



**Leinster Cricket Union
Season 2011**

**Competition Regulations and
Laws of Cricket.**

**LCU Playing Regulations
and Administration
for League Divisions 1 to 4 inclusive**

Revised: April 1st 2011

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.

THE LAWS OF CRICKET

THE PREAMBLE – THE SPIRIT OF CRICKET

Cricket is a game that owes much of its unique appeal to the fact that it should be played not only within its Laws but also within the Spirit of the Game. Any action which is seen to abuse this spirit causes injury to the game itself. The major responsibility for ensuring the spirit of fair play rests with the captains.

1. There are two Laws which place the responsibility for the team's conduct firmly on the captain.

Responsibility of captains

The captains are responsible at all times for ensuring that play is conducted within the Spirit of the Game as well as within the Laws.

Player's conduct

In the event of a player failing to comply with instructions by an umpire, or criticising by word or action the decisions of an umpire, or showing dissent, or generally behaving in a manner which might bring the game into disrepute, the umpire concerned shall in the first place report the matter to the other umpire and to the player's captain, and instruct the latter to take action.

2. Fair and unfair play

According to the Laws the umpires are the sole judges of fair and unfair play. The umpires may intervene at any time and it is the responsibility of the captain to take action where required.

3. The umpires are authorised to intervene in cases of:

- Time wasting
- Damaging the pitch
- Dangerous or unfair bowling
- Tampering with the ball
- Any other action that they consider to be unfair

4. The Spirit of the Game involves RESPECT for:

- Your opponents
- Your own captain and team
- The role of the umpires
- The game and its traditional values

5. It is against the Spirit of the Game:

- To dispute an umpire's decision by word, action or gesture
- To direct abusive language towards an opponent or umpire
- To indulge in cheating or any sharp practice, for instance:
 - i) to appeal knowing that the batsman is not out
 - ii) to advance towards an umpire in an aggressive manner when appealing
 - iii) to seek to distract an opponent either verbally or by harassment with persistent clapping or unnecessary noise under the guise of enthusiasm and motivation of one's own side

6. Violence

There is no place for any act of violence on the field of play.

7. Players

Captains and umpires together set the tone for the conduct of a cricket match. Every player is expected to make an important contribution to this.

The players, umpires and scorers in a game of cricket may be of either gender and the Laws apply equally to both. The use, throughout the text, of pronouns indicating the male gender is purely for brevity. Except where specifically stated otherwise, every provision of the Laws is to be read as applying to women and girls equally as to men and boys.

Competition Regulations

Based on Laws of Cricket [2000 Code 3rd Edition – 2008]

Based on Standard One-Day International Match Playing Conditions

Contents

The Preamble – The Spirit of Cricket

1 - Crease Marking

2 - Fielding Restrictions

3 – Youth Safety

Law 1 – The players

Law 2 – Substitutes and runners; batsman or fielder leaving the field; batsman retiring; batsman

commencing innings

Law 3 – The umpires

Law 4 – The scorers

Law 5 – The ball

Law 6 – The bat

Law 7 – The pitch

Law 8 – The wickets

Law 9 – The bowling, popping and return creases

Law 10 – Preparation and maintenance of the playing area

Law 11 – Covering the pitch

Law 12 – Innings

Law 13 – The follow-on

Law 14 – Declaration and forfeiture

Law 15 – Intervals

Law 16 – Start of play; cessation of play

Law 17 – Practice on the field

Law 18 – Scoring runs

Law 19 – Boundaries

Law 20 – Lost ball

Law 21 – The result

Law 22 – The over

Law 23 – Dead ball

Law 24 – No ball

Law 25 – Wide ball

Law 26 – Bye and Leg bye

Law 27 – Appeals

Law 28 – The wicket is down

Law 29 – Batsman out of his ground

Law 30 – Bowled

Law 31 – Timed out

Law 32 – Caught

Law 33 – Handled the ball

Law 34 – Hit the ball twice

Law 35 – Hit wicket

Law 36 – Leg before wicket

Law 37 – Obstructing the field

Law 38 – Run out

Law 39 – Stumped

Law 40 – The wicket-keeper

Law 41 – The fielder

Law 42 – Fair and unfair play

LCU Regulations

43 – Safety of Young Players

44 – Umpires and Scorers

Appendix

Revised 1/4/2011

Law 1 The Players

- 1.1 A match is played between two sides. Each side shall consist of 11 players, one of whom shall be captain.
- 1.2 Nomination of Players
- 1.2.1 The toss shall take place 30 minutes before the start of play, in the presence of both umpires. Each captain shall nominate 11 players in writing to the umpires no later than 30 minutes before the start of the match. No player may be changed after the nomination without the consent of the opposing captain.
- 1.2.2 All those nominated shall be eligible to play for that particular team in accordance with the General Playing Regulations of the Leinster Cricket Union [hereafter referred to as the LCU].
- 1.3 Captain
- 1.3.1 If at any time the captain is not available, a deputy shall act for him.
- (a) If a captain is not available during the period in which the toss is to take place, then the deputy must be responsible for the nomination of the players, if this has not already been done, and for the toss.
- (b) 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 Laws.
- 1.4 Responsibility of Captains
- The captains are responsible at all times for ensuring that play is conducted within the spirit and traditions of the game as well as within the Laws. See The Preamble – The Spirit of Cricket and Law 42.1 (Fair and unfair play – responsibility of captains).

Law 2 Substitutes and other things

Law 2 shall apply to all matches subject to the following

- 2.1 Law 2.5 – Fielder absent or leaving the field shall be replaced by the following:
If a fielder fails to take the field with his side at the start of the match or at any later time, or leaves the field during a session of play, the umpire shall be informed of the reason for his absence, and he shall not thereafter come on to the field during a session of play without the consent of the umpire. (See Law 2.6 as modified). The umpire shall give such consent as soon as practicable.
- 2.2 Substitute fielders shall only be permitted in cases of injury, illness or other wholly acceptable reasons. 'Wholly acceptable reasons' should be limited to extreme circumstances and should not include what is commonly referred to as a 'comfort break'.
- 2.3 If the player is absent from the field for longer than 8 minutes:
- [a] the player shall not be permitted to bowl in that innings after his return until he has been on the field for at least that length of playing time for which he was absent.
- [b] the player shall not be permitted to bat unless or until, in the aggregate, he has returned to the field and/or his side's innings has been in progress for at least that length of playing time for which he has been absent or, if earlier, when his side has lost five wickets.
- The restriction in Clauses 2.3 above shall not apply if the player has suffered an external blow (as opposed to an internal injury such as a pulled muscle) whilst participating earlier in the match and consequently been forced to leave the field. Nor shall it apply if the player has been absent for very exceptional and wholly acceptable reasons (other than injury or illness).
- In the event of a fieldsman already being off the field at the commencement of an interruption in play through ground, weather or light conditions or for other exceptional circumstances, he shall be allowed to count any such stoppage time as playing time, provided that he personally informs the umpires when he is fit enough to take the field had play been in progress.
- 2.4 In all league and cup competitions sub-fielders are allowed in accordance with the laws of cricket but shall be of the same grade or lower than the player leaving the field. Exceptions to this may be agreed by the captain of the batting side who shall not withhold consent unreasonably.

Law 3 Shall apply as per the Laws of Cricket.

Law 4 Shall apply as per the Laws of Cricket.

Law 5 Shall apply as per the Laws of Cricket.

Law 6 Shall apply as per the Laws of Cricket.

Law 7 Shall apply as per the Laws of Cricket

- 7.1 The umpires, when officially appointed, shall be the sole arbiters as to whether the pitch is playable and/or the suitability of, ground, weather and light.

Law 8 Shall apply as per the Laws of Cricket.

Law 9 Crease Marking.

9.1 The following shall apply in addition to Law 9:
As a guideline to the umpires for the calling of wides on the offside the crease markings detailed in Appendix 1 shall be marked in white at each end of the pitch.

Law 10 Shall apply as per the Laws of Cricket.

Law 11 Shall apply as per the Laws of Cricket.

Law 12 Innings

The following shall replace Law 12

12.1 *Duration of Matches [Overs]*

All matches will consist of one innings per side, as set out in the table under.

Divisions	League
1 & 2	50 overs per side
3 & 4	50 overs per side

12.2 *Permitted Time Allocations*

12.2.1 The Bowling side must complete its 50 overs in a period of three hours and twenty minutes playing time which shall be the Permitted Time Allocation. For the purposes of determining the number of overs bowled at the conclusion of the Permitted Time Allocation, an over in progress at that time shall be deemed completed. If, in the sole opinion of the Umpires, there have been unusual delays during the course of the Permitted Time Allocation, they may add an equivalent amount of time, at their absolute discretion, to what would otherwise be the end of the permitted period to allow for such delays before determining if a penalty arises.

Applicable to side fielding first

12.2.2 Where the fielding side fails to complete its overs within the Permitted Time Allocation, the fielding side shall be penalised by:

- (a) Continuing to bowl until the side batting first has completed its full complement of overs (or has been bowled out); and
- (b) Subtracting the number of overs remaining to be bowled after the expiry of the Permitted Time Allocation from the actual number bowled at the expiry of that time to determine the number of overs available to them when batting. This regulation to apply only when the side batting first is not bowled out by the expiry of the Permitted Time Allocation.

Applicable to side fielding second

12.2.3 Where the fielding side fails to complete its complement of overs within the Permitted Time Allocation, the fielding side shall be penalised by:

- (a) Continuing to bowl until the side batting second has completed its full complement of overs, or has passed the total of the side batting first or has been bowled out; and
- (b) Subtracting the number of overs remaining to be bowled after the expiration of the Permitted Time Allocation from the actual number bowled in the innings of the side batting second at the expiration of that period. The resultant figure determines the number of overs applicable to the side batting first when batting. The total of the team batting first is then adjusted to the score it had achieved at the expiration of this adjusted number of overs. This regulation to apply only when the side batting second is not bowled out by the expiration of the Permitted Time Allocation.

Example: If the side bowling second has only bowled 48 overs by the expiration of the Permitted Time Allocation, then it continues to bowl to the side batting second until that side has either passed the target set (as adjusted by this rule) or has been dismissed. The score of the team batting first is recalculated based on its actual score at the end of the 46th over received when it was batting, and that, plus one, is the target score for the side batting second.

12.3 Starting Times and Intervals

12.3.1 The starting times for the different competitions are set out in the table under.

Leagues	On or Before 20/05/11		21/05/11 - 12/08/11		13/08/11 - 26/08/11		From 27/08/11	
	Starting Time	Tea*	Starting Time	Tea*	Starting Time	Tea*	Starting Time	Tea*
Div 1, 2, 3 & 4	1230	1550 - 1620	1300	1620 - 1650	1230	1550 - 1620	1200	1520-1550

12.3.2 Tea Interval. The time of tea may be altered by agreement of the captains and umpires. Also in all league matches if an innings ends, or a stoppage occurs within 30 minutes of the scheduled or

agreed time for the tea interval, tea shall be taken immediately. If at the scheduled or agreed time for tea, nine wickets are down, play shall continue for a period not exceeding 30 minutes, or until the innings is concluded.

12.3.3 Alterations. The Official Starting Time, as shown above cannot be changed except with the specific prior permission of the Open Competitions Committee. The Starting Time should be recorded in the Scorebook and signed by the Captains for future reference.

12.4 Number of Overs per Bowler

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

12.4.2 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. Where this leads to a fraction of an over, it shall be rounded up. For clarity the following table demonstrates revised bowling allocations.

Overs Remaining in Innings	Bowler 1	Bowler 2	Bowler 3	Bowler 4	Bowler 5
20	4	4	4	4	4
21	5	4	4	4	4
22	5	5	4	4	4
23	5	5	5	4	4
24	5	5	5	5	4
25	5	5	5	5	5
26	6	5	5	5	5
27	6	6	5	5	5
28	6	6	6	5	5
29	6	6	6	6	5
30	6	6	6	6	6
31	7	6	6	6	6
32	7	7	6	6	6
33	7	7	7	6	6
34	7	7	7	7	6
35	7	7	7	7	7
36	8	7	7	7	7
37	8	8	7	7	7
38	8	8	8	7	7
39	8	8	8	8	7
40	8	8	8	8	8
41	9	8	8	8	8
42	9	9	8	8	8
43	9	9	9	8	8
44	9	9	9	9	8
45	9	9	9	9	9
46	10	9	9	9	9
47	10	10	9	9	9
48	10	10	10	9	9
49	10	10	10	10	9
50	10	10	10	10	10

12.4.3 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.

Law 13 Shall not apply

Law 14 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 8 minutes of playing time lost during the first innings

- 1 over for every 4 minutes lost during the second innings.

If less than 30 minutes is lost in a league match no time will be deducted and the match will not be shortened and D/L will not come into play i.e. D/L only comes into play after 30 minutes has been 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 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.

15.2 Minimum Overs to Constitute a Match

Should the point be reached where play has not commenced and the available overs have fallen below 40 Overs the game shall be abandoned as null and void.

15.3 Limitation on first innings

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.

15.4 Intervals

Where a reduced overs game is being played, the timing of the tea interval shall be by agreement of the captains and umpires and it shall be permissible, if so desired, to take tea either before the start of play or after the match, with no reduction in overs applying during it and a ten minute break between innings thereafter.

15.6 Permitted Time Allocation

In the event of a reduction in overs in an innings the Permitted Time Allocation shall not be recalculated.

15.7 Bowlers' Allocations

Where a reduced overs match is played under this regulation, the limitations on bowlers given above shall be reduced on a pro-rata basis. Where this leads to a fraction of an over, it shall be rounded up.

Law 16 shall not apply.

Law 17 shall apply subject to the following:

17.1 Law 17.3 - Practice on the outfield

Law 17.3 shall apply save that Law 17.3 (b) (ii) shall be replaced with the following:

ii) There shall be no bowling or batting practice on the outfield. Bowling a ball, using a short run up to a player in the outfield is not to be regarded as bowling practice but shall be subject to (b) (iii) and (c) below.

Law 18 shall apply

Law 19 shall apply

Law 20 shall apply

Law 21 The Result

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 20 overs, unless one team has been all out in less than 20 overs or unless the team batting second scores enough runs to win in less than 20 overs.

21.3 Law 21.3 – Umpire awarding a match

Law 21.3 shall be replaced by the following:

A match shall be lost by a side which either

i) concedes defeat or

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

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.

21.5 Law 21.5 - A Draw

Law 21.5 shall not apply

21.6 Prematurely Terminated Matches - Calculation of the Target Score

21.6.1 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 20 overs available), then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing. This revised target is to be calculated using the current Duckworth/Lewis method. The target set will always be a whole number and one run less will constitute a Tie. (Refer Duckworth/Lewis Regulations – Appendix II). Note Clause 15.1.a

21.6.2 Prematurely Terminated Matches

If the innings of the side batting second is suspended and it is not possible for the match to be resumed, the match will be decided by comparison with the D/L 'Par Score' determined at the instant of the suspension by the Duckworth/Lewis method (refer Duckworth/Lewis 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. The Duckworth/Lewis computerised system shall determine the result of the match.

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
Tie: 12.5 points to each side

[b] Bonus Points

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

(i) There will be an allocation of 5 Bonus Points to each Match.

(ii) These points will be allocated between the two sides, depending on the margin of victory in the match. This allocation will operate as follows:

Margin of Victory		Bonus Points	
Runs	Wickets	Winner	Loser
100 +	9/10 Wickets	5	0
80/99 Runs	7/8 Wickets	4	1
60/79 Runs	5/6 Wickets	3	2
40/59 Runs	3/4 Wickets	2	3
20/39 Runs	2 Wickets	1	4
<20 Runs	1 Wicket	0	5

21.9 Walkovers

21.9.1 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.

21.9.2 Where a match is awarded by the Open Competitions Committee, the side receiving it will be awarded 20 points out of a possible 20. (ie. bonus points will not enter into the calculation). However the side conceding the walkover will get 0 points out of a possible 25. This is without prejudice to any other penalties that the Open Competitions Committee may impose under the *General Regulations*.

Law 22 shall apply

Law 23 shall apply

Law 24 No Ball

Law 24 shall apply subject to the following:

24.1 Law 24.1 (b) Mode of delivery

Law 24.1 (b) shall be replaced by the following:

The bowler may not deliver the ball underarm. If a bowler bowls a ball underarm the umpire shall call and signal no ball.

24.2 Free Hit after a foot-fault no ball

In addition to the above the delivery following a no ball called for a foot fault (Law 24.5) shall be a free hit for whichever batsman 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 batsman is facing it.

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.

Field changes are not permitted for free hit deliveries unless there is a change of striker (the provisions of clause 41.2 shall apply).

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 25 - Wide Ball

25.1 Law 25.1 - Judging a Wide

Law 25 shall apply with the following addition to Law 25.1:

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

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

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 26 shall apply

Law 27 shall apply

Law 28 shall apply

Law 29 - Batsman out of His Ground

29.1 The following shall apply in addition to Law 29:

If the running batsman has grounded any part of his foot behind the popping crease, then any subsequent loss of contact with the ground of his person or bat, during his continuing forward momentum, should not be interpreted as being 'out of his ground'.

Law 30 shall apply

Law 31 shall apply

Law 32 shall apply

Law 33 shall apply

Law 34 shall apply

Law 35 shall apply

Law 36 shall apply

Law 37 shall apply

Law 38 shall apply

Law 39 shall apply

Law 40 shall apply

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:

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

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

41.2.2 In addition to the restriction contained in clause 41.2.1 above, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply (hereinafter referred to as the Powerplay Overs) are set out in the following paragraphs.

41.2.3 The following fielding restrictions shall apply:

a) 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 each of the semi-circles shall be 30 yards (27.43 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field. (Refer to appendix 2). The fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5 yard (4.57 metres) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.

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

During the second and third Powerplay blocks only three fieldsmen shall be permitted outside the fielding restriction area at the instant of delivery.

b) Two inner circles shall be drawn on the field of play. The circles shall have as their centres the centrepoint of the popping crease at either end of the pitch. The radius of each of the circles shall be 15 yards (13.72 metres). These fielding restriction areas should be marked by 'dots'. The segment of the circles reserved for the slip positions shall not be demarcated.

During the initial block of Powerplay Overs (in an uninterrupted innings, the first 10), there must be a minimum of two stationary fieldsmen within the applicable fielding restriction area measured from the striker's end at the instant of delivery.

When a fast bowler is bowling the two stationary fieldsmen may be permitted to stand deeper than 15 yards (13.72 metres) (in the undemarked area) provided only that they are standing in slip, leg slip or gully positions.

41.2.4 During the non Powerplay Overs, there must be a minimum of four fielders – plus wicketkeeper and bowler – inside the fielding restriction area referred to in clause 41.2.3 a) above.

41.2.5 Subject to the provisions of 41.2.6 below, the Powerplay Overs shall apply for 20 overs per innings to be taken as follows:

a) The first block of Powerplay Overs (block of 10 overs for an uninterrupted match) shall be at the commencement of the innings.

b) For the remaining second and third block of Powerplay Overs (blocks of 5 overs for an uninterrupted match), one block shall be taken at the discretion of the fielding captain and the other at the discretion of either of the batsmen at the wicket.

c) A batsman must nominate his team's Powerplay no later than the moment at which the umpire reaches the stumps at the bowler's end for the start of the next over. The fielding captain may nominate his team's Powerplay any time prior to the commencement of the over. The umpire who will stand at the bowler's end for the commencement of a Powerplay block shall determine which side first made the request.

d) Once a side has nominated a Powerplay, the decision cannot be reversed.

e) Should either team choose not to exercise their discretion, their Powerplay Overs will automatically commence at the latest available point in the innings (i.e. in an uninterrupted innings, one unclaimed Powerplay will begin at the start of the 46th over).

41.2.6 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 the table shall apply to both the 1st and 2nd innings of the match.

INNINGS DURATION	FIRST POWERPLAY	FIELDING POWERPLAY	BATTING POWERPLAY	POWERPLAY TOTAL
20-21	4	2	2	8
22-23	5	2	2	9
24-26	5	3	2	10
27-28	6	3	2	11
29-31	6	3	3	12
32-33	7	3	3	13
34-36	7	4	3	14
37-38	8	4	3	15
39-41	8	4	4	16
42-43	9	4	4	17
44-46	9	5	4	18
47-48	10	5	4	19
49	10	5	5	20

41.2.7 Each block of Powerplay Overs must commence at the start of an over.

41.2.8 If play is interrupted not during the Powerplay overs, then on resumption, it is necessary to determine how any remaining Powerplay overs should be allocated. The total number of Powerplay overs for the innings is derived from the table in 41.2.6. Any Powerplay overs already taken prior to the interruption will be deemed to have been in sequence: the initial allocation, the fielding side's allocation then the batting side's allocation. The decision of the batting side, and if applicable of the fielding side, of when to take any remaining Powerplay overs, is made in the usual way.

Illustrations of 41.2.8:

A match starts as 40 overs; with the first 8 as Powerplays (PP).

The next two overs are not PP, the match is then delayed after 10 overs and shortened to 30 overs. The new PP allocation is 6+3+3, we have had 8 PP overs, so there is one over of fielding side selection left and all three overs for the batting sides. Both teams can choose when to use their respective 1 and 3 over allocations.

As above but the match resumes as 23 overs each.

The PP allocation is now 5+2+2, so one batting side PP over remains to be taken at their discretion.

41.2.9 If play is interrupted during the first or second Powerplay and on resumption the overs required to be bowled in that Powerplay have already been exceeded, then subsequent Powerplay(s) will assume to have been taken consecutively up to that point.

41.2.10 If play is interrupted during the first Powerplay and resumes during the second Powerplay, the second Powerplay will be deemed to have been nominated by the fielding captain.

41.2.11 If following an interruption, on resumption the total number of Powerplay overs for the innings has already been exceeded, then there will be no further Powerplay deliveries bowled in the innings. Note that this is the only circumstance under which the Powerplay status can be changed during an over.

Illustrations of 41.2.9, 41.2.10 and 41.2.11

A 50 over innings is interrupted after 9.3 overs, and on resumption has been reduced to (a) 38 overs, (b) 28 overs, (c) 20 overs.

a) Powerplay overs are 8+4+3. 2nd Powerplay is in progress with 1.3 out of the fielding team's 4 overs completed. The batting side's 3 over Powerplay can start any time after the 12th over.

b) Powerplay overs are 6+3+2. 3rd Powerplay is in progress with 0.3 out of 2 overs completed.

c) Powerplay overs are 4+2+2. All Powerplay overs have been completed. Non-Powerplay restrictions take effect immediately and do not need to wait until the end of the over.

41.2.12 If following an interruption while a Powerplay is not in progress, it is found on resumption that the recalculated number of Powerplay overs remaining equals or exceeds the number of overs to be bowled in the innings, then the Powerplays will commence at the start of the next over.

Illustration of 41.2.12:

A 50 over innings in which only the 1st Powerplay has been taken is interrupted after 34.2 overs and reduced to 40 overs. Powerplay overs are 8+4+4. Powerplays automatically resume for the start of the next over (36th) and remain in force for the remainder of the innings.

41.2.13 At the commencement of each discretionary block of Powerplay Overs, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle. If the batting side has chosen the Powerplay the umpire shall signal this to the scorers by tapping his hands above his head after the signal.

41.2.14 The umpire shall also indicate to the fielding captain before any signal is made that the batting side has chosen its Powerplay.

41.2.15 A light or other indicator shall be displayed on the scoreboard whenever the Powerplay Overs are being bowled, along with the number of overs remaining in the current block of Powerplay Overs.

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

Law 42 Fair and Unfair Play

Law 42 shall apply subject to the following:

42.4.1 Law 42.6 (a) - The Bowling of Fast Short Pitched Balls

Law 42.6 (a) shall be replaced by the following:

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

b) A fast short-pitched delivery is defined as a ball which passes or would have passed above the shoulder height of the striker standing upright at the crease.

c) The umpire at the bowlers end shall advise the bowler and the batsman on strike when each fast short pitched delivery has been bowled.

d) In addition, for the purpose of this regulation and subject to Clause 42.4.1 (f) below, a ball that passes above head height of the batsman, that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a wide.

e) For the avoidance of doubt any fast short pitched delivery that is called a wide under this playing condition shall also count as the allowable short pitched delivery in that over

f) In the event of a bowler bowling more than one fast short-pitched delivery in an over as defined in Clause 42.4.1 (b) above, the umpire at the bowlers end shall call and signal no ball on each occasion. A differential signal shall be used to signify a fast short pitched delivery. The umpire shall call and signal 'wide' and then tap the head with the other hand.

g) If a bowler delivers a second fast short pitched ball in an over, the umpire, after the call of no ball and when the ball is dead, shall caution the bowler, inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred. This caution shall apply throughout the innings.

h) If there is a second instance of the bowler being no balled in the innings for bowling more than one fast short pitched delivery in an over, the umpire shall advise the bowler that this is his final warning for the innings.

i) Should there be any further instance by the same bowler in that innings, the umpire shall call and signal no ball and when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.

j) The bowler thus taken off shall not be allowed to bowl again in that innings.

k) The umpire will report the occurrence to the other umpire, the batsmen at the wicket and as soon as possible to the captain of the batting side together with the other umpire report the occurrence as soon as possible after the match to the Executive of the fielding side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain and bowler concerned.

42.4.2 Law 42.6 (b) Bowling of High Full Pitched Balls

Law 42.6 (b) shall be replaced by the following:

a) Any delivery, which passes or would have passed on the full above waist height of the striker standing upright at the crease is deemed unfair, whether or not it is likely to inflict physical injury on the striker.

b) In the event of a bowler bowling a high full pitched ball as defined in Clause 42.4.2 (a) above, the umpire at the bowler's end shall call and signal no ball. If, in the opinion of the umpire, such a delivery is considered likely to inflict physical injury on the batsman, the umpire at the bowler's end shall, in addition to calling and signalling no ball, when the ball is dead, caution the bowler and issue a first and final warning. The umpire shall inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred.

c) Should there be any further instance (where a high full pitched ball is bowled and is considered likely to inflict physical injury on the batsman) by the same bowler in that innings, the umpire shall in addition to calling and signalling no ball, when the ball is dead, direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.

d) The bowler thus taken off shall not be allowed to bowl again in that innings.

e) The umpire will report the occurrence to the other umpire, the batsman at the wicket and as soon as possible to the captain of the batting side together with the other umpire report the occurrence as soon as possible after the match to the Executive of the fielding side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain and bowler concerned.

42.5 Law 42.7 - Dangerous and Unfair Bowling - Action by the umpire

Law 42.7 shall be replaced by the following:

Regardless of any action taken by the umpire as a result of a breach of Clauses 42.4.1, 42.4.2 and 42.6 the following shall apply at any time during the match:

42.5.1 - The bowling of fast short pitched balls is unfair if in the opinion of the umpire at the bowler's end he considers that by their repetition and taking into account their length, height and direction, they are likely to inflict physical injury on the striker, irrespective of the protective clothing and equipment he may be wearing. The relative skill of the striker shall also be taken into consideration.

42.5.2 In the event of such unfair bowling, the umpire at the bowler's end shall adopt the following procedure:

a) In the first instance the umpire shall call and signal no ball, caution the bowler and inform the other umpire, the captain of the fielding side and the batsmen of what has occurred.

b) If this caution is ineffective, he shall repeat the above procedure and indicate to the bowler that this is a final warning.

c) Both the above caution and final warning shall continue to apply even though the bowler may later change ends.

d) Should there be any further instance by the same bowler in that innings, the umpire shall call and signal no ball and when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof. See Law 22.8. (Bowler Incapacitated or Suspended during an Over).

e) The bowler thus taken off shall not be able to bowl again in that innings.

f) The umpire will report the occurrence to the other umpire, the batsmen at the wicket and as soon as possible to the captain of the batting side together with the other umpire report the occurrence as soon as possible after the match to the Executive of the fielding side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain and bowler concerned..

42.6 Law 42.8 - Deliberate bowling of High Full Pitched Balls

Law 42.8 shall be replaced by the following:

If the umpire considers that a high full pitch delivery which is deemed unfair as defined in Clause 42.4.2 was deliberately bowled, then the caution and warning process shall be dispensed with.

The umpire at the bowler's end shall:

42.6.1 Call and signal no ball.

42.6.2 When the ball is dead, direct the captain to take the bowler off forthwith.

42.6.3 Not allow the bowler to bowl again in that innings.

42.6.4 Ensure that the over is completed by another bowler, provided that the bowler does not bowl two overs or part thereof consecutively.

42.6.5 Report the occurrence to the other umpire, to the captain of the batting side together with the other umpire report the occurrence as soon as possible after the match to the Executive of the fielding side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain and bowler concerned.

42.7 Action by the umpires for dangerous and unfair Bowling

Should the umpires initiate the caution and warning procedures set out in Clauses 42.4.1, 42.4.2, 42.5 and 42.6 such cautions and warnings are not to be cumulative.

42.8 Law 42.9 - Time Wasting by the Fielding Side

Law 42.9 shall apply subject to Law 42.9 (b) being replaced by the following:

If there is any further waste of time in that innings, by any member of the fielding side the umpire shall:

a) Call and signal dead ball if necessary, and;

b) Award 5 penalty runs to the batting side (see Law 42.17).

c) Inform the other umpire, the batsmen at the wicket and as soon as possible the captain of the batting side of what has occurred together with the other umpire report the occurrence as soon as possible after the match to the Executive of the fielding side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain and bowler concerned.

43 Safety of Young Players

43.1 The restrictions set out in Appendix 3 apply to all matches.

44 Umpiring and Scoring

44.1 The Leinster Cricket Umpires & Scorers' Association will provide umpires for all Division 1 to 4 league and cup matches unless clubs are specifically advised otherwise.

44.2 Each team must provide a scorer for the match who should be notified to the umpires before the start of the game. That scorer must be present for the entire game. It is permitted to designate two scorers, who between them must be in place for the entire game. In addition there must be at least one person available throughout the match who is capable of applying the Duckworth/Lewis method. Version 7 is to be used in all matches where necessary. A computer and printer must be available with printouts being provided between innings and at any interruption in play.

44.3 The umpires shall be the sole arbiters as to whether the pitch is playable and/or the suitability of, ground, weather and light. Umpires should liaise vigilantly with the scorers in recording time lost and the number of overs bowled at any time during the match. Scorers are required to mark the score at the end of each over of each innings.

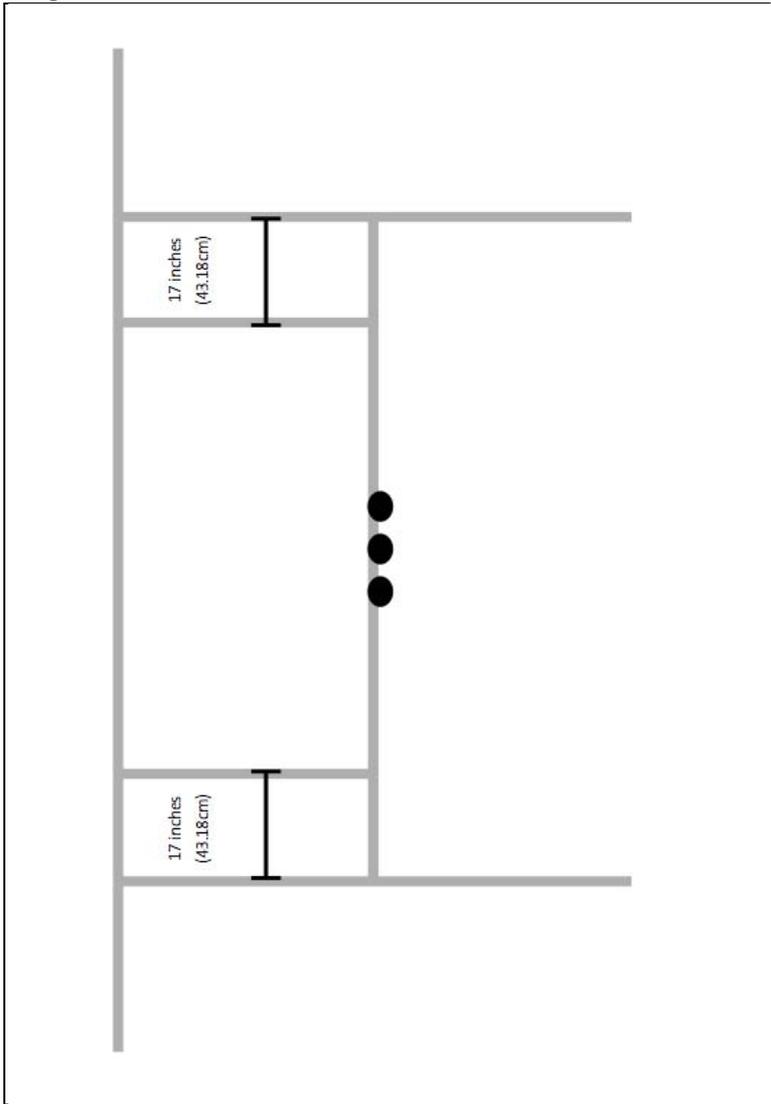
44.4 Cancelling of matches: No match may be called off, irrespective of weather conditions, before the official starting time except with the agreement of the officially appointed umpires, at least one of whom shall have first inspected the pitch and determined that no play would be possible on that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

44.5 The toss shall be made 30 minutes before the commencement of play. Umpires shall move to the wicket 5 minutes before play is due to commence. The fielding side and opening batsmen shall take the field immediately after the umpires to ensure a prompt start to the game.

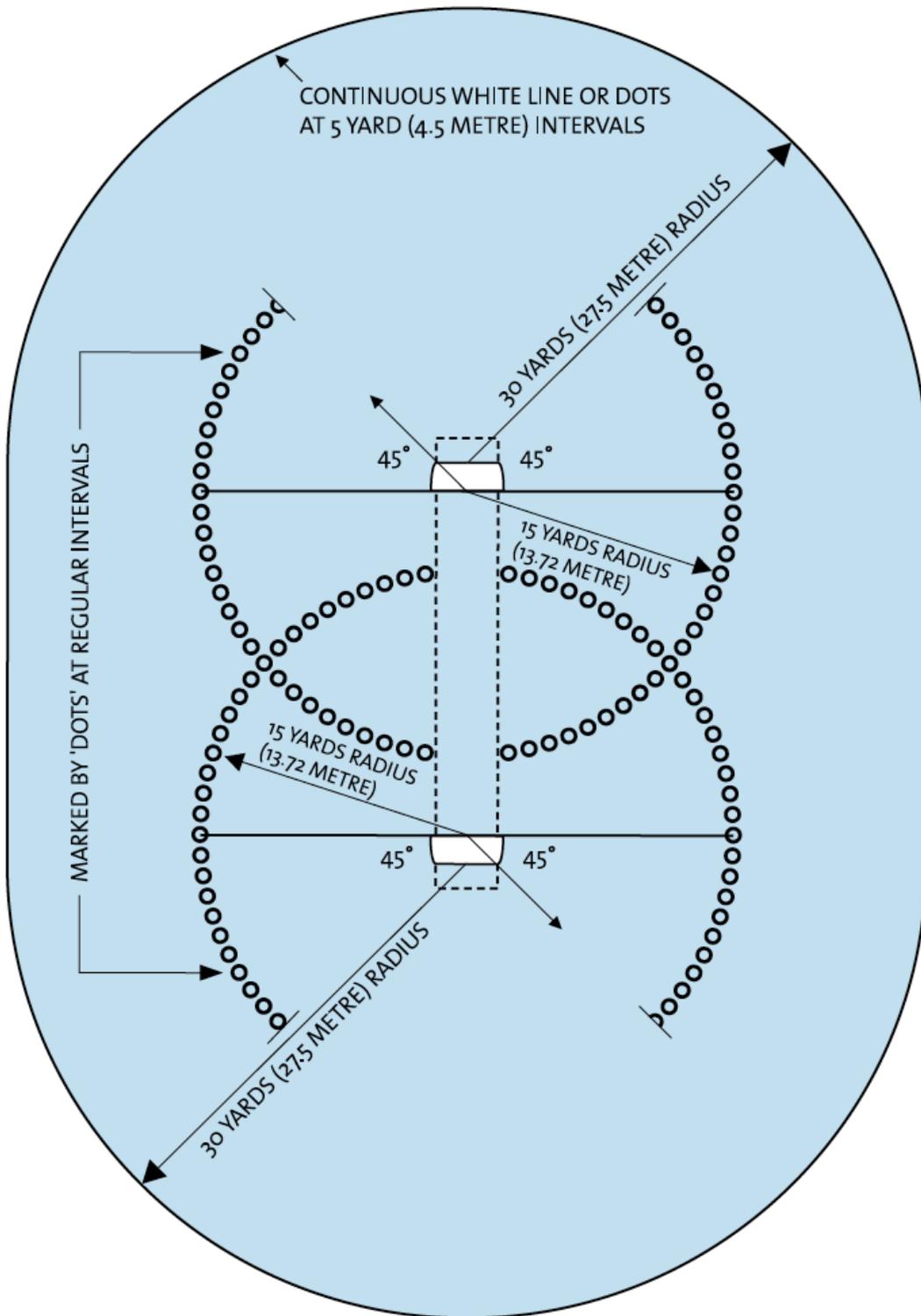
44.6 If official umpires are not present 30 minutes before the official starting time then the responsibility falls on both captains who must agree on the appointment of umpires to ensure a prompt start to a

match. Umpires may be selected from participating players or spectators. If subsequently official umpire(s) arrive, then they may, if both teams agree, take over for the remainder of the match.

Appendix 1 : Crease Marking



Restriction of the placement of fieldsmen



Appendix 3 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.

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 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

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.

Umpires' responsibility

The umpires, only when officially appointed, 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.

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.

Clubs should adopt the following ECB directives for practice sessions.

ECB Fast Bowling Directives for Practice Sessions

Age Maximum Balls per session Maximum sessions per week

Age	Maximum Balls per session	Maximum sessions per week
Up to 13	30 balls per session	2 sessions per week
U14, U15	36 balls per session	2 sessions per week
U16, U17	36 balls per session	3 sessions per week
U18, U19	42 balls per session	3 sessions per week

The figures for the match and practice sessions are based on players bowling in no more than 3 matches or practice sessions per week for age groups up to and including U15, and 4 matches or practice sessions per week for age groups up to and including U19. Players can play in other matches provided that they do not bowl.