Competition Playing Regulations 2025 Season

League Division 22 & Minor 2 Cup

These Playing Regulations apply to all matches in the above Cricket Leinster competitions, and should be read in conjunction with Laws of Cricket 2017 Code (3rd Edition – 2022)

Except as varied hereunder, the Laws of Cricket 2017 Code (3rd Edition – 2022) shall apply.
Note that Cricket Leinster's Young Cricketer Directive (see appendix 3) shall apply in this competition.
Any Playing Regulations that are specific to some divisions, but not all, are detailed in text boxes at the appropriate points below.

LAW 1 – THE PLAYERS

Law 1 shall apply, subject to the following:

Law 1.1 Number of players is replaced by:
A match is played between two sides, each of 11 players, one of whom shall be captain.

Law 1.2 Nomination and replacement of players is replaced by:

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 non-submission may lead to the imposition of a penalty by the OCC. In these competitions, the penalty would normally be one point.

1.2.3 The toss should take place 30 minutes before the start of play, in the presence of at least one of the appointed team managers. Each captain shall nominate 11 players in writing to the team managers no later than 30 minutes before the start of the match. No player may be changed thereafter without the consent of the opposing captain.

1.2.4 All those nominated shall be eligible to play for that team, in accordance with CL's General Playing Regulations.

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

1.2.6 Teams will consist of a mix of adult and Development players. Each team will contain a minimum of 5 Development players where Development Players are defined as youth players and Adult Female players registered on the CL website for the current season. Captains are encouraged to involve their Development players' participation in each match. Development players will bat in the top six and/or bowl a minimum of three overs or keep wicket.

1.2.7 All team selections will be subject to Starring regulations - see General Playing Regulations

1.2.8 Teams will appoint a team manager for each match. The manager will accompany the team and will stand as club umpire for the duration of the match. No team may object to the opposing team's manager. If a team does not nominate a manager for any match, they must select a nominated adult player to act as manager and play with one player less. Under these circumstances, a team may add an extra youth player to make up the eleven. Clubs should encourage both boys and girls of the appropriate skills to play in these matches

LAW 2 – THE UMPIRES

Law 2 shall apply, subject to the following:
Law 2.2 Change of umpire is replaced by:

2.2.1 An umpire shall not be changed during a match, other than in exceptional circumstances, unless he/she is injured or ill. If there has to be a change of umpire, a 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 Cancelling of matches. No match may be called off, irrespective of weather conditions, before the official starting time, except with the agreement of the team managers, at least one of whom shall have first inspected the pitch and determined that no play would be possible on that day. The team managers shall decide on whether the pitch is playable or not, taking into account the views of the ground authority. If distance prevents the inspection, they shall seek the opinion of the ground authority before making a decision to call off the match. If umpires are not appointed and adverse weather conditions render the match unplayable, the home captain shall discuss this with the visiting captain before any decision is taken to cancel the match.

Law 2.3 Consultation with captains
Law 2.3.1.2 is replaced by:
Confirm the hours of play, and the times and durations of intervals.

Law 2.10 Umpires changing ends does not apply.

Law 2.15 Correctness of scores
In addition to Law 2.15, the umpires shall ensure that they are able to contact the scorers at any time during the match to address any issues relating to the correctness of scores.

LAW 3 – THE SCORERS
Law 3 shall apply, subject to the following:

3.1 Appointment of Scorers
Two scorers shall be appointed to record all runs scored, all wickets taken and number of overs bowled.

LAW 4 – THE BALL
Law 4 shall apply, subject to the following:

Law 4.2 Approval and control of balls
In addition to Law 4.2.2, the umpires shall periodically and at irregular intervals inspect the condition of the ball.
Law 4.3 New ball
The balls to be used in these competitions shall be pink in colour, with a new ball used in each innings.
Law 4.4 New ball in match of more than one day's duration does not apply.
4.4 Sightscreens and Player Clothing
Sightscreens should be white or light in colour, and player clothing should be white or cream.

LAW 6 – THE PITCH
Law 6 shall apply, subject to the following:
Law 6.4 Changing the pitch is replaced by:
The pitch shall not be changed during the match unless the umpires decide that it is dangerous or unreasonable for play to continue on it, and then only with the consent of both captains. Should a pitch be changed after a match has commenced a new match shall start with innings duration as per clause 13.3 below.

LAW 7 – THE CREASES
Law 7 shall apply and, in addition:

7.5 Additional Crease Markings
As a guideline to the umpires for the calling of wides on the offside, the crease markings detailed in Appendix 1 shall be marked at each end of the pitch.

LAW 9 – PREPARATION AND MAINTENANCE OF THE PLAYING AREA
All references in Law 9 to subsequent days of the match do not apply. The remainder of Law 9 shall apply, subject to the following:

Law 9.1 Rolling
Law 9.1.1 is replaced by:
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 no more than seven minutes, before the start of the second innings.
The following shall also apply under Law 9.1:
9.1.5 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 any affected area of the pitch shall 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.
9.1.6 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.
9.1.7 An absorbent roller may be used to remove water from the covers, including the cover on the match pitch.

Law 9.6 Maintenance of footholes

In addition to Law 9.6, the umpires shall allow, if necessary, the returfing of footholes made by bowlers in their delivery strides or the use of quick-setting fillings for same. In addition, the umpires shall ensure that, wherever possible and whenever necessary, any remedial action is undertaken during intervals in play to improve the condition of footholes.

9.9 Protection and preparation of adjacent pitches during matches.

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

- Such measures will only be possible if requested by the ground authority and approved by the umpires before the start of the match.
- 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.
- The preparation work shall be carried out under the supervision of an umpire.
- 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.

LAW 11 – THE INTERVALS

Laws 11.3, 11.5, 11.6, 11.7 and 11.9 shall not apply. The remainder of Law 11 shall apply, subject to the following:

Law 11.1 An interval is replaced by:

There shall be an interval between innings, taken from the call of Time before the interval, until the call of Play upon resumption after the interval.

Law 11.2 Duration of interval is replaced by:

The interval shall be as indicated in 12.12.1

Law 11.4 Changing agreed times of intervals is replaced by:

11.4.1 If the innings of the team batting first is completed prior to the scheduled time for the interval, the interval shall take place immediately, and the innings of the team batting second will commence correspondingly earlier, providing that this does not lead to an interval occurring more than 30 minutes prior to the scheduled interval.

11.4.2 In Division 2**2** only, if the innings of the team batting first is completed more than 30 minutes prior to the scheduled interval without the full quota of overs being bowled, a 10-minute break will occur, the team batting second will commence its innings and the interval will occur as scheduled. If the full quota of overs has been bowled and the innings is concluded more than 30 minutes prior to the scheduled interval, the interval shall take place immediately and the innings of the team batting second will commence correspondingly earlier.

11.4.3 The time of the team interval may be altered by agreement of the captains and umpires. If an interruption occurs within 30 minutes of the scheduled or agreed time for the tea interval, team shall be taken immediately.

Law 11.8 Intervals for drinks is replaced by:

11.8.1 If the captains agree that there shall be intervals for drinks, the option to do so shall be available to each side. These intervals shall be kept as short as possible and, in any case, should not exceed five minutes.

11.8.2 One drinks break per innings shall be permitted, at the midpoint of the overs allocation at the start of the innings. Additional drinks breaks may be permitted under conditions of extreme heat.

11.8.3 Unless the captains agree to forego it, a drinks interval shall be taken at the end of the over in progress when the agreed time is reached. If, however, a wicket falls or a batsman retires within five minutes of the agreed time, then the drinks interval may be taken immediately.

11.8.4 If an innings ends or the players have to leave the field of play for any other reason, within 30 minutes of the agreed time for a drinks interval, the umpires and captains together may rearrange the timing of drinks intervals in that session.

11.8.5 At any time during the match, the captains may agree to forgo drinks intervals. The umpires shall be informed of the decision. When play is in progress, the batsmen at the wicket may deputise for their captain in this regard.

LAW 12 – START OF PLAY; CESSATION OF PLAY

Laws 12.6, 12.7, 12.8, 12.10 and 12.11 shall not apply. The remainder of Law 12 shall apply, subject to the following:

Law 12.9 Conclusion of match is replaced by: The match is concluded either

12.9.1 As soon as a result as defined in Laws 16.1 to 16.4 is reached, or

12.9.2 As soon as the prescribed number of overs in the second innings has been reached, or

12.9.3 With no conclusion having been reached under clause 12.9.1 above, the players leave the field for reasons of ground, weather and light, and no further play is possible.

12.12 Hours of Play & Minimum Overs Requirement

12.12.1 **Division 22** The hours of play are as follows: **Teams shall be permitted to allow a change to the agreed upon start time, pushing it back to 2pm (and no later) to allow a women's game adequate time to be completed before the commencement of the second game. This rule is to allow for both games to be completed in a timely fashion without putting pressure on each other. The OCC will keep a close eye on those making use of this regulation and reserves the right to penalise any club found to be using this regulation for any purpose other than to facilitate two games being played on the same day as is laid out above.**

Date	3/8/25 or earlier		4/8/25 to 16/8/25		17/8/25 to 6/9/25		7/9/25 or later	
Competition	Start Time	Interval	Start Time	Interval	Start Time	Interval	Start Time	Interval
Division 21	13:00	16:00 to 16:30	13:00	16:00 to 16:30	12:30	15:30 to 16:00	12:30	15:30 to 16:00

Minor 2 Cup The hours of are as follows:

	Stand-Alone Match	Double-Header Match 1	Double-Header Match 2
First Innings	14:00 to 15:20	13:00 to 14:20	17:00 to 18:20
Interval	15:20 to 15:35	14:20 to 14:35	18:20 to 18:35
Second Innings	15:35 to 16:55	14:35 to 15:55	18:35 to 19:55

12.12.2 Alterations. The official start times, as indicated above, cannot be changed without the specific prior permission of the Open Competitions Committee (OCC), except under the following conditions:

- Both teams agree to an earlier start time at least two weeks before the scheduled date of the match.
- Both teams advise the OCC, the LCU&SA and the website of the change at least two weeks before the scheduled date of the match.
- Where the start time is changed, all corresponding timings change accordingly.

LAW 13 – THE INNINGS

Laws 13.2, 13.3.3, 13.3.4 shall not apply. The remainder of Law 13 shall apply, subject to the following:

Law 13.1 Number of innings is replaced by: A match shall be played over one innings per side.

Law 13.4 The toss

The captains shall toss a coin for the choice of innings in the presence of one of the appointed umpires, on the field of play, 30 minutes before the scheduled or any rescheduled time for the start of play. Please also note the provisions of Law 1.3 (Captain)

13.6 Length of Innings

13.6.1 Uninterrupted Matches.

Division 22 Each team shall bat for 35 overs unless all out earlier.

Minor 2 Cup Each team shall bat for 20 overs unless all out earlier

13.7 Number of Overs per bowler

13.7.1 No bowler shall bowl more than one fifth of the total overs in an innings. No non-Development player shall bowl more than 5 overs (Division 2**2**) or 3 overs (Minor 2 cup)

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

13.8 Delayed Starts due to weather

13.8.1 The duration of the match shall be reduced by two overs (i.e. one over per side) for every 10 minutes of playing time lost prior to the start of play.

13.8.2 **Division 22** In the event of a weather forecast that suggests a likely foreshortening of the match, the team managers may decide in advance to shorten the duration of the match in order to achieve a result. In these circumstances, they will reduce the match to the longest duration of match that they believe it will be possible to achieve, subject to a minimum of 17 overs per side. Such a decision may only be taken because of a poor weather forecast, and not to accommodate players needing to leave the match before the likely close of play or for any similar reason. The OCC will carefully monitor all such decisions of this nature and reserves the right to impose penalties if they believe captains have abused this regulation. In the event of this regulation being applied, the provisions of 13.8 and 13.9 below shall apply.

Minor 2 Cup Where conditions of ground, weather or light indicate that it may not be possible to play a full match in the time scales indicated in Playing Regulation 12.2.1 above, the team managers may, at their sole discretion, reduce the match to 15, 10 or 5 overs per side. Please note that the minimum length of match shall be 5 overs per side, below which the match shall be abandoned as a No result.

13.9 Delayed Starts for reasons other than weather

Minor 2 Cup: If a team is not in position to take the field of play within 30 minutes of the scheduled start 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 overs in line with the provisions in 13.6.1 above, and all relevant subsequent provisions.

Division 22 only:

13.9.1 - If a team is not in position to take the field of play at the scheduled start time their opponents may claim the toss.

13.9.2- If a team is not in position to take the field of play within 30 minutes after the scheduled start time, the side present may choose to claim a walkover. If however they choose to play, the match should start as soon as practicable, with the match reduced in overs in line with the provisions in 13.8 above, and all relevant subsequent provisions.

13.10 Further interruptions

Division 22: Once play commences, no further reduction in overs shall be made. Should there be further interruptions, such that play is abandoned with less than 50% of the revised number of overs bowled, the game shall be refixed in accordance with clause 8 of the General Playing Regulations. If play is abandoned with more than 50% of the revised number of overs bowled, both teams shall be awarded 12½ points (bonus points shall not be awarded in these circumstances), and the match will not be refixed.

13.11 Minimum number of overs to constitute a match

Division 22 The minimum length of match shall be 34 overs (i.e. 17 overs per innings)

Minor 2 Cup The minimum length of match shall be 10 overs (i.e. 5 overs per innings)

13.12 Number of Overs per bowler

13.12.1 In an uninterrupted match, no bowler shall bowl more than one fifth of the total overs in an innings.

13.12.2 In a delayed or interrupted match, where the overs are reduced for both no bowler may bowl more than one-fifth of the total overs allowed.

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

13.12.4 The following table clarifies the allocation of overs per bowler in reduced overs matches:

Length of Innings (overs)	Bowler 1	Bowler 2	Bowler 3	Bowler 4	Bowler 5
10	No bowler may bowl more than 2 overs				
15	3	3	3	3	3
17	4	4	3	3	3
18	4	4	4	3	3
19	4	4	4	4	3
20	No bowler may bowl more than 4 overs				
21	5	4	4	4	4
22	5	5	4	4	4
23	5	5	5	4	4
24	5	5	5	5	4
25	No bowler may bowl more than 5 overs				

26	6	5	5	5	5
27	6	6	5	5	5
28	6	6	6	5	5
29	6	6	6	6	5
30	No bowler may bowl more than 6 overs				
31	7	6	6	6	6
32	7	7	6	6	6
33	7	7	7	6	6
34	7	7	7	7	6
35	No bowler may bowl more than 7 overs				

13.12 Arrangements for Finals

Minor 2 cup only The OCC shall communicate with the finalists in relation to playing regulations to cover delayed starts, interruptions and resolving No results, which may differ from the above.

LAW 14 – THE FOLLOW-ON

Law 14 shall not apply.

LAW 15 – DECLARATION AND FORFEITURE

Law 15 shall not apply.

LAW 16 – THE RESULT

Law 16.1 shall not apply. The remainder of Law 16 shall apply, subject to the following:

Law 16.2 A Win – one innings match

16.2.1 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 13.6 (Completed innings). Note also Law 16.5 (Winning hit or extras).

16.2.2 Save for circumstances where a match is awarded to a team as a consequence of the opposing team's refusal to play (clause 16.3 below), a result can be achieved only if both teams have had the opportunity of batting for at least 17over, unless the team batting second scores enough runs to win in less than 17 overs.

16.2.3 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 below), all matches in which both teams have not had an opportunity of batting for a minimum of 17overs, shall be declared a No Result.

Law 16.3 Umpires awarding a match

Law 16.3 shall apply but, in addition to the consequences of any refusal to play prescribed under this Law, 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.

Law 16.5 All other matches – a Tie or Draw is replaced by:

16.5.1 A Tie – If the scores are equal, the result shall be a Tie and no account shall be taken of the number of wickets to have fallen for both teams. Points will be shared (see Clause 16.12.1 below).

16.5.2 A No Result –

Division 22 in the event of a match being concluded as a No result, the match shall be refixed, per clause 8 in the General Playing Regulations. If the refixed match is concluded as a No result, please refer to clause 16.12.3 below.

Minor 2 Cup Any match in which both teams have not had the opportunity of batting for the agreed number of overs shall be declared a No Result. Points will be shared (see Clause 16.12.2 below).

16.11 Walkovers

16.11.1 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 OCC. In the event of a walkover occurring, the forfeiting team is fined 15 competition points, and the opposing team is awarded the win and 25 competition points.

16.11.2 If the forfeiting team believes there are exceptional circumstances surrounding the forfeit, they may register an appeal with the Secretary of the OCC within 48 hours of the start time of the match, copying in the Secretary of the opposing team.

16.12 Scoring of Points

16.12.1 Result Points

Division 22

- For a win, a team scores 20 points
- For a tie, both teams score 12.5 points (bonus points do not apply in tied matches)

Minor 2 Cup

16.12.2 The Minor 2 Cup will be played in two stages. In the first stage, teams are drawn into groups, with teams playing **THREE** matches. At the end of the group stages, the top two teams in each group progress to knockout Semi- Finals, culminating in a Final.

16.12.3 Competition points shall be awarded in the group stages on the following basis:

- For a win, a team scores four points.
- For a Tie or No Result, a team scores two points.

Teams in each group will be ranked according to the most points scored.

16.12.4 In the event of two or more teams being level on points, positions will be determined by the following tie-breaks:

- Teams will be ranked according to the number of points achieved in matches between other teams level on points (head to head).
- If there remain two or more tied times, teams will be ranked according to their Net Run Rate (see 16.13.3 below).
- Should these tie-breaks not resolve the matter, an open draw between the teams still tied will be held.

16.13.2 Bonus Points

Division 22

Bonus points shall be awarded in respect of each match where there is a winner and a loser. A total of five bonus points is available in each such match, and will be allocated to the two teams, on the basis of the margin of victory. Where interruptions during the match result in a difference in the number of overs per side, the lower of the two figures will determine which set of bonus point schemes below shall apply.

Division 22											
Overs available to each side: More than 28				**Overs available to each side: 22 to 28**				**Overs available to each side: 17 to 21 (incl T20 refix)**			
Margin of Victory		Bonus Points		Margin of Victory		Bonus Points		Margin of Victory		Bonus Points	
Runs	Wickets	Winner	Loser	Runs	Wickets	Winner	Loser	Runs	Wickets	Winner	Loser
100+	9 or 10	5	0	70+	9 or 10	5	0	40+	9 or 10	5	0
80 – 99	7 or 8	4	1	50 – 69	7 or 8	4	1	30 – 39	7 or 8	4	1
60 – 79	5 or 6	3	2	30 – 49	5 or 6	3	2	20 – 29	5 or 6	3	2
40 – 59	3 or 4	2	3	10 – 29	3 or 4	2	3	10 – 19	3 or 4	2	3
20 – 39	2	1	4	5 – 9	2	1	4	5 – 9	2	1	4
< 20	1	0	5	< 5	1	0	5	< 5	1	0	5

16.13.3 Net Run Rate

A team's NRR is calculated by deducting from the average runs per over scored by that team throughout the competition, the average runs per over scored against that team throughout the competition. In the event of a team being all out in less than its full quota of overs, the NRR calculation 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. Only those matches where results are achieved will count for the purpose of NRR calculations.

Where a match is abandoned but a result was achieved using the DLS method, for NRR purposes Team 1 will be credited with Team 2's Par Score on abandonment from the same number of overs faced by Team 2. Where a match is concluded with DLS having been applied at an earlier point in the match, Team 1 will be credited with one run less than the final target score for Team 2 off the total number of overs allocated to Team 2 to reach that target.

16.13.4 Determining League positions

In the event of two teams finishing level on points obtained in a final league table, the following procedure shall be used to determine finishing positions:

a If two teams are tied, points achieved in matches between the teams (head-to-head),

b If three or more teams are tied, or if two teams remain tied after applying (a) above, Net Run Rate in matches between the tied teams will determine final positions.

c If there remains a tie after applying (b) above, teams will be ranked according to the total number of wickets

taken in all league matches,

d If there remains a tie after applying (c) above, teams will be ranked according to the total number of runs scored in all league matches.

Minor 2 Cup No bonus points will apply in this competition.

LAW 19 – BOUNDARIES

Law 19 shall apply, subject to the following:

Law 19.1 Determining the boundary of the field of play is replaced by:

The distance between a point at the centre of the pitch to be used, and any point on the boundary shall be not less than 30 yards (27.4 metres.

Law 19.2 Identifying and marking the boundary

For all CL competitions, boundaries must be clearly marked by either a rope or white line with flags. Please see Clause 20 of CL's General Playing Regulations for more information. Sanctions may be applied by the OCC for non-compliance in this regard.

LAW 21 – NO BALL

Law 21.10 shall not apply. The remainder of Law 21 shall apply. It should be noted that Free Hits do not apply in these competitions.

LAW 22 – WIDE BALL

Law 21 shall apply, subject to the following:

Law 22.1 Judging a Wide

In addition to Law 22.1.1, the umpires shall adjudge it a wide if the ball passes above head height of the striker standing upright at the popping crease.

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

22.11 Switch Hits

Please see clause 41.19.8 below

LAW 24 – FIELDER'S ABSENCE; SUBSTITUTES

Law 24 shall apply, subject to the following:

24.1 Law 24.2 Fielder absent or leaving the field of play

Law 24.2.3 is replaced by:

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

24.2.3.1 The player shall not be permitted to bowl in the match until he/she has either been able to field, or his/her team has subsequently been batting for the total length of playing time for which the player was absent (hereafter referred to as Penalty Time).

Division 22 A player's unexpired Playing Time shall be a maximum of 75 minutes.

Minor 2 Cup A player's unexpired Playing Time shall be a maximum of 35 minutes

If any unexpired Penalty time remains at the end of the first innings, it is carried forward to the second innings of the match.

24.2.3.2 The player shall not be permitted to bat in the match until his/her 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 first innings. However, once his/her side has lost five wickets in its innings, he/she may bat immediately. If any unexpired Penalty Time remains at the end of the batting innings, it is carried forward to the Super Over or Bowl Out, if either is required.

24.2.3.3 If a player leaves the field before having served all of his/her Penalty Time, the balance is carried forward as unserved Penalty Time. 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 75 or 35 minutes, and that player shall not bowl until all of his/her Penalty Time has been served.

For the purposes of Playing Regulations 24.2.3.1 and 24.2.3.2 above, playing time shall comprise the time play is in progress, excluding the interval between innings, and any stoppages in play due to issues of ground, weather and light. Note that Law 24.2.9 shall apply, except that Penalty time would apply, up to a maximum of 75 or 35 minutes.

Law 24.3 Penalty time not incurred

In addition to Law 24.3, a nominated player's absence will not incur Penalty time if he/she is absent from the field of play for a period of eight minutes or less.

LAW 25 BATTER'S INNINGS; RUNNERS

Law 25 shall apply as per the Laws of Cricket subject to the following applicable to non Development players:

25.4 Batter retiring

25.4.1 Having scored at least 50 runs in Division 21 or 35 runs in the Minor 2 Cup, a batter must retire their innings when the ball is next dead unless the batting team has already lost nine wickets in the innings or when no other batters are available to bat.

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

25.4.3 If a batter retires for any reason other than as in 25.4.2, 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 their innings is not resumed, that batter is to be recorded as 'Retired - out'. Batsmen who are returning under this clause must return in the same order as which they retired.

25.4.4 If after retiring a batter resumes their innings, subject to the requirements of 25.4.2 and 25.4.3, it shall be only at the fall of a wicket or the retirement of another batter.

LAW 28 – THE FIELDER

Law 28 shall apply and, in addition, the following clauses shall apply:

28.7 Restrictions on the placement of fielders

28.7.1 Two semi-circles shall be drawn on the field of play. The semi-circles shall have, as their centre, the middle stump at either end of the pitch. The radius of these semi-circles shall be 30 yards (27.43 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field (as illustrated in Appendix 2). This fielding restriction area should be marked by a continuous white line or 'dots' at 5 yard (4.57 metre) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.

28.7.2 At the instant of delivery, no more than 5 fielders may be outside this area.

28.7.3 In the event of an infringement of any of the above fielding restrictions, the striker's end umpire shall call and signal 'No ball'

LAW 41 – UNFAIR PLAY

Law 41 shall apply, subject to the following:

Law 41.6 Bowling of dangerous and unfair short-pitched deliveries

In addition to Law 41.6, the following will apply:

41.6.6 A fast short-pitched delivery is defined as a delivery that passes or would have passed above the shoulder height of the striker standing upright at the popping crease.

41.6.7 A bowler shall be limited to one fast short-pitched delivery per over, and the umpire at the bowler's end shall advise the bowler and batsman on strike when each such delivery has been bowled.

41.68 In addition, a ball that passes above head height of the batsman, standing upright at the popping crease, that he/she is unable to hit with his/her bat shall be called a Wide. Note that any such delivery called a Wide under this Playing Regulation shall also count as the one permitted short-pitched delivery in that over.

41.19 Switch-Hits

41.19.1 The batsman's grip and stance should be the same from the start of the bowler's run up until the beginning of the bowler's delivery stride.

41.19.2 The batsman can utilise any grip, as long as he/she does not change it while the bowler is running to bowl.

41.19.3 From the beginning of the delivery stride (defined as the moment that the bowler's back foot lands in the delivery stride) the batsman, if he/she chooses, may start to play the switch-hit stroke.

41.19.4 If the bowler sees the batsman alter his/her grip or stance before he/she enters his/her delivery stride, he/she is not compelled to deliver the ball.

41.19.5 If the bowler does not deliver the ball, in this instance, the umpire shall give the striker an informal warning.

41.19.6 The second time this happens, the striker should be formally warned that he/she is wasting time under Law 41.10 (Batsman wasting time). This shall constitute a first and final warning and be applicable to any batsman in that innings. Any subsequent instances shall result in five penalty runs being awarded to the fielding side.

41.19.7 The bowler, having seen the batsman change his/her grip and/or stance, may decide to bowl at the batsman and is entitled to do so. The umpires should allow this option.

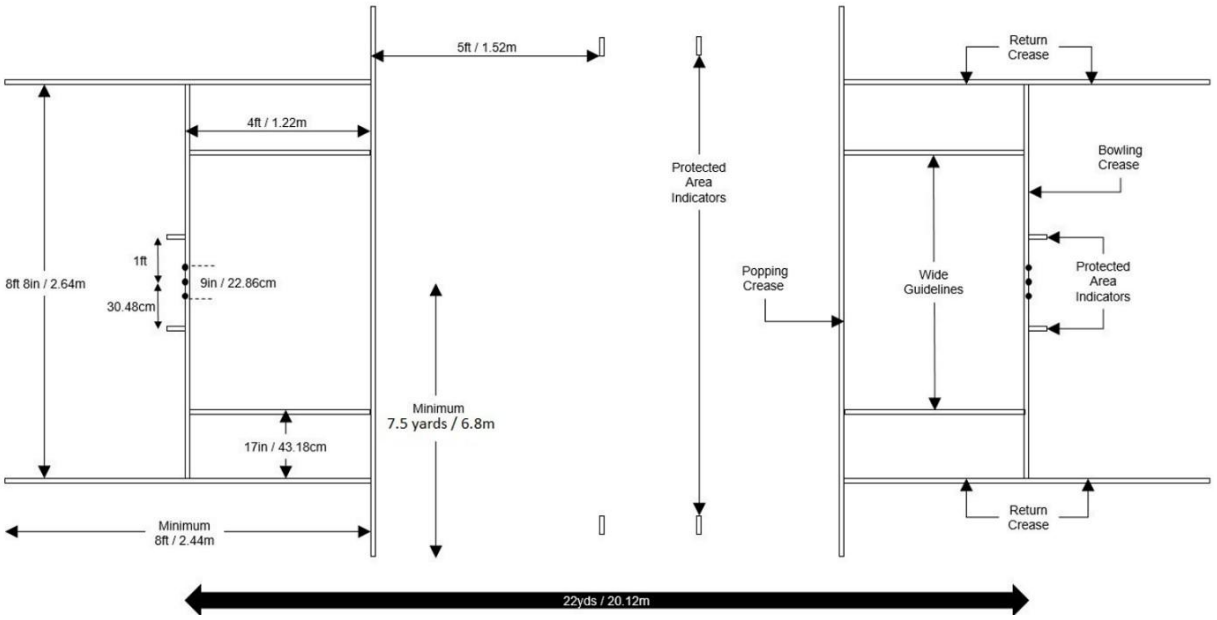
41.19.8 When a switch hit is attempted then, for the purposes of appeals for LBW, the umpire will consider the striker's leg side to be the leg side of his/her original stance. For the purposes of judging a Wide, the 17" line will be used as a guide on both sides of the wicket, as the striker is now considered to have "two off sides".

LAW 42 – PLAYERS' CONDUCT

Law 42 shall only apply in matches to which LCU&SA have appointed umpires, but the Level 1 to 4 offences, as detailed in Laws 42.2 to 42.5 inclusive, are replaced by those in the CL Code of Conduct document (available on the CL website).

APPENDICES TO THE PLAYING REGULATIONS

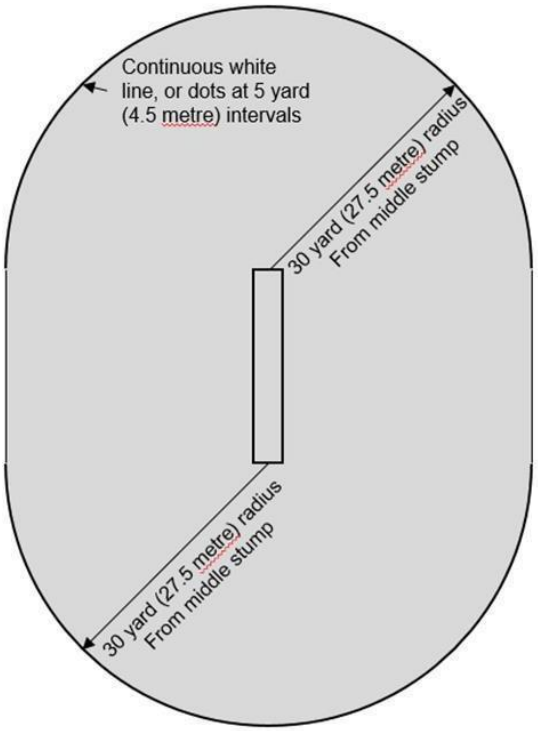
APPENDIX 1 – Pitch and Crease Markings



NOTE 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. 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.

APPENDIX 2 – Restriction on the placement of fielders



APPENDIX 3 – Safety of Young Players

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 they are enforced as regulations. Umpires should therefore ensure that team lists given to them prior to the start of play clearly identify the precise ages of any players under 18 years of age. In matches where no official umpires are present to enforce the regulation, team captains should make every effort to ensure that the directives are followed as best practice. Clubs should therefore ensure that their team captains are familiar with this practice.
The directives apply to boys and girls. Any reference to he/his should be interpreted to include she/her. Age groups are based on the age of the player on 1 September in the year preceding the competition.

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

Fielding Restrictions
No young player in the under 15 age group or younger shall be allowed to field closer than 8 yards (7.3m) from the middle stump, except behind the wicket on the off side, until the batsman has played at the ball.
For those in the under 13 age group and below, the distance is 11 yards (10m). These minimum distances apply even if the player is wearing a helmet.
Should a player in these age groups come within the restricted distance the umpire must stop the game immediately and instruct the fielder to move back. Any player in the under 16 to under 18 age groups who has not reached the age of 18, must wear a helmet, and for boys, an abdominal protector (box) when fielding within 6 yards (5.5m) of the bat, except behind the wicket on the off side.

Wicket-keepers
Any wicket-keeper under the age of 18 (on the day of the match) must wear a helmet when standing up to the stumps. This applies to all speeds of bowling. Non-compliance with this Directive will result in the umpires stopping the game and instructing the wicket-keeper to put on a helmet, or stand back from the stumps.

Bowling 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 even though the ability of the wicket-keeper means that he is capable of standing up to what they consider to be a fast bowler.

Directives for matches

Age	Max overs per spell	Max overs per day
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

In addition to these, it is recommended that in any 7 day period a fast bowler should not bowl more than 4 days in that period and for a maximum of 2 days in a row.' For example: in a tournament lasting 5 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 his spell has been bowled from the same end. If a bowler only completes part of his permitted spell, the above restriction still applies. For example, if he/she is allowed 7 overs, but only bowls 4, he/she cannot bowl again, until 4 overs have been bowled from the same end. He/she cannot resume his `spell' after 2 overs from the same end, claiming that he/she is allowed another 3 overs to make up his 7. However, a bowler is allowed to change ends during a spell without taking a rest. This can only be done provided that he/she bowls the next permissible over from the other end.

If there is an interruption in play, whether scheduled or not, he/she will be allowed to count time off the field as part of his `rest time'. During this interruption, the bowler may count every 7 minutes of the interruption as being equivalent to 1 over at each end. If play is interrupted for any reason for less than 40 minutes, any spell in progress at the time of the interruption can be continued after the interruption up to the maximum number of overs per spell for the appropriate age group. In this case, the bowler cannot claim any time off the field as rest time and his spell will still be in progress even though play is suspended. If the spell is not continued after the interruption, the bowler cannot bowl again, from either end, until the equivalent number of overs to the length of his spell before the interruption has been bowled from the same end. If the interruption is of 40 minutes duration or more, whether scheduled or not, the bowler can commence a new spell immediately.

Once a bowler covered by these Directives has bowled in a match, he/she cannot exceed the maximum overs per day for his age group even if he/she subsequently bowls spin. He/she can exceed the maximum of overs per spell if bowling spin only, but cannot then revert to bowling fast until an equivalent number of overs to the length of his spell has been bowled from the same end. Any spell that includes fast bowling must not exceed the maximum number of overs per spell even if some of the spell is of spin.

Umpires' responsibility

The umpires are expected to monitor these players and keep records of the overs such players bowl. Once the maximum allowance for any one spell has been reached, they will inform the player and the captain accordingly, and will not allow the player to bowl again until the requisite rest period has been fulfilled. 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 Tournament Director and manager / coach / captain as soon as is practical, that these players shall be subject to the above Directives.