Competition Playing Regulations 2026 Season

T20 Competitions
LHK Insurance Tillain Cup
& LHK Insurance YMCA Salver

Please Note: These regulations are subject to change, and the latest version will always appear on the Cricket Leinster website

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

Except as varied hereunder, the the Laws of Cricket 2017 Code (3rd Edition - 2022) shall apply. Note that Cricket Leinster's Young Cricketer Directive (see Appendix 5) shall apply in this competition, as do CL's Coloured Clothing Guidelines.

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 regular 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 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 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.

LAW 2 – THE UMPIRES

Law 2 shall apply, subject to the following

Law 2.1 Appointment and attendance
Law 2.1 applies, except that umpires shall be present on the ground at least 60 minutes before the scheduled start of play.

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. If official umpires are not present 30 minutes before the official starting time, then 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.

2.2.2 Cancelling of matches. No match may be called off, irrespective of weather conditions, before the official starting time, except with the agreement of the 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 on whether the pitch is playable or not, taking into account the views of the ground authority. If distance prevents the umpires' 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

Law 3.1 Appointment of scorers is replaced by:
Two scorers shall be appointed to record all runs scored, all wickets taken and, where appropriate, number of overs bowled. A written record of the score must be kept in a scorebook, regardless of the use of electronic scoring methods. When team lists are exchanged, a scorer (or scorers) will also be nominated by each team. If a team does not nominate a separate scorer, they must select a nominated player to act as scorer and play with one player less. The player nominated as scorer shall fulfil that function throughout the match and will take no part in the match as a player. Should that player nominated to be scorer not be available for any portion of the match, a second nominated player shall replace him as scorer and will be treated as a player under the applicable "Fielder absent or leaving the field" regulations should they be in a position to act as a nominated player again.

3.4 Duckworth-Lewis-Stern (DLS) Calculations

3.4.1 There must be at least one person available throughout the match who is capable of performing a calculation under the current method (For the 2026 season this is DLS 6). This can be one of the scorers. A computer and printer must be available, with printouts to be 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.

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 referred to the OCC 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 OCC for determination.

3.4.5 Additional clause for Covid-19 restrictions: DLS sheets should be printed in the usual way, and should be visibly displayed for opposing captains, umpires and scorers. Every attempt to limit the sharing/touching of DLS sheets should be made

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.

Tillain Cup only - All teams must use the officially chosen 'League Ball' as supplied by Cricket Leinster. For 2024 this will be the "Oxbridge Windsor" WHITE ball. 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 OCC after the match.

Law 4.4 New ball in match of more than one day's duration does not apply.

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 13.3.2 below.

LAW 7 – THE CREASES

Law 7 shall apply and, in addition:

Law 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, 11.4, 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 in 11.1 above shall be of 15 minutes' duration.

Law 11.4 Changing agreed times of intervals

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.

Law 11.8 Intervals for drinks

There shall be no drinks intervals during either innings of the match.

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 16.5 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 a 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 The hours of play for all matches are as follows:

On or before 4/5/2026	Stand-Alone Match	Double-Header Match 1	Double-Header Match 2
First Innings	14:00 to 15:20	12:00 to 13:20	16:00 to 17:20
Interval	15:20 to 15:35	13:20 to 13:35	17:20 to 17:35
Second Innings	15:35 to 16:55	13:35 to 14:55	17:35 to 18:55

5/5/2026 – 31/07/2026	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

Please note that a match scheduled for a 16:00/17:00 start might have a delayed start, in the event of a match scheduled for a 12:00/13:00 start being delayed. In the event of that occurring, the second match will start at 16:00/17:00 or one hour after the end of the first scheduled match, whichever is later, to allow for the host venue to reset the facility for the second match to take place.

12.12.2 Alterations. The official start times, as indicated above, may not be changed without the specific prior permission of the Open Competitions Committee, 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.

Please note that the date of the match cannot be altered under any circumstances.

12.12.3 Competition Finals. These will be played per the schedule published on the CL website.

12.13 Extra Time

No extra time is set aside for any matches in these competitions.

12.14 Permitted Time Allocations / Minimum Over Rates

12.14.1 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 their complement of overs by the scheduled or re-scheduled cut-off time – see clause 12.15 below.

12.14.2 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., they 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 so added by the umpires shall be at their absolute discretion and shall not be subject to retrospective negotiation.

12.14.3 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 over rate.

12.15 Over Rate Penalties

12.15.1 In the event of a side failing to complete their scheduled number of overs within the Permitted Time Allocation (or as adjusted under 12.3.2), the full quota of overs will be completed, and the batting side will be credited with 6 runs for every whole over that has not been 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.

12.15.2 All penalties in this regard will be imposed immediately the ball first becomes dead after the scheduled or rescheduled cessation time for the innings.

12.15.3 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.

12.15.4 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 or re-scheduled cessation time for that innings. The Umpire at the bowler's end will inform the fielding Captain, the batter and his fellow Umpire of any time allowances as and when they arise. (This matter will not be subject to retrospective negotiation).

12.15.5 In addition, in all reduced overs matches, the fielding team in each innings will be given one over's leeway. For the avoidance of doubt, one over's leeway means that the fielding side must be in position to bowl the first ball of the penultimate over by the scheduled or re-scheduled cut off time.

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 and shall be limited to a maximum of 20 overs per innings.

Law 13.4 The toss

The captains shall toss a coin for the choice of innings in the presence of at least 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. Each team shall bat for 20 overs unless all our earlier.

13.6.2 Delayed Starts due to Ground, Weather or Light

The duration of the match 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.

13.6.3 Delayed Starts due to reasons other than Ground, Weather or Light

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. In either event, the matter shall be referred to the OCC for further consideration.

13.6.4 Minimum overs to constitute a match

Subject to Playing Regulation 13.6.2 above, the minimum length of match shall be 10 overs (5 overs per side). If, at any point, the umpires believe that the remaining overs cannot be completed in the required time (due to ground, weather or light), the match shall be abandoned as a No Result.

13.7 Number of Overs per Bowler

13.7.1 In an uninterrupted match, no bowler shall bowl more than 4 overs in an innings. 13.7.2 In a delayed or interrupted match, where the overs are reduced for both teams or for the team bowling second:

- For innings of rescheduled length of 10 overs or more, no bowler may bowl more than one-fifth of the total overs allowed. Where the total overs are not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.
- For innings of rescheduled length of between 5 and 9 overs, no bowler may bowl more than two overs.

13.7.3 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.

13.8 Arrangements for Finals

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 13.3 (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 5 overs, unless one team has been all out in less than 5 overs or unless the team batting second scores enough runs to win in less than 5 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 16.3 below), all matches in which both teams have not had an opportunity of batting for a minimum of 5 overs, 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 between both teams (see 16.13.2). 16.5.2 A No Result – see clause13.6.4 above

16.5.3 In the event of a Tie or a No Result in a Semi-Final or Final, the teams shall compete in a Super Over to determine the winner, details of which can be found at Appendix 2. If the umpires (or in their absence, the captains) determine, not later than 15 minutes after the conclusion of the match, that it is not possible to play a Super Over, the result of the match shall be determined by a Bowl-Out, details of which can be found at Appendix 3. If the Bowl-Out cannot be completed, then the winner of the match shall be determined by the toss of a coin.

16.11 Prematurely Terminated Matches - Calculation of the Target Score

16.11.1 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 (minimum of 5 overs), then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing. This revised target is to be calculated using the current DLS method. The target set will always be a whole number and one run less will constitute a Tie.

16.11.2 Prematurely Terminated Matches

If the innings of the side batting second is suspended (with at least 5 overs bowled) and it is not possible for the match to be resumed, the match will be decided by comparison with the DLS 'Par Score' determined at the instant of the suspension by the DLS 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.

16.12 Walkovers

16.12.1 A walkover arises where a team does not fulfil a fixture, and the reasons put forward for the failure to do so are not considered adequate by the Open Competitions Committee. In the event of a walkover occurring, the forfeiting team is fined one competition point, and the opponents are awarded the win and four competition points.

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

16.13 Competition Format and Scoring of Points

16.13.1 These competitions will be played in two stages. In the first stage, teams are drawn into groups, with teams playing up to six matches. At the end of the group stages, the group winners progress to knockout Semi-Finals, culminating in a Final.

16.13.2 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.

16.13.3 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. • Should these tie-breaks not resolve the matter, an open draw between the teams still tied will be held. 16.13.4 Net Run Rate (NRR)

A team's NRR is calculated by deducting from the average runs per over scored by that team throughout the group stage, 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.

16.13.5 Draws for Knockout Rounds

The OCC will co-ordinate the draws for the knockout rounds of each competition. Dates for Semi Finals and Finals are listed on the Cricket Leinster Website

LAW 19 – BOUNDARIES

Law 19 shall apply, subject to the following:

Law 19.1 Determining the boundary of the field of play

In addition to Law 19.1, and in both competitions, 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 35 yards.

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 and, in addition:

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:

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

b. The No ball was the result of a fielding restriction breach, in which case the field may be changed to the extent of correcting the breach.

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

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

LAW 22 – WIDE BALL

Law 22 shall apply, subject to the following:

Law 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,

a. 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.

b. 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 him to be able to hit it with the bat by means of a normal cricket stroke.

22.1.3 On the 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. On the off side, the umpire will be guided by the 17" line in determining what is a fair ball.

22.10 Switch Hits

Please see clause 41.19.8 below.

LAW 24 – FIELDER'S ABSENCE; SUBSTITUTES

Law 24 shall apply, subject to the following:

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). 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 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 in Law 24.2.9, Penalty time would apply up to a maximum of 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 28 – THE FIELDER

Law 28 shall apply and, in addition, the following clause 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 4). This fielding restriction area should be marked by a continuous white line 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.

28.7.2 At the instant of delivery:

28.7.2.1 During the Powerplay Overs (as set out below), only two fielders shall be permitted outside this fielding restriction area at the instant of delivery.

28.7.2.2 During the non-Powerplay Overs, no more than five fielders shall be permitted outside the fielding restriction area at the instant of delivery

28.7.2.3 In circumstances when the number of overs of the batting team is reduced, the number of Powerplay Overs shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that this table shall apply to both the 1st and 2nd innings of the match.

Innings Duration	Number of Powerplay Overs
5 – 8	2
9 – 11	3
12 – 14	4
15 – 18	5
19 – 20	6

28.7.2.4 If play is interrupted during an innings and the table above is applied, the amended number of Powerplay Overs applies immediately. For the avoidance of doubt this applies even if the interruption has occurred mid-over.

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

LAW 40 – TIMED OUT

Law 40 shall apply, with the exception that the length of time shall be 90 seconds.

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:

41.1.1 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.

41.1.2 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 batter on strike when each such delivery has been bowled. 41.1.3 In addition, a ball that passes above head height of the batter, 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.

Law 41.10 Batter wasting time

Law 41.10 shall apply and, in addition, an incoming batter should be in position to take guard, or his/her partner ready to receive the next ball, within 90 second of the fall of the previous wicket.

41.19 Switch Hits

41.19.1 The batter'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 batter 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 batter, if he/she chooses, may start to play the switch hit stroke. 41.19.4 If the bowler sees the batter 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 (Batter wasting time). This shall constitute a first and final warning and be applicable to any batter 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 batter change his/her grip and/or stance, may decide to bowl at the batter and is entitled to do so. The umpires should allow this option.

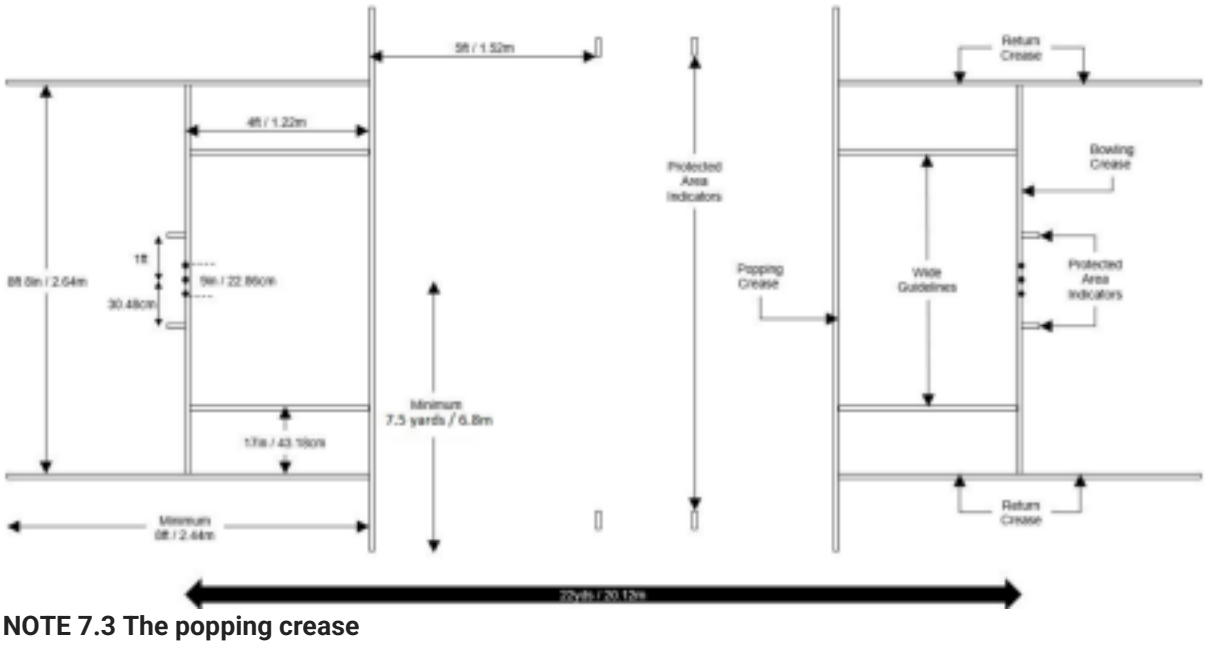
41.19.8 When a switch hit is attempted then, for the purposes of appeals for LBW, the umpire will consider the striker's leg side to be the leg side of his/her original stance. For the purposes of judging a Wide, the 17" line will be used as a guide on both sides of the wicket, as the striker is now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

The following procedure will apply should the provision for a Super Over be required in any match.

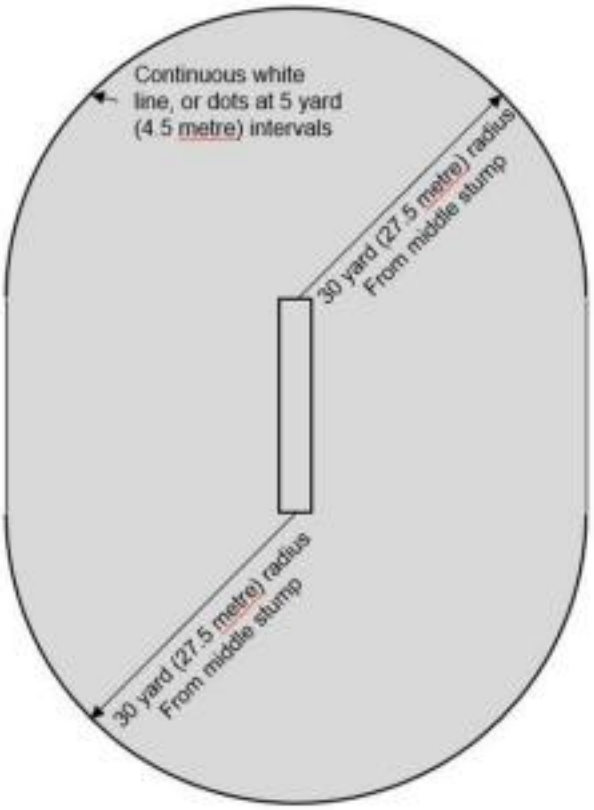
1 The Super Over will take place as soon as possible on the pitch allocated for the match, unless otherwise determined by the umpires in consultation with the ground authority.
2 Prior to the commencement of the Super Over, each team will nominate three batsmen and one bowler to the umpires, and only nominated players in the main match may participate in the one over per side eliminator. 3 The umpires shall stand at the same end as that in which they finished the match, and they shall choose from which end bowling will take place for both teams.
4 If a fielder returned to the field of play following an absence in the main match and is unable to bowl in accordance with Law 2.5(c), then any remaining time to be served in the main match shall be carried forward to the Super Over.
5 Each team's over is played with the same fielding restrictions as would apply in the final over the match.
6 The team batting second in the match will bat first in the Super Over.
7 The same ball (or a ball of similar age if the original ball is out of shape or lost) used at the end of each team's respective innings shall be used in each team's respective Super over.
8 The loss of two wickets in the over ends the team's one over innings.
9 The winner of the Super Over shall be the team scoring the greater number of runs, irrespective of the number of wickets lost.
10 If the Super Over is tied, then subsequent Super Overs shall be played until there is a winner. Subsequent Super Overs shall start five minutes after the conclusion of the previous one.

Repeating the Super Over:
11 The team batting second in the previous Super Over shall bat first in the subsequent one (and the team batting first in the previous one shall bat second in the subsequent one).
12 Clause 7 in this appendix, in respect of cricket balls shall apply in subsequent Super Overs and, per Clause 3 in this appendix, the bowling will take place from the opposite end for subsequent Super Overs to the previous one. 13 Any batter dismissed in a Super Over shall be ineligible to bat in any subsequent Super Over (unless all 11 batsmen have been dismissed), and any bowler who bowls in a Super Over shall be ineligible to bowl in any subsequent Super Over (unless all 11 players on the team have bowled).
14 In all other ways, the procedure for subsequent Super Overs shall be the same as for the initial Super Over.

APPENDIX 3 – Procedure for a Bowl-Out

1 Five players from each side will bowl one over-arm delivery at a wicket (conforming to Law 8) from a wicket (conforming to Law 8) pitched at a distance of 22 yards with, if practicable, bowling, popping and return creases (conforming to Law 7). Players from each team shall bowl alternately. The side which puts down the wicket (as defined in Law 29.1) most times shall be winner.
2 If the scores are equal, the same players shall bowl alternately, in the original order, on a 'sudden death' basis, until the tie is broken.
3 The umpires shall approve the balls to be used by both teams, which shall not be new ones. 4 A No ball or Wide ball shall count as a ball bowled. Under no circumstances can a No ball be regarded as having put down the wicket.
5 If the original match had started, the five cricketers to take part in the bowl-out must be selected from the original 11 players nominated. If there has been no play, the five cricketers may be selected from any of the club's eligible registered players.
6 In the presence of the umpires, the two captains will toss to decide which team bowls first. 7 No players shall be permitted to stand in front of or behind the wicket, or tend the wicket in any way, in order to act as a target for the bowlers. However, a player shall be permitted to stand back from the stumps to field the ball.

APPENDIX 4 – Restriction on the placement of fielders



APPENDIX 5 – 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 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.

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.

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.