suspension of play in dangerous or unreasonable circumstances

2.9.1 All references to ground include the pitch. See clause 6.1 THE PITCH.

2.9.2 The Umpires shall immediately suspend play, or not allow play to start or to recommence, if either umpires consider that the conditions of ground, weather or light, or any other circumstances are either dangerous or unreasonable.

2.9.3 When there is a suspension of play it is the responsibility of the umpires to monitor conditions. The umpires shall make inspections as often as appropriate. At the point at which both umpires agree that the conditions are no longer dangerous or unreasonable, the umpires shall call upon the players to resume play immediately.

2.10 Position of umpires

2.10.1 The umpires shall stand where any act can best be seen, upon which a decision may be required.

2.10.2 Subject to this over-riding consideration, the bowler's end umpire shall stand in a position so as not to interfere with either the bowler's run-up or the striker's view.

2.10.3 The striker's end umpire may elect to stand on the off side instead of the on side of the pitch, provided the umpire informs the captain of the fielding side, the striker and the other umpire.

2.11 Umpires changing ends

Shall not apply.

2.12 Disagreement and dispute

Where there is disagreement or dispute about any matter, the umpires together shall make the final decision. See also Law 31.6 (Consultation by umpires).

2.13 Umpire's decision

An umpire may alter any decision provided that such alteration is made promptly. This apart, an umpire's decision, once made, is final.

2.14 Signals

2.14.1 The following code of signals shall be used by umpires.

2.14.1.1 Signals made while the ball is in play:

- No ball - by extending one arm horizontally.
- Out - by raising an index finger above the head. (If not out, the umpire shall call Not out.
- Wide - by extending both arms horizontally.
- Dead ball - by crossing and re-crossing the wrists below the waist.

2.14.1.2 When the ball is dead, the bowler's end umpire shall repeat the signals in clause 2.14.1.1, with the exception of the signal for Out, to the scorers.

2.14.1.3 The signals listed below shall be made to the scorers only when the ball is dead.

- Boundary 4 - by waving an arm from side to side finishing with the arm across the chest Boundary 6 - by raising both arms above the head.
- Bye - by raising an open hand above the head.
- Five Penalty runs awarded to the batting side - by repeated tapping of one shoulder with the opposite hand.
- Five Penalty runs awarded to the fielding side - by placing one hand on the opposite shoulder.
- Leg bye - by touching a raised knee with the hand.
- Revoke last signal - by touching both shoulders, each with the opposite hand.

- Short run - by bending one arm upwards and touching the nearer shoulder with the tips of the fingers.
- Free Hit – after signalling the no ball, the bowler's end umpire extends one arm straight upwards and moves it in a circular motion.
- Powerplay Over – by rotating their arm in a large circle.

2.14.1.4 All the signals in clause 2.14.1.3 are to be made by the bowler's end umpire except that for Short run, which is to be signalled by the umpire at the end where short running occurs. However, the bowler's end umpire shall be responsible both for the final signal of Short run to the scorers and, if more than one run is short, for informing them as to the number of runs to be recorded.

2.14.2 The umpire shall wait until each signal to the scorers has been separately acknowledged by a scorer before allowing play to proceed.

2.14.3 If several signals are to be used, the signals should be given in the order that the events occurred.

2.15 Informing the umpires

Wherever the umpires are to receive information from captains or other players under these Playing Conditions, it will be sufficient for one umpire to be so informed and for them to inform the other umpire.

2.16 Correctness of scores

2.16.1 Consultation between umpires and scorers on doubtful points is essential. The umpires shall, throughout the match, satisfy themselves as to the correctness of the number of runs scored, the wickets that have fallen and, where appropriate, the number of overs bowled.

2.16.2 The umpires shall ensure that they are able to contact the scorers at any time during the match and at its conclusion to address any issues relating to the correctness of scores.

3 THE SCORERS

3.1 Appointment of scorers

Two scorers shall be appointed to record all runs scored, all wickets taken and, where appropriate, number of overs bowled.

3.2 Correctness of scores

The scorers shall frequently check to ensure that score records agree and consult with the umpires if necessary. See Law 3.2 (Correctness of scores).

3.3 Acknowledging signals

The scorers shall accept all instructions and signals given to them by the umpires and shall immediately acknowledge each separate signal.

3.4 Duckworth Lewis Stern Calculations (Applicable to Division 1 and all Cup Finals only).

3.4.1 There must be at least one person available throughout the match who is capable of performing a calculation under the current Duckworth Lewis Stern method (Version 6 in 2026). This can be one of the scorers. A computer and printer must be available with printouts being provided between innings and at any subsequent interruption in play.

3.4.2 Before the toss an umpire will request a sample DLS printout from the host club. This should be retained by the Umpires. Failure to produce a sample printout should not automatically prevent the commencement of the game.

3.4.3 Should, at a later stage, the host club be unable to perform any DLS calculation correctly the match will be abandoned and the matter will be referred to the Women's Competitions Committee (WCC) for determination.

3.4.4 Should, at any stage, the host club be capable of performing any DLS calculation but unable to produce a printout of any DLS calculation correctly, the match will continue as long as the host club maintains an up to date DLS Target score on the scoreboard. Following the match the umpires will refer the matter to the Women's Competition Committee (WCC) for determination.

4 THE BALL

4.1 Weight and size

The ball, when new, shall be Pink in colour and weigh 142g/5 oz.

4.2 Approval and control of balls

4.2.1 For all competition matches, all teams must use the officially approved (and chosen) "ED Sports" League Ball as supplied by Cricket Leinster. Should any team not have a ball of this type available for use, the umpires are solely responsible for the decision to accept an alternative ball and should refer the matter to the Women's Competition Committee (WCC) after the match.

4.2.2 During play umpires shall periodically and irregularly inspect the condition of the ball and shall retain possession of it at the fall of a wicket, a drinks interval, or any other disruption in play.

4.2.3 **New ball (Premier League – Division 4)** Each fielding team must use a new ball at the start of the innings. Teams playing fixtures in Division 5 may use a non-new ball, however this ball should be fit to last 20 overs at the commencement of the innings.

4.3 Ball lost or becoming unfit for play

If, during play, the ball cannot be found or recovered, or the umpires agree that it has become unfit for play through normal use, the umpires shall replace it with a ball which has had wear comparable with that which the previous ball had received before the need for its replacement. When the ball is replaced, the umpire shall inform the batters and the fielding captain. This ball must be of the same type as referenced in 4.2 above. If a ball of the same type as referenced in 4.2 cannot be produced, the umpires alone shall decide if the replacement ball is acceptable.

4.4 Sightscreens and Player Clothing

Sightscreens (where available) may be white/black in colour, however must be uniform at either end of the ground. Player clothing should be coloured (both tops and trousers).

5 THE BAT

Shall apply as per the Laws of Cricket: Law 5

6 THE PITCH

Shall apply as per the Laws of Cricket: Law 6

7 THE CREASES

7.1 The creases

The positions of a bowling crease, a popping crease and two return creases shall be marked by white lines, as set out in clauses 7.2, 7.3 and 7.4, at each end of the pitch. See paragraph 1 of Appendix C - The pitch and the creases.

7.2 The bowling crease

The bowling crease, which is the back edge of the crease marking, is the line that marks the end of the pitch, as in clause 6.1 (Area of pitch). It shall be 8 ft 8 in/2.64 m in length.

7.3 The popping crease

The popping crease, which is the back edge of the crease marking, shall be in front of and parallel to the bowling crease and shall be 4 ft/1.22 m from it. For matches outside Premiers the popping crease shall be marked to a minimum of 6 ft/ 1.85m on either side of the imaginary line joining the centres of the two middle stumps and shall be considered to be unlimited in length.

For matches in Premiers the popping crease shall be marked to a minimum of 7.5 yards/ 6.8 m on either side of the imaginary line joining the centres of the two middle stumps and shall be considered to be unlimited in length.

7.4 The return creases

The return creases, which are the inside edges of the crease markings, shall be at right angles to the popping crease at a distance of 4 ft 4 in/1.32 m either side of the imaginary line joining the centres of the two middle stumps. Each return crease shall be marked from the popping crease to a minimum of 8 ft/2.44 m behind it and shall be considered to be unlimited in length.

7.5 Additional Crease Markings

As a guideline to the umpires for the calling of wides on the offside, the crease markings detailed in paragraph 1 of Appendix C - The pitch and the creases shall be marked at each end of the pitch

8 THE WICKETS

Shall apply as per the Laws of Cricket

9 PREPARATION AND MAINTENANCE OF THE PLAYING AREA

9.1 Rolling

The pitch shall not be rolled during the match except as permitted in clauses 9.1.1 and 9.1.2.

9.1.1 Frequency and duration of rolling:

During the match the pitch may be rolled at the request of the captain of the side batting second, for a period of not more than 7 minutes, before the start of the second innings.

9.1.2 Rolling after a delayed start:

In addition to the rolling permitted above, if, after the toss and before the first innings of the match, the start is delayed, the captain of the batting side may request that the pitch be rolled for not more than 7 minutes. However, if the umpires together agree that the delay has had no significant effect on the state of the pitch, the umpires shall refuse such request for rolling of the pitch.

9.1.3 Choice of rollers:

If there is more than one roller available the captain of the batting side shall choose which one is to be used.

The following shall apply in addition to clause 9.1:

9.1.4 Prior to the scheduled time for the toss, the artificial drying of the pitch and outfield shall be at the discretion of the Ground Authority. Thereafter and throughout the match the drying of the outfield may be undertaken at any time by the Ground Authority, but the drying of the affected area of the pitch shall be carried out only on the instructions and under the supervision of the umpires. The umpires shall be empowered to have the pitch dried without reference to the captains at any time they are of the opinion that it is unfit for play.

9.1.5 The umpires may instruct the Ground Authority to use any available equipment, including any roller for the purpose of drying the pitch and making it fit for play.

9.1.6 An absorbent roller may be used to remove water from the covers including the cover on the match pitch.

9.2 Clearing debris from the pitch

9.2.1 The pitch shall be cleared of any debris between innings. This shall precede rolling if any is to take place.

9.2.2 The clearance of debris in clause 9.2.1 shall be done by sweeping, except where the umpires consider that this may be detrimental to the surface of the pitch. In this case the debris must be cleared from that area by hand, without sweeping.

9.2.3 In addition to 9.2.1, debris may be cleared from the pitch by hand, without sweeping, before mowing and whenever either umpire considers it necessary.

9.3 Mowing

9.3.1 Responsibility for mowing:

9.3.1.1 All mowings which are carried out before the match shall be the sole responsibility of the Ground Authority.

9.4 Watering the pitch

The pitch shall not be watered during the match.

9.5 Re-marking creases

Creases shall be re-marked whenever either umpire considers it necessary.

9.6 Maintenance of foot-holes

9.6.1 The umpires shall ensure that the holes made by the bowlers and batters are cleaned out and dried whenever necessary to facilitate play.

9.6.2 The umpires shall allow, if necessary, the returfing of foot-holes made by the bowlers in their delivery strides, or the use of quick-setting fillings for the same purpose.

9.6.3 In addition, the umpires shall see that wherever possible and whenever it is considered necessary, action is taken during all intervals in play to do whatever is practicable to improve the bowler's foot-holes.

9.7 Securing of footholds and maintenance of pitch

During play, umpires shall allow the players to secure foot-holds by the use of sawdust provided that no damage to the pitch is caused and that Law 41 (Unfair Play) is not contravened.

9.8 Non-turf pitches

Wherever appropriate, the provisions set out in 9.1 through to 9.7 shall apply.

9.8 Protection and preparation of adjacent pitches during matches

The protection (by way of an appropriate cover) and preparation of pitches which are adjacent to the match pitch will be permitted during the match subject to the following:

9.8.1 Such measures will only be possible if requested by the Ground Authority and approved by the umpires before the start of the match.

9.8.2 Approval should only be granted where such measures are unavoidable and will not compromise the safety of the players or their ability to execute their actions with complete freedom.

9.8.3 The preparation work shall be carried out under the supervision of the umpires.

9.8.4 The consent of the captains is not required but the umpires shall advise both captains before the start of the match on what has been agreed.

10 COVERING THE PITCH

10.1 Before the match

The use of covers before the match is the responsibility of the Ground Authority and may include full covering if required. The pitch shall be entirely protected against rain up to the commencement of play.

However, the Ground Authority shall grant suitable facility to the captains to inspect the pitch before the nomination of their players and to the umpires to discharge their duties as laid down in Laws 2 (The umpires), 6 (The pitch), 7 (The creases), 8 (The wickets), and 9 (Preparation and maintenance of the playing area).

10.2 During the match

10.2.1 The pitch shall be entirely protected against rain up to the commencement of play, and for the duration of the period of the match. The covers must totally protect the whole pitch and a minimum of 4 ft/1.22 m beyond it at each end.

10.2.2 The bowlers' run-ups, where possible, should be covered.

10.3 Removal of covers

10.3.1 All covers shall be removed as soon as practicable on the day of the match

10.3.2 If covers are used during the day as protection from inclement weather they shall be removed promptly as soon as conditions allow.

11 INTERVALS

11.1 An interval

11.1.1 The following shall be classed as intervals.

- Intervals between innings.
- Any other agreed interval.

11.1.2 Only these intervals shall be considered as scheduled breaks for the purposes of Law 24.2.6.

11.2 Duration of interval

11.2.1 There shall be a 10 minute interval between innings, taken from the call of Time before the interval until the call of Play on resumption after the interval.

11.3 Allowance for interval between innings

11.3.1 Law 11.3 shall not apply.

11.4 Changing agreed times of intervals

11.4.1 Shall not apply

11.5 Intervals for drinks

11.5.1 There shall be no intervals for drinks.

11.6 Scorers to be informed

11.6.1 The umpires shall ensure that the scorers are informed of all agreements about hours of play and intervals and of any changes made thereto as permitted under this Law.

12 START OF PLAY; CESSATION OF PLAY

12.1 Call of Play

The bowler's end umpire shall call Play before the first ball of the match and on the resumption of play after any interval or interruption.

12.2 Call of Time

The bowler's end umpire shall call Time, when the ball is dead, at the end of any session of play or as required by these Playing Conditions. See also Law 20.3 (Call of Over or Time).

12.3 Removal of bails

After the call of Time, the bails shall be removed from both wickets.

12.4 Starting a new over

Another over shall always be started at any time during the match, unless an interval is to be taken in the circumstances set out in clause 12.5.2, if the umpire, walking at normal pace, has arrived at the position behind the stumps at the bowler's end before the time agreed for the next interval has been reached.

12.5 Completion of an over

Other than at the end of the match,

12.5.1 if the agreed time for an interval is reached during an over, the over shall be completed before the interval is taken, except as provided for in clause 12.5.2.

12.5.2 when less than 3 minutes remains before the time agreed for the next interval, the interval shall be taken immediately if either a batter is dismissed or retires or the players have occasion to leave the field whether this occurs during an over or at the end of an over. Except at the end of an innings, if an over is thus interrupted it shall be completed on the resumption of play.

12.6 Conclusion of match

12.6.1 The match is concluded

12.6.1.1 as soon as a result as defined in clauses 16.1 to 16.5 (THE RESULT) is reached.

12.6.1.2 as soon as the prescribed number of overs have been completed

12.6.2 The match is concluded if, without a conclusion having been reached under The match is concluded12.6.1, the players leave the field for adverse conditions of ground, weather or light, or in exceptional circumstances, and no further play is possible.

12.7 Hours of Play; Minimum Overs Requirement

12.7.1 The starting times for the midweek games of different competitions are set out in the table below, these are documented on the Cricket Leinster website. All weekend games are scheduled as per timings on the Cricket Leinster website.

Fixture Round	May 7th – August 6th	August 7th onwards
Premier	6 p.m	5:30 p.m.

	April/May/August	**June/July**	**September**
Division 2-5	6 p.m.	6:30 p.m.	5:30 p.m.

12.7.2 In Divisions 2-5 only captains may agree an earlier start time. Any disputes should be referred to the Women's Competitions Committee (WCC) in advance of the match.

12.7.3 All Cup Competitions will be subject to a start time of 6 p.m, unless, the fixture is being played on a weekend date – rearrangement of cup fixtures can only take place with the advanced permission of the Women's Competitions Committee (WCC)

12.7.4 Alterations. Subject to 12.7.2 the match date and starting time, as shown above, cannot be changed without the specific prior permission of the Women's Competitions Committee (WCC). The proposed date of any rearranged match must:

12.7.4.1 be confirmed to the WCC Secretary within 3 days of either the decision of the Women's Competitions Committee (WCC) or the agreement of the two teams, whichever applies.

12.7.4.2 If the rearranged fixture cannot be played due to adverse weather the match shall be decided by a Bowl Out at the venue of the rearranged fixture on the date of this fixture, and to be conducted in accordance with 50Appendix G – Bowl Out.

12.8 Permitted Time Allocations / Minimum Over Rates (Applicable to Premier League & Senior Cup only)

12.8.1 All sides are expected to be in position to bowl the first ball of the last of their 20 overs within 80 minutes playing time (1 hour 20 minutes) which shall be the Permitted Time Allocation. Over-rate penalties shall apply for teams who fail to bowl the complement of overs by the scheduled or re-scheduled cut-off time – see Over Rate Penalties12.8.4 below.

12.8.2 If, in the sole opinion of the umpires, there have been delays beyond the control of the fielding side e.g. injury, lost ball etc., the umpires may extend the cut-off time by an equivalent amount of time to allow for such delays before determining if a penalty should be applied. Note that any time added by the umpires shall be at the umpires absolute discretion and shall not be subject to retrospective negotiation.

12.8.3 If a side is bowled out within the time determined for that innings pursuant to these playing conditions (taking into account any time allowances as above), the fielding side will be deemed to have complied with the required overrate.

12.8.4 Over Rate Penalties

12.8.4.1 In the event of a side failing to complete their scheduled number of overs within the Permitted Time Allocation (or as adjusted under 12.8.4.4), the full quota of overs will be completed. The batting side will be credited with 6 runs for every whole over that remains to be bowled. This will apply to both innings of the match. If the side batting second is credited with runs in this way and this consequently takes their score to or past their victory target, then the match shall be deemed to be won by the side batting second. All penalties in this regard will be imposed as soon as the ball is next dead.

12.8.4.2 If the innings is terminated before the scheduled or re-scheduled cut-off time, no over-rate penalty shall apply. If the innings is interrupted, the over-rate penalty will apply based on the re-scheduled cessation time for that innings.

12.8.4.3 The Umpires shall inform the fielding team Captain when taking the field for the first time and on every subsequent occasion if play is interrupted by the weather, the scheduled cessation time for that innings. The Umpire at the bowler's end will inform the fielding Captain, the batter and fellow Umpire of any time allowances as and when the allowances will arise. (This matter will not be subject to retrospective negotiation).

12.8.4.4 In addition, in all reduced overs matches, where there has been a reduction of 3 or more overs, the fielding side shall be in position to bowl the first ball of the penultimate over of the innings by the scheduled (or re-scheduled) cessation time for the innings.

13 INNINGS

13.1 Number of innings

A match shall be one innings for each side.

13.2 Alternate innings

Each side shall take their innings alternately.

13.3 Completed innings

A side's innings is to be considered as completed if any of the following applies:

13.3.1 the side is all out.

13.3.2 at the fall of a wicket or the retirement of a batter, further balls remain to be bowled but no further batter is available to come in.

13.3.3 the prescribed number of overs have been bowled to the batting side.

13.4 The toss

The captains shall toss a coin for the choice of innings, on the field of play 30 minutes before the scheduled or any rescheduled time for the start of play. Note, however, the provisions of clause 1.3 (Captain).

13.5 Decision to be notified

As soon as the toss is completed, the captain of the side winning the toss shall decide whether to bat or to field and shall notify the opposing captain and the umpires of this decision. Once notified, the decision cannot be changed.

13.6 Duration of Match

All matches will consist of one innings per side, each innings being limited to a maximum of 20 overs.

13.7 Length of Innings

13.7.1 Uninterrupted Matches.

13.7.1.1 Each team shall bat for 20 overs unless all out earlier.

13.7.2 Delayed or Interrupted Matches

13.7.2.1 Premier League & Leinster Senior Cup only: Where the weather conditions indicate that the full number of overs may not be completed, the umpires have the power to reduce the number of overs to be played by multiples of 5 overs per side. In games with no appointed umpires, captains can agree to delay the start of the game if there is inclement weather or, if the forecast is poor for later in the day, agree to play a shortened game. All reductions are subject to a minimum length of 5 overs per innings.

13.7.2.2 Divisions 2-5 & Junior – Division 4 Cups only: Where the weather conditions indicate that the full number of overs may not be completed, the umpires have the power to reduce the number of overs to be played by multiples of 4 overs per side. In games with no appointed umpires, captains can agree to delay the start of the game if there is inclement weather or, if the forecast is poor for later in the day, agree to play a shortened game. All reductions are subject to a minimum length of 12 overs per innings.

The following applies to Premier League, Leinster Senior Cup & Cup Finals only:

13.7.3 Interrupted Matches

13.7.3.1 After having commenced the duration of the game shall be reduced by 2 overs for every 8 minutes of playing time lost during the first innings or 1 over for every 4 minutes lost during the second innings.

13.7.3.2 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. If a team has at least 7 players available, it will be deemed in a position to play the fixture.

13.7.4 Minimum Overs to Constitute a Match

13.7.4.1 The number of available overs may not fall below a total of 5 overs (8 overs for Cup Finals excluding Leinster Senior Cup) per innings, 10 overs per match (16 overs for Cup Finals excluding Leinster Senior Cup). If at any time, the umpires feel that the remaining overs cannot be completed (due to ground/weather/light conditions), the match shall be abandoned as null and void.

13.8 Extra Time

If less than 10 minutes is lost no time will be deducted and the match will not be shortened.

13.9 Number of Overs per Bowler

13.9.1 With the exception of Premier League & Leinster Senior Cup, no bowler shall bowl more than one quarter of the available overs in an innings.

The following applies to Premier League & Leinster Senior Cup only:

13.9.2 No bowler shall bowl more than 4 overs in an innings.

13.9.3 In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second;

13.9.3.1 for innings of rescheduled length of at least 10 overs, no bowler may bowl more than one-fifth of the total overs allowed.

13.9.3.2 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.

13.9.3.3 for innings of rescheduled length of between 5 and 9 overs, no bowler may bowl more than two overs.

13.9.4 In the event of a bowler 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.

13.9.5 The scoreboard shall show the total number of overs bowled and where possible, the number of overs bowled by each bowler.

14 THE FOLLOW-ON

Shall not apply.

15 DECLARATION AND FORFEITURE

Shall not apply.

16 THE RESULT

16.1 A Win – one-innings match

16.1.1 The side which has scored in its one innings a total of runs in excess of that scored by the opposing side in its one completed innings shall win the match. See Law 13.3 (Completed innings). Note also 16.4 (Winning hit or extras).

16.1.2 Save for circumstances where a match is awarded to a team as a consequence of the opposing team's refusal to play (clause 16.2), a result can be achieved only if both teams have had the opportunity of batting for at least 12 overs (5 for Division 1), unless one team has been all out in less than 12 overs (5 for Division 1) or unless the team batting second scores enough runs to win in less than 12 overs (5 for Division 1).

16.1.3 Save for circumstances where a match is awarded to a team as a consequence of the opposing team's refusal to play (clause 16.2), all matches in which both teams have not had an opportunity of batting for a minimum of 12 overs (5 for Division 1), shall be declared a "No Result".

16.2 Umpire awarding a match

16.2.1 A match shall be lost by a team which either:

16.2.1.1 concedes defeat or

16.2.1.2 in the opinion of the Umpires, the team refuses to play and the Umpires shall award the match to the other side. **Note:** In addition to the consequences of any refusal to play prescribed under this clause, any such refusal, whether temporary or final, may result in disciplinary action being taken against the captain and team responsible under the Code of Conduct.

16.3 All other matches – A Tie or No Result

16.3.1 A Tie:

The result of a match shall be a Tie when all innings have been completed and the scores are equal. If the scores are equal, the result shall be a tie and no account shall be taken of the number of wickets that have fallen.

16.3.2 No Result See 16.1.3 above

16.3.3 Any cup match, prior to the Final in each competition, which ends in a tie will be subject to a tie-breaker of the following:

1. The team losing fewer wickets in their innings
2. The team which has hit the higher number of boundaries in their innings
3. Count-back of scores at the end of each over, starting at the end of the penultimate over, should this remain tied the count-back will continue until the tie is broken

16.3.4 Any Cup Final which finishes in a tie will be decided firstly by means of a Super Over, save for in scenarios where Ground, Weather & Light do not allow this. In these instances, the matter will be referred to the on-ground members of the Women's Competitions Committee or CL Staff.

16.4 Prematurely Terminated Matches - Calculation of the Target Score

The following applies to Premier League, Leinster Senior Cup & Cup Finals only:

16.4.1 Interrupted Matches - Calculation of the Target Score:

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 (or the minimum permitted in such competition), 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.

16.4.2 Prematurely Terminated Matches:

If the innings of the side batting second is suspended (with at least the minimum permitted in any competition 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.

The following applies to Divisions 2-5 & associated Cups (excluding finals) only:

16.4.3 Interrupted Matches – Calculation of the Target Score

16.4.3.1 If a second innings of a match is abandoned after 12 or more overs, where the team batting second have not reached the target score nor lost all of their wickets, the following will apply:

a) Run Rate will be calculated and the team with the higher net run rate over the overs faced will be the winner.

b) In such circumstance bonus points will only be awarded on a 'runs win' basis, with the total difference in net run rate multiplied by the overs bowled in the second innings in order to confirm an extrapolated margin of victory rounded up to the nearest run

16.5 Winning hit or extras

16.5.1 As soon as a result is reached as defined in clauses 16.1, 16.2 or 16.3, the match is at an end. Nothing that happens thereafter, except as in clause 41.17.2 (Penalty runs), shall be regarded as part of it. Note also clause 16.8.

16.5.2 The side batting last will have scored enough runs to win only if its total of runs is sufficient without including any runs completed by the batters before the completion of a catch, or the obstruction of a catch, from which the striker could be dismissed.

16.5.3 If a boundary is scored before the batters have completed sufficient runs to win the match, the whole of the boundary allowance shall be credited to the side's total and, in the case of a hit by the bat, to the striker's score.

16.6 Statement of result

16.6.1 If the side batting last wins the match without losing all its wickets, the result shall be stated as a win by the number of wickets still then to fall.

16.6.2 If, without having scored a total of runs in excess of the total scored by the opposing side, the side batting last has lost all its wickets, but as the result of an award of 5 Penalty runs its total of runs is then sufficient to win, the result shall be stated as a win to that side by Penalty runs.

16.6.3 If the side fielding last wins the match, the result shall be stated as a win by runs.

16.6.4 If the match is decided by one side conceding defeat or refusing to play, the result shall be stated as Match Conceded or Match Awarded, as the case may be.

16.7 Correctness of result

Any decision as to the correctness of the scores shall be the responsibility of the umpires. See clause 2.16 (Correctness of scores).

16.8 Mistakes in scoring

If, after the players and umpires have left the field in the belief that the match has been concluded, the umpires discover that a mistake in scoring has occurred which affects the result then, subject to clause 16.9, the umpires shall adopt the following procedure.

16.8.1 If, when the players leave the field, the side batting last has not completed its innings and either the number of overs to be bowled in that innings has not been completed, or the end of the innings has not been reached, then, unless one side concedes defeat, the umpires shall order play to resume.

Unless a result is reached sooner, play will then continue, if conditions permit, until the prescribed number of overs has been completed. The number of overs shall be taken as originally at the call of Time for the supposed conclusion of the match. No account shall be taken of the time between that moment and the resumption of play.

16.8.2 If, at this call of Time, the overs have been completed and no Playing time remains, or if the side batting last has completed its innings, the umpires shall immediately inform both captains of the necessary corrections to the scores and to the result.

16.9 Result not to be changed

Once the umpires have agreed with the scorers the correctness of the scores at the conclusion of the match – see clauses 2.16 (Correctness of scores) and 3.2 (Correctness of scores) – the result cannot thereafter be changed.

16.10 Points

16.10.1 Result Points:

16.10.1.1 Win: 20 points to the winner

16.10.1.2 Tie: 12.5 points to each side

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

16.10.2.1 There will be an allocation of 5 Bonus Points to each Match.

16.10.2.2 These points will be allocated between the two sides, depending on the margin of victory in the match in accordance with the following tables.

GAMES WITH 15 OR MORE SCHEDULED OVERS IN 2ND INNINGS

Margin of Victory		Bonus Points	
Runs	Wickets	Winner	Loser
40+	9/10	5	0

32-39	7/8	4	1
24-31	5/6	3	2
16-23	3/4	2	3
8-15	2	1	4
<8	1	0	5

GAMES WITH LESS THAN 15 SCHEDULED OVERS IN 2ND INNINGS

Margin of Victory		Bonus Points	
Runs	Wickets	Winner	Loser
30+	9/10	5	0
23-29	7/8	4	1
16-22	5/6	3	2
10-15	3/4	2	3
5-9	2	1	4
<5	1	0	5

16.10.3 Competition Formats

16.10.3.1 In Premier League, each team will play each twice.

16.10.3.2 In Division 2 – 5 inclusive, each team plays each other twice.

16.10.4 Net Run Rate

16.10.4.1 A team's net run rate is calculated by deducting from the average runs per over scored by that team throughout the competition, from the average runs per over scored against that team throughout the competition.

16.10.4.2 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.

16.10.4.3 Only those matches where results are achieved will count for the purpose of net run rate calculations. Where a match is prematurely terminated but a result is achieved under Duckworth/Lewis/Stern, for net run rate purposes the team batting first will be credited with the team batting second's Par Score on the premature abandonment off the same number of overs faced by the team batting second. Where a match is concluded with Duckworth/Lewis/Stern having been applied at an earlier point in the match, the team batting first will be credited with 1 run less than the final Target Score for the team batting second off the total number of overs allocated to the team batting second to reach the target.

16.10.5 Walkovers

16.10.5.1 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 Women's Competition Committee (WCC).

16.10.5.2 Details of penalties for walkovers are outlined in the General Playing Regulations and Administration (WCC, 2026).

17 THE OVER

17.1 Number of balls

17.1.1 The ball shall be bowled from each end alternately in overs of 6 balls.

17.2 Start of an over

17.2.1 An over has started when the bowler starts the run-up or, if there is no run-up, starts the action for the first delivery of that over.

17.3 Validity of balls

17.3.1 A ball shall not count as one of the 6 balls of the over unless it is delivered, even though, as in clause 41.16 (Non-striker leaving the crease early), a batter may be dismissed or some other incident occurs without the ball having been delivered.

17.3.2 A ball delivered by the bowler shall not count as one of the 6 balls of the over if/when:

17.3.2.1 it is called dead, or is to be considered dead, before the striker has had an opportunity to play it. See clause 20.6 (Dead ball; ball counting as one of over).

17.3.2.2 it is called dead in the circumstances of clause 20.4.2.6. Note also the special provisions of clause 20.4.2.5 (Umpire calling and signalling Dead ball)

17.3.2.3 it is a No ball. See clause 21 (No ball). **Note: except that in matches in Division 3 - 5 only, where the ball will count if there have already been 2 No Balls, 2 Wides, or 1 No Ball and 1 Wide, in an over other than the final over of an innings**

17.3.2.4 it is a Wide. See clause 22 (Wide ball). **Note: except in matches in Division 3 - 5 only, where the ball will count if there have already been 2 No Balls, 2 Wides, or 1 No Ball and 1 Wide, in an over other than the final over of an innings**

17.3.2.5 any of clauses 24.6 (Player returning without permission), 28.2 (Fielding the ball), 41.4 (Deliberate attempt to distract striker), or 41.5 (Deliberate distraction, deception or obstruction of batter) is applied.

17.3.3 Any deliveries other than those listed in clauses 17.3.1 and 17.3.2 shall be known as valid balls. Only valid balls shall count towards the 6 balls of the over.

17.4 Call of Over

17.4.1 When 6 valid balls have been bowled and when the ball becomes dead, the umpire shall call "Over" before leaving the wicket. See also clause 20.3 (Call of Over or Time).

17.5 Umpire miscounting

17.5.1 If the umpire miscounts the number of valid balls, the over as counted by the umpire shall stand.

17.5.2 If, having miscounted, the umpire allows an over to continue after 6 valid balls have been bowled, the umpire may subsequently call Over when the ball becomes dead after any delivery, even if that delivery is not a valid ball.

17.5.3 Whenever possible, the scorers can inform the on-field umpires if the over has been miscounted, however the ultimately the umpires will determine the accuracy of when the over is completed.

17.6 Bowler changing ends

17.6.1 A bowler shall be allowed to change ends as often as desired, provided the bowler does not bowl two overs consecutively, nor bowl parts of each of two consecutive overs, in the same innings.

17.7 Finishing an over

17.7.1 Other than at the end of an innings, a bowler shall finish an over in progress unless incapacitated or suspended under these Playing Conditions.

17.7.2 If for any reason, other than the end of an innings, an over is left uncompleted at the start of an interval or interruption, it shall be completed on resumption of play.

17.8 Bowler incapacitated or suspended during an over

17.8.1 If for any reason a bowler is incapacitated while running up to deliver the first ball of an over, or is incapacitated or

suspended during an over, the umpire shall call and signal Dead ball. Another bowler shall complete the over from the same end, provided that the new bowler does not bowl two overs consecutively, nor bowl parts of each of two consecutive overs, in that innings.

18 SCORING RUNS

Shall apply as per the Laws of Cricket 18.

19 BOUNDARIES

Shall apply as per the Laws of Cricket 19.

20 DEAD BALL

Shall apply as per the Laws of Cricket 20.

21 NO BALL

21.1 Mode of delivery

21.1.1 The umpire shall ascertain whether the bowler intends to (i) bowl right handed or left handed, (ii) over or round the wicket, and shall so inform the striker. It is unfair if the bowler fails to notify the umpire of a change in mode of delivery. In this case the umpire shall call and signal No ball.

21.1.2 Underarm bowling shall not be permitted.

21.2 Fair delivery – the arm

For a delivery to be fair in respect of the arm the ball must not be thrown.

A ball is fairly delivered in respect of the arm if, once the bowler's arm has reached the level of the shoulder in the delivery swing, the elbow joint is not straightened partially or completely from that instant until the ball has left the hand. This definition shall not debar a bowler from flexing or rotating the wrist in the delivery swing.

Although it is the primary responsibility of the striker's end umpire to assess the fairness of a delivery in this respect, there is nothing in this Law to debar the bowler's end umpire from calling and signalling "No ball" if the umpire considers that the ball has been thrown.

21.3 Ball thrown or delivered underarm – action by umpires

21.3.1 If, in the opinion of either umpire, the ball has been thrown or delivered underarm, the umpire shall call and signal No ball and, when the ball is dead, inform the other umpire of the reason for the call. The bowler's end umpire shall then

- warn the bowler, indicating that this is a first and final warning. This warning shall apply to that bowler throughout the innings.
- inform the captain of the fielding side of the reason for this action. - inform the batters at the wicket of what has occurred.

21.3.2 If either umpire considers that, in that innings, a further delivery by the same bowler is thrown or delivered underarm, the umpire shall call and signal No ball and when the ball is dead inform the other umpire of the reason for the call. The bowler's end umpire shall then

- direct the captain of the fielding side to suspend the bowler immediately from bowling. The over shall, if applicable, be completed by another bowler, who shall neither have bowled the previous over or part thereof nor be allowed to bowl any part of the next over. The bowler thus suspended shall not bowl again in that innings.
- inform the batters at the wicket and, as soon as practicable, the captain of the batting side of the reason for this action.

21.3.3 The umpires together shall report the occurrence as soon as possible after the match to the Executive of the offending team and to the Women's Competitions Committee (WCC), who shall take such action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.

21.4 Bowler throwing towards striker's end before delivery

If the bowler throws the ball towards the striker's end before entering the delivery stride, either umpire shall call and signal Dead Ball. See Law clause 41.16 (Batters stealing a run). However, the procedure stated in clause 21.3 of caution, informing, final warning, action against the bowler and reporting shall not apply.

21.5 Fair delivery – the feet

For a delivery to be fair in respect of the feet, in the delivery stride:

21.5.1 the bowler's back foot must land within and not touching the return crease appertaining to the bowler's stated mode of delivery.

21.5.2 the bowler's front foot must land with some part of the foot, whether grounded or raised

- on the same side of the imaginary line joining the two middle stumps as the return crease described in clause 21.5.1, and
- behind the popping crease.

If the bowler's end umpire is satisfied that any of these three conditions have not been met, the umpire shall call and signal No ball. See clause 41.8 (Bowling of deliberate front foot No ball).

21.6 Bowler breaking wicket in delivering ball

Either umpire shall call and signal No ball if, other than in an attempt to run out the non-striker under clause 41.16, the bowler breaks the wicket at any time after the ball comes into play and before completion of the stride after the delivery stride. This shall include any clothing or other object that falls from the bowler's person, and breaks the wicket.

21.7 Ball bouncing more than once, rolling along the ground or pitching off the pitch

The umpire shall call and signal No ball if a ball which the umpire considers to have been delivered, without having previously touched bat or person of the striker,

- bounces more than once
- or rolls along the ground before it reaches the popping crease.
- or pitches wholly or partially off the pitch as defined in clause 6 (6.1: Area of pitch) before it reaches the line of the striker's wicket.

21.8 Ball coming to rest in front of striker's wicket

If a ball delivered by the bowler comes to rest in front of the line of the striker's wicket, without having previously touched the bat or person of the striker, the umpire shall call and signal No ball and immediately call and signal Dead ball.

21.9 Fielder intercepting a delivery

If except in the circumstances of clause 27.3 (Position of wicket-keeper) a ball, delivered by the bowler, makes contact with any part of a fielder's person before it either makes contact with the striker's bat or person, or it passes the striker's wicket, the umpire shall call and signal No ball and immediately call and signal Dead ball.

21.10 Ball bouncing over head height of striker

See clauses 22.1.1.2 and 41.6.1.7.

21.11 Call of No ball for infringement of other Laws

In addition to the instances above, No ball is to be called and signalled as required by the following Laws.

- Clause 27– Position of wicket-keeper
- Clause 28.4 – Limitation of on side fielders
- Clause 28.5 – Fielders not to encroach on pitch
- Clause 41.6 – Bowling of dangerous and unfair short pitched deliveries
- Clause 41.7 – Bowling of dangerous and unfair non-pitching deliveries
- Clause 41.8 – Bowling of deliberate front foot No ball.

21.12 Revoking a call of No ball

An umpire shall revoke the call of No ball if Dead ball is called under any of Laws 20; 20.4.2.4, 20.4.2.5, 20.4.2.6, 20.4.2.8 or 20.4.2.10 (Umpire calling and signalling Dead ball).

21.13 No ball to over-ride Wide

A call of No ball shall over-ride the call of Wide ball at any time. See clauses 22; 22.1 (Judging a Wide) and 22.2 (Call and signal of Wide ball).

21.14 Ball not dead

The ball does not become dead on the call of No ball.

21.15 Penalty for a No ball

A penalty of one run shall be awarded instantly on the call of No ball. Unless the call is revoked, the penalty shall stand even if a batter is dismissed. It shall be in addition to any other runs scored, any boundary allowance and any other runs awarded for penalties.

21.16 Runs resulting from a No ball – how scored

The one run penalty shall be scored as a 'No Ball' extra and shall be debited against the bowler. If other Penalty runs have been awarded to either side these shall be scored as stated in clause 41.17 (Penalty runs). Any runs completed by the batters or any boundary allowance shall be credited to the striker if the ball has been struck by the bat; otherwise the runs shall also be scored as Byes or Leg byes as appropriate.

21.17 No ball not to count

A No ball shall not count as one of the over. See clause 17.3 (Validity of balls).

However the following applies to Divisions 3, 4 & 5 only: A No ball shall not count as one of the over except where the ball will count if there have already been 2 No Balls 2 Wides or 1 No Ball and 1 Wide in an over other than the final over of an innings. The one run penalty will stand even though there may be no extra ball.

21.18 Out from a No ball

When a 'No Ball' has been called, neither batter shall be out under any of the Playing Conditions except clause 29.1.6 (Hit the ball twice), clause 29.1.9 (Obstructing the field) or clause 29.1.10 (Run out).

The following applies to Premier League & Leinster Senior Cup only:

21.19 Free Hit

21.19.1 In addition to the above, the delivery following a no ball called (all modes of no ball) shall be a free hit for whichever batter 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 batter is facing it.

21.19.2 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.

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

21.19.3.1 There is a change of striker (the provisions of clause 41.2 shall apply), or

21.19.3.2 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.

21.19.4 For clarity, the bowler can change the mode of delivery for the free hit delivery. In such circumstances clause 21.1 shall apply.

21.19.5 The umpire will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

22 WIDE BALL

22.1 Judging a Wide

22.1.1 If the bowler bowls a ball, not being a No ball, the umpire shall adjudge it a Wide if, according to the definition in clause 22.1.2

22.1.1.1 the ball passes wide of where the striker is standing and which also would have passed wide of the striker standing in a normal guard position.

22.1.1.2 the ball passes above the head height of the striker standing upright at the popping crease.

22.1.2 The ball will be considered as passing wide of the striker unless it is sufficiently within reach for the batter to be able to hit it with the bat by means of a normal cricket stroke.

The following applies to Premier League & Leinster Senior Cup only:

22.1.3 Leg side; Any ball passing down the leg side and not touching the batter will be called a wide except in the case where the ball passes between the batter and the wicket.

22.1.4 Off side. The umpire will be guided by the 17inch line in determining what is a fair ball.

22.1.5 Switch Hits: By the batter playing the switch hit or the reverse sweep or getting in a position to play the shot, the batter is deemed to bring the ball sufficiently within reach - on the leg side as well.
when a switch hit is attempted, for the purposes of appeals for LBW, the umpire will consider the striker's leg side to be the leg side of their original stance. For the purposes of judging a wide, the 17 inch line will be used as a guide on both sides of the wicket, the striker is now considered to have 'two off-sides'

22.1.6 Umpires are instructed to apply very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket.

22.2 Call and signal of Wide ball

If the umpire adjudges a delivery to be a Wide the umpire shall call and signal Wide ball as soon as the ball passes the striker's wicket. It shall, however, be considered to have been a Wide from the instant that the bowler entered the delivery stride, even though it cannot be called Wide until it passes the striker's wicket.

22.3 Revoking a call of Wide ball

22.3.1 The umpire shall revoke the call of Wide ball if there is then any contact between the ball and the striker's bat or person before the ball comes into contact with any fielder.

22.3.2 The umpire shall revoke the call of Wide ball if a delivery is called a No ball. See clause 21.13 (No ball to over-ride Wide).

22.4 Delivery not a Wide

22.4.1 The umpire shall not adjudge a delivery as being a Wide, if the striker, by moving, either causes the ball to pass wide of her, as defined in clause 22.1.2 or brings the ball sufficiently within reach to be able to hit it by means of a normal cricket stroke.

22.4.2 The umpire shall not adjudge a delivery as being a Wide if the ball touches the striker's bat or person, but only as the ball passes the striker.

22.5 Ball not dead

The ball does not become dead on the call of Wide ball.

22.6 Penalty for a Wide

A penalty of one run shall be awarded instantly on the call of Wide ball. Unless the call is revoked, see clause 22.3, this penalty shall stand even if a batter is dismissed, and shall be in addition to any other runs scored, any boundary allowance and any other runs awarded for penalties.

22.7 Runs resulting from a Wide – how scored

All runs completed by the batter or a boundary allowance, together with the penalty for the Wide, shall be scored as Wide balls. Apart from any award of 5 Penalty runs, all runs resulting from a Wide shall be debited against the bowler.

22.8 Wide not to count

A Wide shall not count as one of the over. See clause 17.3 (Validity of balls).

However the following applies to Division 3 - 5 only: A Wide shall not count as one of the over, except where the ball will count if there have already been 2 No Balls, 2 Wides or 1 No Ball and 1 Wide in an over other than the final over of an innings. The one run penalty will stand even though there may be no extra ball.

22.9 Out from a Wide

When Wide ball has been called, neither batter shall be out under any of the Playing Conditions except clause 29.1.7 (Hit wicket), clause 29.1.9 (Obstructing the field), clause 29.1.10 (Run out) or clause 29.1.11 (Stumped).

23 BYE AND LEG BYE

Shall apply as per the Laws of Cricket

24 FIELDER'S ABSENCE; SUBSTITUTES

24.1 Substitute fielders

The umpires shall only allow a substitute fielder in either of the following two provisions, in all other circumstances, a substitute is not allowed.

24.1.1.1 if the umpires are satisfied that a fielder has been injured or become ill and that this occurred during the match, or

24.1.1.2 for any other wholly acceptable reason.

24.1.2 A substitute shall not bowl or act as captain but may act as wicket-keeper only with the consent of the umpires.

24.1.3 A nominated player may bowl or field even though a substitute has previously acted , subject to 24.2, 24.3 and Law 42.4 (Level 3 offences and action by umpires).

The following applies to Premier League & Division 2 only:

24.2 Fielder absent or leaving the field of play

24.2.1 A player going briefly outside the boundary while carrying out any duties as a fielder is not absent from the field of play nor, for the purposes of this clause, is the fielder to be regarded as having left the field of play.

24.2.2 If a fielder fails to take the field at the start of play or at any later time, or leaves the field during play,

24.2.2.1 an umpire shall be informed of the reason for this absence.

24.2.2.2 the fielder shall not thereafter come on to the field of play during a session of play without the consent of the umpire. See clause 24.2. The umpire shall give such consent as soon as it is practicable.

24.2.3 If a player is absent from the field for longer than 8 minutes, the following restrictions shall apply to the fielders future participation in the match:

24.2.3.1 The player shall not be permitted to bowl in the match until the player has either been able to field, or the fielders team has subsequently been batting, for the total length of playing time for which the player was absent (hereafter referred to as Penalty time). A player's unexpired Penalty time shall be limited to a maximum of 35 minutes. If any unexpired Penalty time remains at the end of an innings, it is carried forward to the next and subsequent innings of the match.

24.2.3.2 The player shall not be permitted to bat in the match until the players team's batting innings has been in progress for the length of playing time that is equal to the unexpired Penalty time carried forward from the previous innings. However, if the players side has lost five wickets in its batting innings, the player may bat immediately. If any unexpired penalty time remains at the end of that batting innings, it is carried forward to the next and subsequent innings of the match.

24.2.4 If the player leaves the field before having served all of the Penalty time, the balance is carried forward as unserved Penalty time.

24.2.5 On any occasion of absence, the amount of playing time for which the player is off the field shall be added to any Penalty time that remains unserved, subject to a maximum cumulative Penalty time of 35 minutes, and that player shall not bowl until all of the player's Penalty time has been served.

24.2.6 For the purposes of clauses 24.2.3.1 and 24.2.3.2, playing time shall comprise the time play is in progress excluding intervals, intervals between innings and official drinks intervals.

24.2.7 If there is an unscheduled break in play, the stoppage time shall count as Penalty time served, provided that:

24.2.7.1 the fielder who was on the field of play at the start of the break either takes the field on the resumption of play, or the fielders side is now batting.

24.2.7.2 the fielder who was already off the field at the start of the break notifies an umpire in person as soon as the fielder is able to participate, and either takes the field on the resumption of play, or the fielders side is now batting. Stoppage time before an umpire has been so notified shall not count towards unserved Penalty time.

24.2.8 Any unserved Penalty time shall be carried forward into the next innings of the match, as applicable.

24.3 Penalty time not incurred

A nominated player's absence will not incur Penalty time if,

24.3.1 the player has suffered an external blow during the match and, as a result, has justifiably left the field or is unable to take the field.

24.3.2 in the opinion of the umpires, the player has been absent or has left the field for other wholly acceptable reasons, which shall not include illness or internal injury.

24.3.3 the player is absent from the field for a period of 8 minutes or less.

The following applies to Divisions 3 - 5 leagues only:

24.4 Fielder absent or leaving the field of play

24.4.1 A player going briefly outside the boundary while carrying out any duties as a fielder is not absent from the field of play nor, for the purposes of this clause, is the fielder to be regarded as having left the field of play.

24.4.2 If a fielder fails to take the field at the start of play or at any later time, or leaves the field during play,

24.4.2.1 an umpire shall be informed of the reason for this absence.

24.4.2.2 The fielder shall not thereafter come on to the field of play during a session of play without the consent of the umpire. See clause 24.4. The umpire shall give such consent as soon as it is practicable.

24.4.2.3 The fielder shall not be permitted to bowl, until having been back on the field of play for a period of time known as Penalty time as described in 24.4.3 to 24.4.7 and 24.4.

24.4.3 A player's unserved penalty time shall be limited to 35 minutes

24.4.4 If the player leaves the field before having served all of the Penalty time, the balance is carried forward as unserved Penalty time.

24.4.5 On any occasion of absence, the amount of playing time for which the player is off the field shall be added to any Penalty time that remains unserved, subject to a maximum cumulative Penalty time of 35 minutes, and that player shall not bowl until all of the Penalty time has been served.

24.4.6 For the purposes of clauses 24.2.3.1 and 24.2.3.2, playing time shall comprise the time play is in progress excluding intervals, intervals between innings and official drinks intervals.

24.4.7 If there is an unscheduled break in play, the stoppage time shall count as Penalty time served, provided that:

24.4.7.1 the fielder who was on the field of play at the start of the break either takes the field on the resumption of play, or the fielders side is now batting.

24.4.7.2 the fielder who was already off the field at the start of the break notifies an umpire in person as soon as the fielder is able to participate, and either takes the field on the resumption of play, or the fielders side is now batting. Stoppage time before an umpire has been so notified shall not count towards unserved Penalty time.

24.4.8 Any unserved Penalty time shall be carried forward into the next innings of the match, as applicable.

24.5 Penalty time not incurred (Division 3-5)

A nominated player's absence will not incur Penalty time if,

24.5.1 the player has suffered an external blow during the match and, as a result, has justifiably left the field or is unable to take the field.

24.5.2 in the opinion of the umpires, the player has been absent or has left the field for other wholly acceptable reasons, which shall not include illness or internal injury.

24.5.3 the player is absent from the field for a period of 8 minutes or less.

24.6 Player returning without permission

If a player comes on to the field of play in contravention of clause 24.2.2 (Premier League) or 24.4.2 (Divisions 2-5) and comes into contact with the ball while it is in play, the ball shall immediately become dead.

- The umpire shall award 5 Penalty runs to the batting side.
- Runs completed by the batters shall be scored together with the run in progress if they had already crossed at the instant of the offence.
- The ball shall not count as one of the over.
- The umpire shall inform the other umpire, the captain of the fielding side, the batters and, as soon as practicable, the captain of the batting side of the reason for this action.

25 BATTER'S INNINGS; RUNNERS AND RETIREMENT

25.1 Runners

Shall apply as per the Laws of Cricket

25.2 Batter retiring

25.2.1 **Applicable to Division 5 only:** Having scored at least 35 runs, a batter must retire from batting when the ball is next dead, unless the batting team has already lost nine wickets in the innings.

25.2.2 If a batter retires because of illness, injury or any other unavoidable cause, that batter is entitled to resume the innings. If for any reason this does not happen, that batter is to be recorded as 'Retired - not out'.

25.2.3 If a batter retires for any reason other than as in 25.2.2 the innings of that batter may be resumed only at the fall of the ninth wicket or when no other batters are available to bat. If for any reason the batters innings is not resumed, that batter is to be recorded as 'Retired – Not out'. Batters that return under this clause, must return in the same order as to which the batters retired.

25.2.4 If after retiring a batter resumes an innings, subject to the requirements of 25.2.2 and 25.2.3, it shall be only at the fall of a wicket or the retirement of another batter

25.2.5 In the event that a team begins the game with 9 or fewer players, no batter who has retired in accordance with 25.2.1 will be permitted to continue batting.

26 PRACTICE ON THE FIELD

Shall apply as per the Laws of Cricket

27 THE WICKET-KEEPER

Shall apply as per the Laws of Cricket

28 THE FIELDER

28.1 Protective equipment

No fielder other than the wicket-keeper shall be permitted to wear gloves or external leg guards. In addition, protection for the hand or fingers may be worn only with the consent of the umpires.

28.2 Fielding the ball

28.2.1 A fielder may field the ball with any part of the body (see paragraph 12 of Appendix A of the Laws of Cricket), except as in clause 28.2.1.2. However, the fielder will be deemed to have fielded the ball illegally if, while the ball is in play the fielder wilfully

28.2.1.1 uses anything other than part of their person to field the ball.

28.2.1.2 extends clothing with their hands and uses this to field the ball.

28.2.1.3 discards a piece of clothing, equipment or any other object which subsequently makes contact with the ball.

28.2.2 It is not illegal fielding if the ball in play, makes contact with a piece of clothing, equipment or any other object which has accidentally fallen from the fielder's person.

28.2.3 If a fielder illegally fields the ball, the ball shall immediately become dead and - the penalty for a No ball or a Wide shall stand.

- any runs completed by the batters shall be credited to the batting side, together with the run in progress if the batters had already crossed at the instant of the offence.
- the ball shall not count as one of the over.

In addition the umpire shall:

- award 5 Penalty runs to the batting side.
- inform the other umpire and the captain of the fielding side of the reason for this action.
- inform the batters and, as soon as practicable, the captain of the batting side of what has occurred.

The umpires together shall report the occurrence as soon as possible after the match to the Executive of the offending side and to the Women's Competitions Committee (WCC) responsible for the match, who shall take such action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.

28.3 Protective helmets belonging to the fielding side

28.3.1 Protective helmets, when not in use by fielders, may not be placed on the ground, above the surface except behind the wicket-keeper and in line with both sets of stumps.

28.3.2 If the ball while in play strikes a helmet, placed as described in clause 28.3.1, the ball shall become dead and, subject to clause 28.3.3,

28.3.2.1 an award of 5 Penalty runs shall be made to the batting side;

28.3.2.2 any runs completed by the batters before the ball strikes the protective helmet shall be scored, together with the run in progress if the batters had already crossed at the instant of the ball striking the protective helmet.

28.3.3 If the ball while in play strikes a helmet, placed as described in clause 28.3.1, unless the circumstances of clause 23.3 (Leg byes not to be awarded) or clause 29.1.6 (Hit the ball twice), apply, the umpire shall:

- permit the batters runs as in clause 28.3.2.2 to be scored
- signal No ball or Wide ball to the scorers if applicable
- award 5 Penalty runs as in clause 28.3.2.1
- award any other Penalty runs due to the batting side.

28.3.4 If the ball while in play strikes a helmet, placed as described in clause 28.3.1, and the circumstances of clause 23.3 (Leg byes not to be awarded) or clause 34 (Hit the ball twice) apply, the umpire shall:

- disallow all runs to the batting side
- return any not out batter to her original end
- signal No ball or Wide ball to the scorers if applicable
- award any 5-run Penalty that is applicable except for Penalty runs under clause 28.3.2.

28.4 Limitation of 'on-side' (leg side) fielders

28.4.1 At the instant of delivery, there may not be more than 5 fielders on the leg side.

28.4.2 At the instant of the bowler's delivery there shall not be more than two fielders, other than the wicket-keeper, behind the popping crease on the on side. A fielder will be considered to be behind the popping crease unless the whole of her person whether grounded or in the air is in front of this line.

28.4.3 In the event of infringement of this clause by any fielder, the striker's end umpire shall call and signal No ball.

28.5 Fielders not to encroach on pitch

28.5.1 While the ball is in play and until the ball has made contact with the striker's bat or person, or has passed the striker's bat, no fielder, other than the bowler, may have any part of her person grounded on or extended over the pitch.

28.5.2 In the event of infringement of this clause by any fielder other than the wicket-keeper, the bowler's end umpire shall call and signal No ball as soon as possible after delivery of the ball. Note, however, clause 27.3 (Position of wicket-keeper).

28.6 Movement by any fielder other than the wicket-keeper

28.6.1 Any movement by any fielder, excluding the wicket-keeper, after the ball comes into play and before the ball reaches the striker, is unfair except for the following:

28.6.1.1 minor adjustments to stance or position in relation to the striker's wicket.

28.6.1.2 movement by any fielder, other than a close fielder, towards the striker or the striker's wicket that does not significantly alter the position of the fielder.

28.6.1.3 movement by any fielder in response to the stroke that the striker is playing or that the strikers actions suggest intention to play.

28.6.2 In all circumstances clause 28.4 (Limitation of on side fielders) shall apply.

28.6.3 In the event of such unfair movement, either umpire shall call and signal Dead ball.

28.6.4 Note also the provisions of clause 41.4 (Deliberate attempt to distract striker). See also clause 27.4 (Movement by wicket-keeper).

The following applies to Premier League & Leinster Senior Cup only:

28.7 Restrictions on the placement of fielders

28.7.1 In addition to the restrictions contained in clause 28.4, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which the restrictions shall apply are set out in the following paragraphs:

28.7.2 Subject to 28.7.6 below, these additional fielding restrictions shall apply to the first 6 overs of each innings (Powerplay overs).

28.7.3 The following fielding restrictions shall apply:

28.7.3.1 Two semi-circles shall be drawn on the field of play. The semi-circles shall have as the centre, the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 25.15 yards (23 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field. (Refer to paragraph 2 of 45Appendix C - The pitch and the creases). The fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5 yard (4.57 metres) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.

28.7.4 During the Powerplay overs only two fielders shall be permitted outside this fielding restriction area at the instant of delivery.

28.7.5 During non Powerplay overs, no more than four (4) fielders shall be permitted outside this fielding restriction area.

28.7.6 In circumstances when the number of overs of the batting team is reduced, the number of overs within each phase of the innings shall be reduced in accordance with the table below. It should be noted that the table shall apply to both the 1st and 2nd innings of the match.

Total overs in Innings	Number of overs for which fielding restrictions in clauses 28.7.2 and 28.7.4 above will apply
5-8	2
9-11	3
12-14	4
15-18	5
19-20	6

28.7.7 If an innings is interrupted during an over and if on the resumption of play, due to the reduced number of overs of the batting team, the required number of Powerplay overs have already been bowled, the remaining deliveries in the over to be completed shall not be subject to the fielding restrictions.

28.7.7.1 In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal 'No Ball'.

29 DISMISSALS

29.1 Modes of Dismissal

The following shall apply as per Laws of Cricket:

29.1.1 THE WICKET IS DOWN
29.1.2 BATTER OUT OF GROUND
29.1.3 APPEALS
29.1.4 BOWLED
29.1.5 CAUGHT
29.1.6 HIT THE BALL TWICE
29.1.7 HIT WICKET
29.1.8 LEG BEFORE WICKET
29.1.9 OBSTRUCTING THE FIELD
29.1.10 RUN OUT
29.1.11 STUMPED
29.1.12 TIMED OUT

41 UNFAIR PLAY

Shall apply as per the Laws of Cricket except as amended below:

Note: All clauses of Law 41.8 shall only be applicable in matches to which the LCU&SA have appointed umpire(s).

Law 41.6 will see the following apply to Premier League & Leinster Senior Cup only:

41.6.1 Notwithstanding clause 41.6.2, the bowling of short pitched deliveries is dangerous if the bowler's end umpire considers that, taking into consideration the skill of the striker, by speed, length, height and direction, are likely to inflict physical injury on the striker. The fact that the striker is wearing protective equipment shall be disregarded. In the first instance if the umpire decides that the bowling of short pitched deliveries has become dangerous under 41.6.1:

41.6.1.1 The umpire shall call and signal No ball, and when the ball is dead, caution the bowler and inform the other umpire, the captain of the fielding side and the batters of what has occurred. This caution shall apply to that bowler throughout the innings.

41.6.1.2 If there is a second instance, the umpire shall repeat the above procedure and indicate to the bowler that this is a final warning, which shall apply to that bowler throughout the innings.

41.6.1.3 Should there be any further instance by the same bowler in that innings, the umpire shall - call and signal No ball

- when the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling - inform the other umpire for the reason for this action.

The bowler thus suspended shall not be allowed to bowl again in that innings.

If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.

- The umpire shall report the occurrence to the batters and, as soon as practicable, to the captain of the batting side. The umpires may then report the matter to the Women's Competitions Committee who shall take such action as is considered appropriate against the bowler concerned.

41.6.1.4 A bowler shall be limited to one fast short-pitched delivery per over.

41.6.1.5 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.

41.6.1.6 The umpire at the bowler's end shall advise the bowler and the batter on strike when each fast short pitched delivery has been bowled.

41.6.1.7 In addition, a ball that passes above head height of the batter, standing upright at the popping crease, that prevents the batter from being able to hit it with the bat by means of a normal cricket stroke shall be called a Wide.

41.6.1.7.1 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.

41.6.1.8 In the event of a bowler bowling more than one fast short-pitched delivery in an over as defined in clause 41.6.1.5 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.

41.6.1.9 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 batters at the wicket of what has occurred. This caution shall apply throughout the innings.

41.6.1.10 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 the bowlers final warning for the innings.

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41.6.1.11 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 of the fielding side to suspend the bowler immediately from bowling - inform the other umpire for the reason for this action. The bowler thus suspended shall not be allowed to bowl again in that innings. If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.
- The umpire shall report the occurrence to the batters and, as soon as practicable, to the captain of the batting side.

The umpires may then report the matter to Women's Competitions Committee (WCC) who shall take such action as is considered appropriate against the bowler concerned.

41.6.2 Should the umpires initiate the caution and warning procedures set out in clauses 41.6.1.3 and 41.7 such cautions and warnings are not to be cumulative.

42 PLAYERS' CONDUCT

Shall apply as per the Laws of Cricket except as amended below:

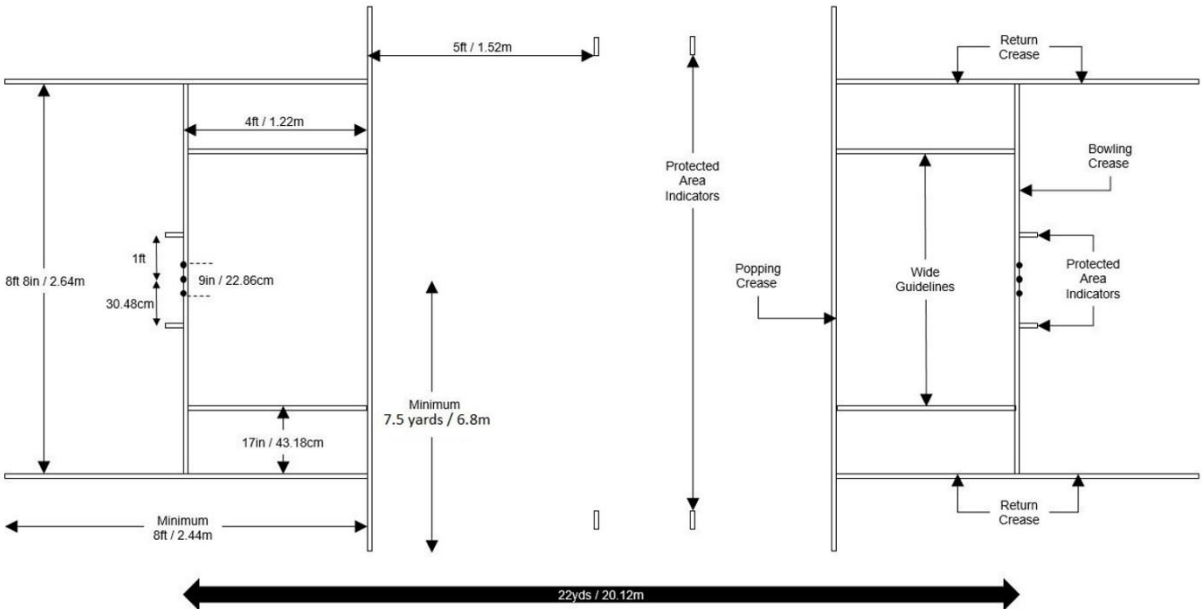
Note: All clauses of Law 42 shall only be applicable in matches to which the LCU&SA have appointed umpire(s).

Appendices

43 Appendix A - As per Laws of Cricket

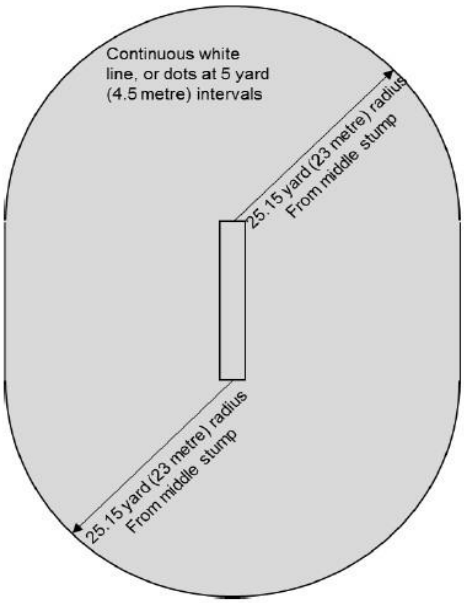
44 Appendix B - As pre Laws of Cricket

45 Appendix C - The pitch and the creases



For matches below Division 1 the following applies:
The popping crease, which is the back edge of the crease marking, shall be in front of and parallel to the bowling crease and shall be 4 ft/1.22 m from it. The popping crease shall be marked to a minimum of 6 ft/1.83 m on either side of the imaginary line joining the centres of the two middle stumps and shall be considered to be unlimited in length.

46 Restriction on the placement of fielders



47 Appendix D

As per Laws of Cricket

48 Appendix E

As per Laws of Cricket

49 Appendix F - Safety of Young Players

49.1 Young Cricketer Directives

Cricket Leinster has adopted the CRICKET IRELAND YOUNG CRICKETER 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 the directives 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 team captains are familiar with this practice.

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	7 overs per spell	18 overs per day
U18, U19	7 overs per spell	18 overs per day

The directives apply to boys and girls. Age groups are based on the age of the player on 1 September in the year preceding the competition.

49.2 Batting Directive

Any batter 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 batter to put on a helmet.

49.3 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 batter 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.

49.4 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.

49.5 Bowling Directive

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 if the wicket-keeper is capable of standing up to what they consider to be a fast bowler.

49.6 Directives for matches

In addition to these, it is recommended that in any seven day period a fast bowler should not bowl more than four days in that period and for a maximum of two days in a row. For example: in a tournament lasting five days, a fast bowler would bowl on days 1 and 2:, not bowl on day 3, bowl on days 4 and 5.

Having completed a spell, a bowler cannot bowl again, from either end, until an equivalent number of overs to the length of the bowlers spell has been bowled from the same end. If a bowler only completes part of the permitted spell, the restriction still applies. For example, if the bowler is allowed 7 overs, but only bowls 4, the bowler cannot bowl again, until 4 overs have been bowled from the same end. The bowler cannot resume a `spell' after 2 overs from the same end, claiming that the bowler is allowed another 3 overs to make up her 7. However, a bowler is allowed to change ends during a spell without taking a rest. This can only be done provided that the bowler bowls the next permissible over from the other end.

If there is an interruption in play, whether scheduled or not, the bowler will be allowed to count time off the field as part of the `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 the 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 the 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, the bowler cannot exceed the maximum overs per day for the applicable age group, even if the bowler subsequently bowls spin. The bowler 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 the 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.

49.7 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, the umpires 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. Prior to the game, the manager / coach / captain will inform the umpires in writing, of any player who comes under this Directive. If during the game, the umpires consider that any other players come under this Directive, they shall inform the Women's Competitions Committee and manager / coach / captain as soon as is practical, that these players shall be subject to the above Directives.

50 Appendix G – Bowl Out

BOWL OUT TO DETERMINE RESULT IN THE EVENT THAT A RE-FIXED MATCH CANNOT BE PLAYED

a) The captain will select 4 team members (5 members in the case of Division 1) who will bowl (overarm) in turn at an unguarded wicket at one end of the pitch under the supervision of the umpires. They will alternate in pairs, one from each team. The team that has broken the wicket most often after all members have bowled will be declared the winner.

b) If the teams are level after each of the 4 members (5 members for Division 1) has bowled then the process will repeat as sudden death with players from each team alternating in the original order until a winner has emerged.

c) A no ball or wide shall count as a ball bowled but shall not count as a wicket.

d) The umpires will approve the balls (not to be new ones) which will be used by both teams.

e) If the original match has started the players to take part in the bowl out must be selected from the original 11 players. If there has been no play the players may be selected from any of the club's eligible registered players for this competition.

f) No player shall be permitted to stand in front or behind the wicket or tend the stumps in any way to act as a target for the bowlers. (However, a player will be permitted to stand back from the stumps to field the ball).

51 Appendix H – Key Points of Regulations

This summary is intended to be an Aide Memoire for Coaches, Captains and Players but is not a substitute for the full regulations. Umpires should familiarise themselves with the full regulations.

Topic	Division 1	Divisions 2	Divisions 3-5
Number of Players	11	11	11
Substitutes/Runners	Allowed for fielders/batters	Allowed for fielders/batters	Allowed for fielders/batters
Absence from Field	Period of absence cannot exceed 8 minutes before restrictions apply	Period of absence counts immediately on absence	Period of absence counts immediately on absence
Ball	ED Sports Pink 142g	ED Sports Pink 142g	ED Sports Pink 142g
Length of Innings	Maximum of 20 overs per side	Maximum of 20 overs per side	Maximum of 20 overs per side
Result	Runs, if runs equal - tie	Runs, if runs equal - tie	Runs, if runs equal - tie
No Balls	Free Hit	[redacted]	Maximum of 2 extra balls per over for wides/no balls except over 20
Wide	[redacted]	[redacted]	Maximum of 2 extra balls per over for wides/no balls except over 20
Bouncers	Laws of Cricket, one per over	Laws of Cricket	Laws of Cricket
Beamers	All no balls; final warning if likely to cause injury	All no balls; final warning if likely to cause injury	All no balls; final warning if likely to cause injury