



**Cricket Leinster
Season 2018**

**Competition Playing
Regulations**

**Middle, Middle 2, Intermediate,
Junior, Minor, Minor 2 Cups**

*These regulations and laws apply to all matches [other than 20/20, youth and women's matches] played under the auspices of the Leinster Cricket Union.
These regulations should be read in conjunction with the 2017 Code of the Laws of Cricket*

**Competition Playing
Regulations and Laws of Cricket
Middle, Middle 2, Intermediate, Junior, Minor, Minor 2 Cups
(incorporating the 2017 Code of the MCC Laws of Cricket)**

Preamble - The Spirit of Cricket

Cricket owes much of its appeal and enjoyment to the fact that it should be played not only according to the Laws (which are incorporated within these Playing Conditions), but also within the Spirit of Cricket. The major responsibility for ensuring fair play rests with the captains, but extends to all players, umpires and, especially in junior cricket, teachers, coaches and parents.

Respect is central to the Spirit of Cricket.

Respect your captain, team-mates, opponents and the authority of the umpires.

Play hard and play fair.

Accept the umpire's decision.

Create a positive atmosphere by your own conduct, and encourage others to do likewise.

Show self-discipline, even when things go against you.

Congratulate the opposition on their successes, and enjoy those of your own team.

Thank the officials and your opposition at the end of the match, whatever the result.

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

1 THE PLAYERS

1.1 Number of players

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

1.2 Nomination and replacement of players

1.2.1 Each captain shall nominate 11 players in writing to the umpires no later than 20 minutes before the start of the match. No player may be changed after the nomination without the consent of the opposing captain.

1.2.2 All those nominated shall be eligible to play for that particular team in accordance with the General Playing Regulations of Cricket Leinster

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

1.2.4 In matches where no LCU&SA provided umpire is officiating, Law 1.2 (Nomination of players) shall be interpreted as meaning that the captains should exchange team lists prior to the toss being made.

1.3 Captain

1.3.1 If at any time the captain is not available, a deputy shall act for him.

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

1.3.3 At any time after the nomination of the players, only a nominated player can act as deputy in discharging the duties and responsibilities of the captain as stated in these Playing Conditions, including at the toss.

1.4 Responsibility of captains

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

2 THE UMPIRES

2.1 Appointment and attendance

- 2.1.1 The Leinster Cricket Umpires & Scorers' Association will aim to provide umpires for semi-finals and finals of all cups. For cup matches [prior to semi-finals] below Senior 2, the LCU&SA will not normally provide umpires. Where LCU&SA cannot provide umpires, the following applies. 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 Change of umpire shall apply as per the Laws of Cricket

2.3 Consultation with captains shall apply as per the Laws of Cricket

2.4 The wickets, creases and boundaries shall apply as per the Laws of Cricket

2.5 Conduct of the match, implements and equipment shall apply as per the Laws of Cricket

2.6 Fair and unfair play shall apply as per the Laws of Cricket

2.7 Fitness for play shall apply as per the Laws of Cricket

2.8 Suspension of play in dangerous or unreasonable circumstances shall apply as per the Laws of Cricket

2.9 Position of umpires shall apply as per the Laws of Cricket

2.10 Umpires changing ends Shall not apply.

2.11 Disagreement and dispute shall apply as per the Laws of Cricket

2.12 Umpire's decision shall apply as per the Laws of Cricket

2.13 Signals shall apply as per the Laws of Cricket

2.14 Informing the umpires shall apply as per the Laws of Cricket

2.15 Correctness of scores shall apply as per the Laws of Cricket

3 THE SCORERS

3.1 Appointment of scorers

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

3.2 Correctness of scores

The scorers shall frequently check to ensure that their records agree and consult with the umpires if necessary. See Law 2.15 (Correctness of scores).

3.3 Acknowledging signals

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

4 THE BALL shall apply as per the Laws of Cricket

In addition:

4.5 Sightscreens and Player Clothing

Sightscreens should be White or Blue in colour and Player clothing should be white or cream

5 THE BAT shall apply as per the Laws of Cricket

With the exception of clauses 5.7 and 5.8 which do not apply until 2019

6 THE PITCH

6.1 Area of pitch

The pitch is a rectangular area of the ground 22 yards/20.12 m in length and 10 ft/3.05 m in width. It is bounded at either end by the bowling creases and on either side by imaginary lines, one each side of the imaginary line joining the centres of the two middle stumps, each parallel to it and 5 ft/1.52 m from it. If the pitch is next to an artificial pitch which is closer than 5 ft/1.52 m from the middle stumps, the pitch on that side will extend only to the junction of the two surfaces. See clauses 8.1 (Description, width and pitching) and 7.2 (The bowling crease).

6.2 Fitness of pitch for play

The umpires shall be the sole judges of the fitness of the pitch for play. See clauses 2.7 (Fitness for play) and 2.8 (Suspension of play in dangerous or unreasonable conditions).

6.3 Selection and preparation

Before the match, the Ground Authority shall be responsible for the selection and preparation of the pitch. During the match, the umpires shall control its use and maintenance.

6.4 Changing the pitch

6.4.1 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 reduced as per clause 15.1 below.

6.5 Non-turf pitches

6.5.1 In the event of a non-turf pitch being used, the artificial surface shall conform to the following measurements.

6.5.1.1 Length – a minimum of 58 ft/17.68 m

6.5.1.2 Width – a minimum of 6 ft/1.83 m

6.5.1.3 See Law 9.8 (Non-turf pitches). League matches in all grades may be played on non turf pitches.

6.5.1.4 Clubs should at the start of the season notify opposing teams that certain scheduled fixtures will be played on non-turf pitches. If, for weather or other reasons, a home club subsequently wishes to change a fixture from grass to a non-turf pitch (or vice versa) they should notify the opposition at least two days before the day of the match. If on the day of the match, the scheduled surface is unplayable and the alternative is, then play may only commence with the agreement of both captains.

7 THE CREASES shall apply as per the Laws of Cricket

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 paragraph 1 of Appendix C shall be marked in white at each end of the pitch.

8 THE WICKETS shall apply as per the Laws of Cricket

9 PREPARATION AND MAINTENANCE OF THE PLAYING AREA shall apply as per the Laws of Cricket

10 COVERING THE PITCH shall apply as per the Laws of Cricket

11 INTERVALS

11.1 An interval

11.1.1 The following shall be classed as intervals.

- Intervals between innings.
- Intervals for meals.
- Intervals for drinks.
- Any other agreed interval.

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

11.2 Duration of interval

11.2.1 There shall be a 30 minute interval between innings, taken from the call of Time before the interval until the call of Play on resumption after the interval.

11.3 Allowance for interval between innings

Law 11.3 shall not apply.

11.4 Changing agreed times of intervals

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 If the innings of the team batting first is completed more than 30 minutes prior to the scheduled interval a 10 minute break will occur and the team batting second will commence its innings and the interval will occur as scheduled.

11.4.3 Tea Interval. The time of tea 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, tea shall be taken immediately.

11.5 Intervals for drinks

11.5.1 If on any day the captains agree that there shall be intervals for drinks, the option to take such drinks shall be available to either side. Each interval shall be kept as short as possible and in any case shall not exceed 5 minutes.

11.5.2 One drinks break per innings shall be permitted, at the midpoint of the overs allocation at the start of the innings. The provisions of Law 15.9 shall be strictly observed except that under conditions of extreme heat the umpires may permit extra intervals for drinks.

- 11.5.3 Unless the captains agree to forgo 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 5 minutes of the agreed time then drinks shall be taken immediately.
- 11.5.4 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.
- 11.5.5 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 making an agreement to forgo a drinks interval in that session.

11.6 Scorers to be informed

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

12 START OF PLAY; CESSATION OF PLAY

12.1 Call of Play

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

12.2 Call of Time

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

12.3 Removal of bails

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

12.4 Starting a new over

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

12.5 Completion of an over

Other than at the end of the match,

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

12.6 Conclusion of match

12.6.1 The match is concluded

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

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

12.6.2 The match is concluded if, without a conclusion having been reached under 12.6.1, the players leave the field for adverse conditions of ground, weather or light, or in exceptional circumstances, and no further play is possible.

12.7 Hours of Play; Minimum Overs Requirement

12.7.1 The starting times for the different competitions are set out in the table below

Competition	Start Time	Tea
Middle, Middle 2, Intermediate Cups	13:00	15:40-16:10
Junior, Minor & Minor 2 Cups – early rounds	13:00	15:40-16:10
Junior, Minor & Minor 2 Cups - Final	12:30	15:10-15:40

12.7.2 Alterations. The Official Starting Time, as shown above, cannot be changed without the specific prior permission of the Open Competitions Committee except under the following conditions

- 12.7.2.1 Both teams agree to an earlier start time at least two weeks before the scheduled date of the match.
- 12.7.2.2 Both teams advise the OCC, the LCUSA and the website of the change at least two weeks before the scheduled date of the match.
- 12.7.2.3 where a start time is changed all related times (tea) etc. change by the same amount.

13 INNINGS

13.1 Number of innings

13.1.1 A match shall be one innings for each side.

13.2 Alternate innings

Each side shall take their innings alternately.

13.3 Completed innings

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

- 13.3.1 the side is all out.
- 13.3.2 at the fall of a wicket or the retirement of a batsman, further balls remain to be bowled but no further batsman is available to come in.
- 13.3.3 the prescribed number of overs have been bowled to the batting side.

13.4 The toss

The captains shall toss a coin for the choice of innings, on the field of play at least 20 minutes before the scheduled or any rescheduled time for the start of play. Note, however, the provisions of clause 1.3 (Captain).

13.5 Decision to be notified

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

13.6 Duration of Match

13.6.1 All matches will consist of one innings of 40 overs per side.

13.7 Length of Innings

13.7.1 Uninterrupted Matches.

- 13.7.1.1 Each team shall bat for 40 overs unless all out earlier.

13.7.2 Delayed Starts - Weather delays. The captains may agree (prior to the commencement of play) that the match be reduced to a number of overs which shall not be less than 50% of the normal length. Should there be no such agreement no reduction in overs shall take place except as provided for below.

- 13.7.2.1 The duration of the game shall be reduced by 2 overs for every 8 minutes of playing time lost

- 13.7.2.2 If it proves possible to commence play after the start time, the side batting first shall be entitled to bat for 50% of the overs then remaining
- 13.7.3 Delayed Starts other than weather
 - 13.7.3.1 If a team is not in a position to take the field of play within 30 minutes of the scheduled starting time, the side present may choose to claim a walkover. If they choose to play, they shall be deemed to have won the toss and play will start as soon as practicable with the match reduced in line with the provisions in a) above and all provisions below.
- 13.7.4 Minimum Overs to Constitute a Match
 - 13.7.4.1 Should the point be reached where play has not commenced and the total available overs have fallen below 40 (i.e. 20 overs for each innings) the game shall be abandoned as null and void.
 - 13.7.4.2 Cup Matches not completed on the scheduled date due to weather or other causes (other than the final).
Under no circumstances shall any league fixture be cancelled/postponed to facilitate a continuation or refixture of a cup match. The following shall apply in the various possible circumstances:
 - 13.7.4.2.1 If there is no play or less than 20 overs of the first innings are bowled, the match shall be refixed on the same ground as a 20 overs a side match for a midweek evening before the scheduled date of the next round. Should this match also not be completed, a bowl-out must take place.
 - 13.7.4.2.2 Where a cup final is not completed on the scheduled date, the arrangements for a continuation/refixture will be decided by the Open Competitions Committee in consultation with the captains of the competing teams and the host club, taking into account the various regulations below. One or more league fixtures may be postponed to facilitate such continuation/refixture.
 - 13.7.4.3 Obtaining a Result in Weather Affected Matches

- 13.7.4.3.1 If more than 20 overs have been bowled but the first innings has not been completed, the game will continue over two midweek evenings before the scheduled date of the next round. If by the second such evening, a result has not been achieved, a bowl-out will take place. Alternatively, if both captains agree, the match may be abandoned and a new match as in 13.7.4.2.1 above may apply.
- 13.7.4.3.2 If the first innings has been completed, the game will continue on a midweek evening before the scheduled date of the next round. If it is then not possible to conclude the match on the selected evening, a bowl-out must take place.
- 13.7.4.3.3 For evening refixtures/continuations, starting time shall be 6.00 p.m. unless otherwise agreed by the captains.
- 13.7.4.3.4 In any of 13.7.4.3.1-3 above, the captains may agree, to hold a bowl-out to settle the tie on the first date.
- 13.7.4.3.5 In any of 13.7.4.3.1-3 above, the captains may agree to abandon the original scheduled fixture, whether started or not, and hold a match of no less than 20 overs a side on the original date should the playing conditions allow.
- 13.7.4.3.6 Where any of the following clubs is involved, the away team has travelled and it is not possible to complete a match on the first date, a bowl-out must take place unless the captains agree to a refixture of not less than 20 overs a side on the ground of the team who has travelled for the original fixture and to be played before the scheduled date of the next round – Bagenalstown, Carlow, Dundalk, Halverstown, Longford, Slieve Bloom, Wexford Wdrs..
- 13.7.4.3.7 If where any of the clubs specified in 13.7.4.3.6 are so involved and a team has not travelled, the clubs are responsible for resolving the matter by some mechanism prior to the date of the next round. The chair/secretary of the Open Competitions Committee should be advised immediately as to what has been agreed or of difficulties in reaching agreement.

13.8 Number of Overs per Bowler

- 13.8.1 No bowler shall bowl more than one fifth of the overs in an innings.
- 13.8.2 In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed.
- 13.8.3 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.

14 THE FOLLOW-ON Shall not apply.

15 DECLARATION AND FORFEITURE Shall not apply.

16 THE RESULT

16.1 A Win – one-innings match

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

16.2 Umpire awarding a match

16.2.1 A match shall be lost by a side which either

16.2.1.1 concedes defeat or

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

Note: In addition to the consequences of any refusal to play prescribed under this clause, any such refusal, whether temporary or final, may result in disciplinary action being taken against the captain and team responsible under the Code of Conduct.

16.3 All other matches – A Tie or No Result

16.3.1 A Tie - In the event of runs being equal, the side having lost fewer wickets shall be the winner. If both runs scored and wickets lost are equal, the match is a tie.

The result of a match shall be a Tie when all innings have been completed and the scores are equal.

16.3.2 Resolution of Ties

16.3.2.1 Middle Cup - In all rounds the winner shall be determined by a “one over eliminator” (OOE)

16.3.2.2 Lower Cups - In rounds other than the final, a bowl-out shall take place

16.3.2.3 In the case of a tie in the final, the winner shall be determined by a “one over eliminator” (OOE)

16.3.2.4 In all cases where an OOE is prescribed, if the Umpires decide by not later than 15 minutes after the result of the match has been determined that it is not possible to play a OOE the result shall be decided by a bowl-out

16.4 Winning hit or extras

16.4.1 As soon as a result is reached as defined in clauses 16.1, 16.2 or 16.3.1, the match is at an end. Nothing that happens thereafter, except as in clause 41.18.2 (Penalty runs), shall be regarded as part of it. Note also clause 16.8.

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

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

16.5 Statement of result

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

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

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

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

16.6 Correctness of result

Any decision as to the correctness of the scores shall be the responsibility of the umpires. See clause 2.15 (Correctness of scores).

16.7 Mistakes in scoring

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

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

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

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

16.8 Result not to be changed

Once the umpires have agreed with the scorers the correctness of the scores at the conclusion of the match – see clauses 2.15 (Correctness of scores) and 3.2 (Correctness of scores) – the result cannot thereafter be changed.

16.8.1 Walkovers

16.8.1.1 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.

17 THE OVER shall apply as per the Laws of Cricket

18 SCORING RUNS shall apply as per the Laws of Cricket

19 BOUNDARIES

19.1 Determining the boundary of the field of play

19.1.1 Before the toss, the umpires shall determine the boundary of the field of play, which shall be fixed for the duration of the match.

19.1.2 The boundary shall be determined such that no part of any sight-screen, will, at any stage of the match, be within the field of play.

19.1.3 The distance between a point at the centre of the pitch to be used and any point on the boundary shall not be less than:

19.1.3.1 Divs 5 – 9 – 35 yards (32 metres)

19.1.3.2 Divs 10 – 14 -30 yards (27.4 metres)

19.2 Identifying and marking the boundary shall apply as per the Laws of Cricket

19.3 Restoring the boundary shall apply as per the Laws of Cricket

19.4 Ball grounded beyond the boundary shall apply as per the Laws of Cricket

19.5 Fielder grounded beyond the boundary shall apply as per the Laws of Cricket

19.6 Boundary allowances shall apply as per the Laws of Cricket

19.7 Runs scored from boundaries shall apply as per the Laws of Cricket

19.8 Overthrow or wilful act of fielder shall apply as per the Laws of Cricket

20 DEAD BALL shall apply as per the Laws of Cricket

21 NO BALL shall apply as per the Laws of Cricket

22 WIDE BALL

22.1 Judging a Wide

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

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

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

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

22.2 Call and signal of Wide ball

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

22.3 Revoking a call of Wide ball

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

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

22.4 Delivery not a Wide

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

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

22.5 Ball not dead

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

22.6 Penalty for a Wide

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

22.7 Runs resulting from a Wide – how scored

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

22.8 Wide not to count

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

22.9 Out from a Wide

When Wide ball has been called, neither batsman shall be out under any of the Playing Conditions except clause 35 (Hit wicket), clause 37 (Obstructing the field), clause 38 (Run out) or clause 39 (Stumped).

23 BYE AND LEG BYE shall apply as per the Laws of Cricket**24 FIELDER'S ABSENCE; SUBSTITUTES****24.1 Substitute fielders**

24.1.1 The umpires shall allow a substitute fielder

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

24.1.1.2 for any other wholly acceptable reason.

In all other circumstances, a substitute is not allowed.

24.1.2 A substitute shall not bowl or act as captain but may act as wicket-keeper only with the consent of the umpires. Note, however, clause 42.4.1.

24.1.3 A nominated player may bowl or field even though a substitute has previously acted for him, subject to 24.2 and 24.3.

24.2 Fielder absent or leaving the field of play

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

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

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

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

24.2.2.3 he/she shall not be permitted to bowl, until having been back on the field of play for a period of time known as Penalty time as described in 24.2.3 to 24.2.7 and 24.3.

24.2.3 If a player is absent from the field for longer than 8 minutes, the following restrictions shall apply 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 team has subsequently been batting, for the total length of playing time for which the player was absent (hereafter referred to as Penalty time). A player's unexpired Penalty time shall be limited to a maximum of 90 minutes. If any unexpired Penalty time remains at the end of an innings, it is carried forward to the next and subsequent innings of the match.

- 24.2.3.2 The player shall not be permitted to bat in the match until his team's batting innings has been in progress for the length of playing time that is equal to the unexpired Penalty time carried forward from the previous innings. However, once his side has lost five wickets in its batting innings, he/she may bat immediately. If any unexpired penalty time remains at the end of that batting innings, it is carried forward to the next and subsequent innings of the match.
- 24.2.4 If the player leaves the field before having served all of his Penalty time, the balance is carried forward as unserved Penalty time.
- 24.2.5 On any occasion of absence, the amount of playing time for which the player is off the field shall be added to any Penalty time that remains unserved, subject to 24.2.3, and that player shall not bowl until all of his/her Penalty time has been served.
- 24.2.6 If there is an unscheduled break in play, the stoppage time shall count as Penalty time served, provided that,
- 24.2.6.1 the fielder who was on the field of play at the start of the break either takes the field on the resumption of play, or his side is now batting.
- 24.2.6.2 the fielder who was already off the field at the start of the break notifies an umpire in person as soon as he/she is able to participate, and either takes the field on the resumption of play, or his side is now batting. Stoppage time before an umpire has been so notified shall not count towards unserved Penalty time.
- 24.2.7 If there is an unscheduled break in play, the stoppage time shall count as Penalty time served, provided that,
- 24.2.7.1 the fielder who was on the field of play at the start of the break either takes the field on the resumption of play, or his side is now batting.
- 24.2.7.2 the fielder who was already off the field at the start of the break notifies an umpire in person as soon as he/she is able to participate, and either takes the field on the resumption of play, or his side is now batting. Stoppage time before an umpire has been so notified shall not count towards unserved Penalty time.
- 24.2.8 Any unserved Penalty time shall be carried forward into the next innings of the match, as applicable.
- 24.2.9 If a Level 3 offence under Law 42.4 is committed by a fielder, the period of time spent off the field of play as a result of the suspension shall not be added to any unserved Penalty time if he/she takes the field at the end of the period of suspension.
- 24.2.10 If a Level 3 offence under Law 42.4 is committed by a substitute, the following shall apply:
- 24.2.10.1 The period of time spent off the field as a result of the suspension shall not be added to any Penalty time that remains unserved if the nominated player takes the field at the end of the period of suspension. However, any time spent off the field prior to the offence causing the suspension will remain as unserved Penalty time, subject to 24.2.3.
- 24.2.10.2 If the nominated player does not take the field at the end of the period of suspension, then the entire period of his absence will be treated as Penalty time, up to a maximum of 120 minutes.

24.3 Penalty time not incurred

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

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

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

24.4 Player returning without permission

If a player comes on to the field of play in contravention of clause 24.2.2 and comes into contact with the ball while it is in play, the ball shall immediately become dead.

- The umpire shall award 5 Penalty runs to the batting side.
- Runs completed by the batsmen shall be scored together with the run in progress if they had already crossed at the instant of the offence.
- The ball shall not count as one of the over.
- The umpire shall inform the other umpire, the captain of the fielding side, the batsmen and, as soon as practicable, the captain of the batting side of the reason for this action.
- The umpires together shall report the occurrence as soon as possible after the match to the Executive of the offending side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.

25 BATSMAN'S INNINGS; RUNNERS shall apply as per the Laws of Cricket

26 PRACTICE ON THE FIELD shall apply as per the Laws of Cricket

27 THE WICKET-KEEPER shall apply as per the Laws of Cricket

28 THE FIELDER

28.1 Protective equipment

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

28.2 Fielding the ball

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

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

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

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

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

28.2.3 If a fielder illegally fields the ball, the ball shall immediately become dead and

- the penalty for a No ball or a Wide shall stand.
- any runs completed by the batsmen shall be credited to the batting side, together with the run in progress if the batsmen had already crossed at the instant of the offence.
- the ball shall not count as one of the over.

In addition the umpire shall:

- award 5 Penalty runs to the batting side.
- inform the other umpire and the captain of the fielding side of the reason for this action.

- inform the batsmen and, as soon as practicable, the captain of the batting side of what has occurred.

The umpires together shall report the occurrence as soon as possible after the match to the Executive of the offending side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.

28.3 Protective helmets belonging to the fielding side

- 28.3.1 Protective helmets, when not in use by fielders, may not be placed on the ground, above the surface except behind the wicket-keeper and in line with both sets of stumps.
- 28.3.2 If the ball while in play strikes a helmet, placed as described in clause 28.3.1,
- 28.3.2.1 the ball shall become dead
and, subject to clause 28.3.3,
- 28.3.2.2 an award of 5 Penalty runs shall be made to the batting side;
- 28.3.2.3 any runs completed by the batsmen before the ball strikes the protective helmet shall be scored, together with the run in progress if the batsmen had already crossed at the instant of the ball striking the protective helmet.
- 28.3.3 If the ball while in play strikes a helmet, placed as described in clause 28.3.1, unless the circumstances of clause 23.3 (Leg byes not to be awarded) or clause 34 (Hit the ball twice), apply, the umpire shall:
- permit the batsmen's runs as in clause 28.3.2.3 to be scored
 - signal No ball or Wide ball to the scorers if applicable
 - award 5 Penalty runs as in clause 28.3.2.2
 - award any other Penalty runs due to the batting side.
- 28.3.4 If the ball while in play strikes a helmet, placed as described in clause 28.3.1, and the circumstances of clause 23.3 (Leg byes not to be awarded) or clause 34 (Hit the ball twice) apply, the umpire shall:
- disallow all runs to the batting side
 - return any not out batsman to his original end
 - signal No ball or Wide ball to the scorers if applicable
 - award any 5-run Penalty that is applicable except for Penalty runs under clause 28.3.2.

28.4 Limitation of on side fielders

- 28.4.1 At the instant of delivery, there may not be more than 5 fieldsmen on the leg side.
- 28.4.2 At the instant of the bowler's delivery there shall not be more than two fielders, other than the wicket-keeper, behind the popping crease on the on side. A fielder will be considered to be behind the popping crease unless the whole of his person whether grounded or in the air is in front of this line.
- 28.4.3 In the event of infringement of this clause by any fielder, the striker's end umpire shall call and signal No ball.

28.5 Fielders not to encroach on pitch

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

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

28.6 Movement by any fielder other than the wicket-keeper

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

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

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

28.6.1.3 movement by any fielder in response to the stroke that the striker is playing or that his actions suggest he/she intends to play.

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

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

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

29 THE WICKET IS DOWN shall apply as per the Laws of Cricket

30 BATSMAN OUT OF HIS GROUND shall apply as per the Laws of Cricket

31 APPEALS shall apply as per the Laws of Cricket

32 BOWLED shall apply as per the Laws of Cricket

33 CAUGHT shall apply as per the Laws of Cricket

34 HIT THE BALL TWICE shall apply as per the Laws of Cricket

35 HIT WICKET shall apply as per the Laws of Cricket

36 LEG BEFORE WICKET shall apply as per the Laws of Cricket

37 OBSTRUCTING THE FIELD shall apply as per the Laws of Cricket

38 RUN OUT shall apply as per the Laws of Cricket

39 STUMPED shall apply as per the Laws of Cricket

40 TIMED OUT

40.1 Out Timed out

40.1.1 After the fall of a wicket or the retirement of a batsman, the incoming batsman must, unless Time has been called, be in position to take guard or for the other batsman to be ready to receive the next ball within 3 minutes of the dismissal or retirement. If this requirement is not met, the incoming batsman will be out, Timed out.

40.1.2 In the event of an extended delay in which no batsman comes to the wicket, the umpires shall adopt the procedure of clause 16.2 (Umpires awarding a match). For the purposes of that clause the start of the action shall be taken as the expiry of the 3 minutes referred to above.

40.2 Bowler does not get credit

The bowler does not get credit for the wicket.

41 UNFAIR PLAY

41.1 Fair and unfair play – responsibility of captains shall apply as per the Laws of Cricket

41.2 Fair and unfair play – responsibility of umpires shall apply as per the Laws of Cricket

41.3 The match ball – changing its condition shall apply as per the Laws of Cricket

41.4 Deliberate attempt to distract striker shall apply as per the Laws of Cricket

41.5 Deliberate distraction, deception or obstruction of batsman shall apply as per the Laws of Cricket

41.6 Bowling of dangerous and unfair short pitched deliveries

41.6.1 The bowling of short pitched deliveries is dangerous if the bowler's end umpire considers that, taking into consideration the skill of the striker, by their speed, length, height and direction they are likely to inflict physical injury on him/her. The fact that the striker is wearing protective equipment shall be disregarded.

41.6.2 The bowler's end umpire may consider that the bowling of short pitched deliveries, although not dangerous under 41.6.1, is unfair if they repeatedly pass above the shoulder height of the striker standing upright at the crease. See also Law 21.10 (Ball bouncing over head height of striker).

41.6.3 As soon as the umpire decides that the bowling of short pitched deliveries has become dangerous under 41.6.1, or unfair under 41.6.2, he/she shall call and signal No ball. When the ball is dead, the umpire shall caution the bowler, indicating that this is a first and final warning, and inform the other umpire, the captain of the fielding side and the batsmen of what has occurred. This caution shall apply to that bowler throughout the innings.

41.6.4 Should there be any further such delivery by the same bowler in that innings, the umpire shall

- call and signal No ball
- when the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling
- inform the other umpire for the reason for this action.

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

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

- The umpire shall report the occurrence to the batsmen and, as soon as practicable, to the captain of the batting side.

The umpires together shall report the occurrence as soon as possible after the match to the Executive of the offending side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.

41.6.5 The warning sequence in 41.6.3 and 41.6.4 is independent of the warning and action sequence in 41.7.

41.7 Bowling of dangerous and unfair non-pitching deliveries shall apply as per the Laws of Cricket

41.8 Bowling of deliberate front-foot No ball shall apply as per the Laws of Cricket

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

41.9 Time wasting by the fielding side shall apply as per the Laws of Cricket

41.10 Batsman wasting time

41.10.1 It is unfair for a batsman to waste time. In normal circumstances, the striker should always be ready to take strike when the bowler is ready to start his run-up.

In addition, an incoming batsman should be in position to take guard or his partner ready to receive the next ball within 2 minutes of the fall of the previous wicket.

41.10.2 Should either batsman waste time by failing to meet this requirement, or in any other way, the following procedure shall be adopted. At the first instance, either before the bowler starts his run-up or when the ball becomes dead, as appropriate, the umpire shall

- warn both batsmen and indicate that this is a first and final warning. This warning shall apply throughout the innings. The umpire shall so inform each incoming batsman.

- inform the other umpire of what has occurred.

- inform the captain of the fielding side and, as soon as practicable, the captain of the batting side of what has occurred.

41.10.3 If there is any further time wasting by any batsman in that innings, the umpire shall, at the appropriate time while the ball is dead

- award 5 Penalty runs to the fielding side.

- inform the other umpire of the reason for this action.

- inform the other batsman, the captain of the fielding side and, as soon as practicable, the captain of the batting side of what has occurred.

The umpires together shall report the occurrence as soon as possible after the match to the Executive of the offending side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.

41.10.4 Switch Hits

41.10.4.1 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.

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

41.10.4.3 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.

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

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

41.10.4.6 The second time this happens, the striker should be formally warned that he/she is wasting time under Law 42.10 (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 5 penalty runs being awarded to the fielding side.

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

- 41.11 The protected area shall apply as per the Laws of Cricket
- 41.12 Fielder damaging the pitch shall apply as per the Laws of Cricket
- 41.13 Bowler running on protected area shall apply as per the Laws of Cricket
- 41.14 Batsman damaging the pitch shall apply as per the Laws of Cricket
- 41.15 Striker in protected area shall apply as per the Laws of Cricket
- 41.16 Non-striker leaving his ground early shall apply as per the Laws of Cricket
- 41.17 Batsmen stealing a run shall apply as per the Laws of Cricket
- 41.18 Penalty runs shall apply as per Laws of Cricket
- 41.19 Unfair actions shall apply as per the Laws of Cricket

42 PLAYERS' CONDUCT

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

Appendices to Middle, Middle 2, Intermediate, Junior, Minor, Minor 2 Cups Playing Conditions (incorporating the 2017 Code of the MCC Laws of Cricket)

Appendix 1 – One Over Eliminator

The following procedure will apply should the provision for an OOE be required in any match.

- a) The OOE will take place as soon as possible on the pitch allocated for the match (the designated pitch) unless otherwise determined by the umpires in consultation with the ground authority.
- b) Prior to the commencement of the OOE each team will nominate three batsmen and one bowler to the Umpires.
- c) The umpires shall choose from which end bowling will take place and both teams will bowl from this end.
- d) Each team's over is played with the same fielding restrictions as per Competition Rule.
- e) The team batting second in the match will bat first in the OOE.
- f) In the case of each teams innings of the OOE the same ball (or a ball of a similar age if the original ball is out of shape or lost) as used at the end of that team's innings shall be used for the "extra" over.
- g) The loss of two wickets in the over ends the team's one over innings.
- h) In the event of the teams having the same score after the OOE has been completed, the team that hit the most number of boundary sixes combined from its two innings in both the main match and the OOE shall be the winner.
- i) If the number of boundary sixes hit by both teams is equal, the team whose batsmen score the most number of boundaries from its two innings in both the main match and the OOE shall be the winner.
- j) If the number of boundaries from the two innings in both the main match and the OOE are equal, the team which took the most number of wickets combined in both the main match and the OOE shall be the winner.
- k) If still equal, a count-back from the final ball of the OOE shall be conducted. The team with the higher scoring delivery shall be the winner. If a team loses two wickets during its over, then any unbowled deliveries will be counted as dot balls. Note that for this purpose, the runs scored from a delivery is defined as the total team runs scored since the completion of the previous legitimate ball, i.e including any runs resulting from wides, no ball or penalty runs.

Example:

Runs scored from	Team 1	Team 2
Ball 6	1	1
Ball 5	4	4
Ball 4	2	1
Ball 3	6	2
Ball 2	0	1
Ball 1	2	6

In this example both teams scored an equal number of runs from the 6th and 5th ball of their innings. However team 1 scored 2 runs from its 4th ball while team 2 scored a single so team 1 is the winner.

Appendix 2 – Bowl Out

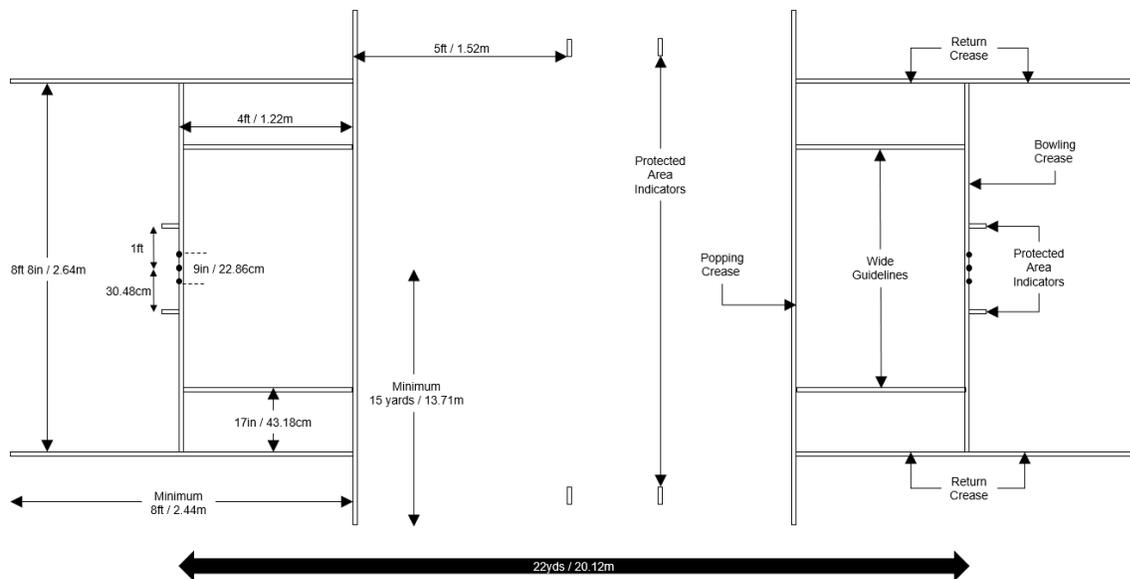
- a) Five members of each team shall bowl one overarm delivery at an unguarded wicket. Players from each team shall alternate. The team that breaks the wicket the greater number of times shall be the winner.
- b) If teams are level after each designated member has bowled, a sudden death play off shall take place, with the same bowlers from each side alternating in the original order until a winner has emerged.
- c) A No ball or wide ball shall count as a ball bowled but a No-ball or a wide shall in no circumstances be regarded as having put down the wicket.
- d) The umpires shall approve the balls (not new ones) which will be used by both teams.
- e) If the original match has started the five cricketers to take part in the 'bowl out' must be selected from the original 11 players. If there has been no play the five cricketers may be selected from any of the club's eligible registered players.

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

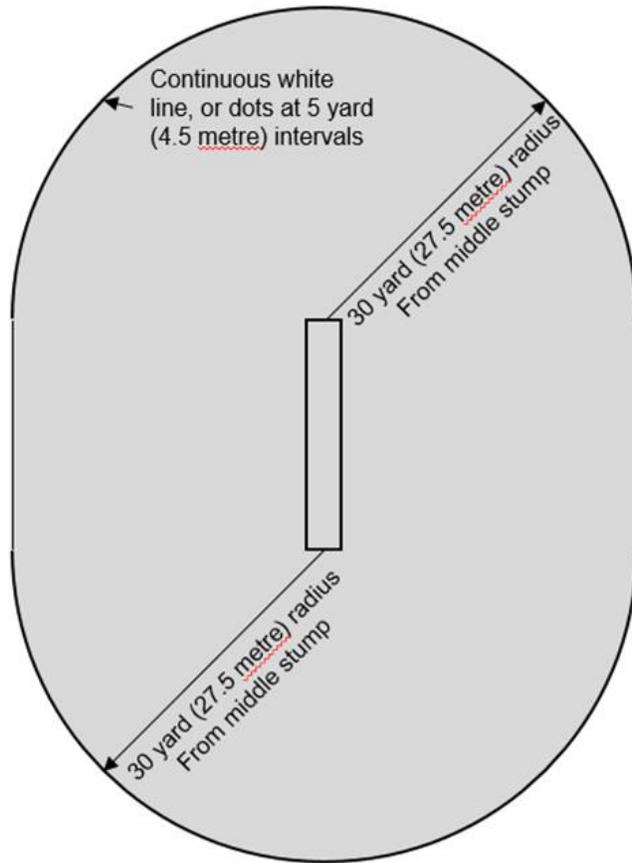
**Appendix A
As per Laws of Cricket**

**Appendix B
As pre Laws of Cricket**

**Appendix C
The pitch and the creases**



Restriction on the placement of fielders



Appendix D
As per Laws of Cricket

Appendix E
As per Laws of Cricket

Appendix F Safety of Young Players

The Leinster Cricket Union 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.