



**Leinster
Cricket
Union**

**20 Dornden Park
Booterstown
Co Dublin**

Development Competition Regulations 2017

Competition Aim: Integrate young players more effectively into an adult environment.

Playing in the spirit of the game is vital for the enjoyment and development of all players. It is up to each captain and club to ensure that games are played in an atmosphere where all players are having fun, learning and developing their game.

The Laws of Cricket

The laws of cricket shall apply, in conjunction with the regulations outlined below.

Please see below link for full details of the laws of cricket.

<https://www.lords.org/mcc/laws-of-cricket/laws-of-cricket-animations/laws-of-cricket-animations-english/>

Please see below link to obtain the Laws of Cricket App.

<https://www.lords.org/mcc/laws-of-cricket/the-laws-of-cricket-app/>

Regulations

Law 1 – The players

Over 50% of the team must be youth players.

A youth player is defined as a player who is no older than 18 at the 1st of September of 2016.

Examples- If 11 players available, at least 6 players must be youth players and the remainder adults. If 10 players available, at least 6 players must be youth players and the remainder adults.

The development league is primarily aimed at those who are over U13 and involved in U15s, excluding those players who are involved in representative cricket. Teams may involve younger or older players depending on their ability and suitability.

President
Derek Dockrell
Mobile 086-820-5788
derekdockrell@eircom.net

Hon Secretary
Mary Sharp
Mobile 086-811-7302
Mary.Sharp@tcd.ie

Hon Treasurer
Pat Banahan
Mobile 086-821-1115
treasurerlcu@outlook.com



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Players in development league will not be subject to starring restrictions.

Players will be registered on the Cricket Leinster site as per the current practice.

Female players are eligible to play in this competition.

Law 5 – The ball

Shall be a 5.5oz red ball.

Law 12 – Innings

The following shall replace Law 12.

12.1 Duration of Matches [Overs]

All matches will consist of one innings per side, with 30 overs per innings.

12.2 Starting Times and Intervals

12.2.1 The starting times can be agreed by the two captains, ensuring that enough time is allowed for the completion of the game.

12.2.2 Tea Interval. There is no tea break but there will be a 15 minute innings changeover. An alterations is to be agreed by the two captains prior to the commencement of the game.

12.2.4 For two–Evening matches the Starting Time shall be agreed by the two captains prior to the commencement of the game, ensuring that enough time is allowed for the completion of one innings.

Finishing Times: First night - play shall cease at the end of the first innings if this occurs after 8.30 pm. If it occurs before 8.30 pm, play shall continue until 9.00 pm unless otherwise agreed by the captains prior to the commencement of the game.

Second night - play shall continue until end of match or abandonment for weather or other reasons.

12.3 Number of Overs per Bowler

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

12.3.2 In a delayed or interrupted match where the overs are reduced for both teams no bowler may bowl more than one-fifth of the total overs allowed. Where this leads to a fraction of an over, it shall be rounded up

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

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Law 13 – The follow-on - Shall not apply.

Law 14 – Declaration and forfeiture - Shall not apply.

Law 15 Interrupted Matches/Delayed Starts

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

15.1 Delayed Starts

a. Weather delays

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

b. Delayed starts other than weather

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

15.2 Minimum Overs to Constitute a Match

The minimum over to constitute a match is 10 overs per side. The aim should be to play as many overs as possible to involve as many players as possible.

Law 16 – Start of play; cessation of play - Shall not apply.

Law 21 shall apply subject to the following:

21.1 Law 21.1 - A win - two innings match

Law 21.1 shall not apply.

21.2 Law 21.2 - A win - one innings match

Law 21.2 shall apply in addition to the following:

21.2.1 Save for circumstances where a match is awarded to a team as a consequence of the opposing teams refusal to play (Law 21.3), a result can be achieved only if both teams have had the opportunity of batting for at least 10 overs unless one team has been all out in less than 10 overs or unless the team batting second scores enough runs to win in less than 10 overs.

21.2.2 Save for circumstances where a match is awarded to a team as a consequence of the opposing teams refusal to play (Law 21.3), all matches in which both teams have not had an opportunity of batting for a minimum of 10 overs, shall be declared no result.

21.4 Law 21.4 - A Tie

Law 21.4 shall apply in addition to the following:

21.4.1 If the scores are equal, the result shall be a tie and no account shall be taken of the number of wickets which have fallen.

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21.5 Law 21.5 - A Draw

Law 21.5 shall not apply

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

21.7 Correctness of result

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

21.8 Points

[a] Result Points

Win: 20 points to the winner

Loss: 0 points to the loser

Tie: 10 points to each side

No result: 5 points to each side

Law 25 – Wide ball

A wide ball is a ball that is outside of the return crease when it passes the batsman.

A penalty of one run for a wide shall be scored. This penalty shall stand in addition to any other runs which are scored or awarded. All runs, which are run or result from a wide ball, which is not a no ball, shall be scored wide balls.

Law 41 Fielder

Law 41 shall apply subject to the following:

41.1 Law 41.1 - Protective equipment

The following shall apply in addition to Law 41.1:

41.2.1 The exchanging of protective equipment between members of the fielding side on the field shall be permitted provided that the umpires do not consider that it constitutes a waste of playing time.

41.2 Restrictions on the placement of fieldsmen

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

LCU Regulations

43 – Safety of Young Players

43.1 The restrictions set out in Appendix 2 apply to all matches.

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Appendix

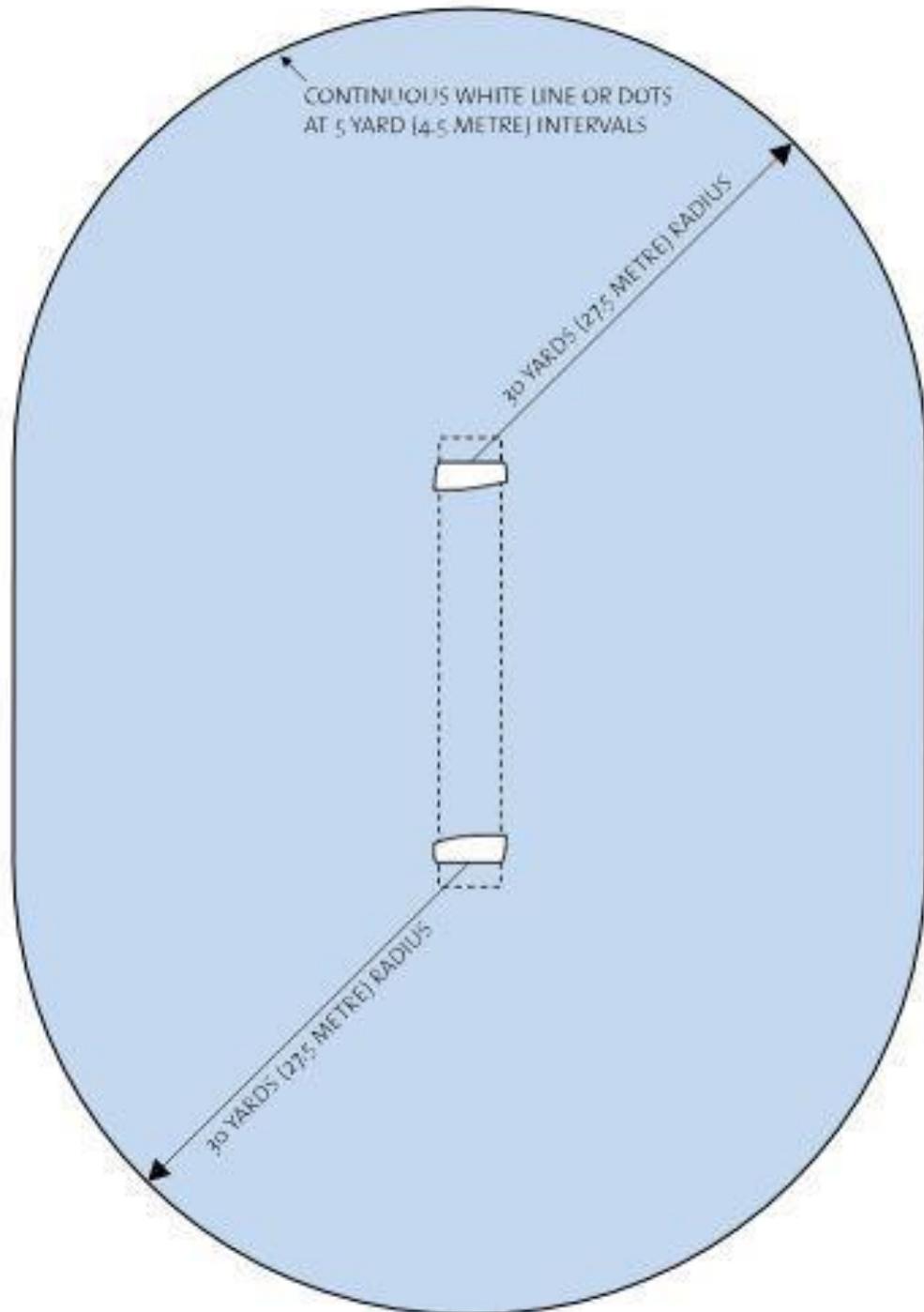
1 - Fielding Restrictions

Restrictions on the placement of fieldsmen

President
Derek Dockrell
Mobile 086-820-5788
derekdockrell@eircom.net

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Mary Sharp
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2 – Youth Safety

Safety of Young Players

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

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

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 Restrictions

For the purpose of these Directives, a fast bowler is defined as a bowler to whom a wicket-keeper in the same age group would in normal circumstances stand back to take the ball. This does not preclude the umpires from insisting that these Directives

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

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

If there is an interruption in play, whether scheduled or not, he will be allowed to count time off the field as part of his 'rest time'. During this interruption, the bowler may count every 7 minutes of the interruption as being equivalent to 1 over at each end.

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

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

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