



# **CONNACHT CRICKET UNION COMPETITION PLAYING REGULATIONS**

## **2025 SEASON**

### **Premier League**

#### **Division 1**

#### **Senior Cup**

#### **T20 Blast**

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

## INTRODUCTION

The Connacht Cricket Union (CCU) is committed to maintaining high standards for cricket across the Connacht region. This document outlines the Laws that govern the playing of the game, promoting fair play, safety, and inclusivity for all participants. All clubs, players, officials, and participants are required to adhere to these Laws, which are aligned with the Cricket Ireland Laws of Cricket and applicable national standards.

### The Spirit of Cricket at Connacht Cricket Union

Cricket's appeal lies not only in its formal Laws but also in the Spirit of Cricket, which is a commitment to respect, integrity, and teamwork. While team captains bear primary responsibility for upholding this spirit, the responsibility extends to every player, umpire, coach, and supporter, across all levels of play.

The Spirit of Cricket is central to the CCU's core values of **Enjoyment, Accountability, Sportsmanship, Teamwork**, and **Professionalism**. These principles are reflected in the Spirit of Cricket as follows:

- **Respect** your captain, teammates, opponents, and the authority of umpires. Play competitively and fairly.
- **Accept** the umpire's decisions with grace.
- **Promote** a positive environment through your conduct and encourage others to do the same. Demonstrate self-discipline, even in challenging situations.
- **Congratulate** the opposition on their achievements and celebrate those of your own team.
- **Show gratitude** to officials and opponents at the end of each match, regardless of the outcome.

These values guide the CCU community and contribute to a positive and inclusive cricketing environment.

### Jurisdiction, Competency and Implementation of CCU Regulations and Laws

The Connacht Cricket Union (CCU) Management Committee holds full authority over the implementation of the Laws of Cricket and any additional competition regulations. These Laws apply to all competitive fixtures managed by the CCU; for clarity, they do not extend to fixtures managed by the Leinster Cricket Union and Munster Cricket Union.

In exceptional circumstances, the CCU Cricket Management Committee may choose to set aside specific eligibility rules or Laws for valid and unforeseen reasons. All decisions made by the CCU Competitions Committee regarding player eligibility are binding, subject to the appeals procedure outlined in this document.

## NOTE:

### ***Application of the Regulations and Laws***

*These regulations and laws apply unequivocally to all leagues, T20 matches, and knockout competitions conducted under the authority of the Connacht Cricket Union.*

Except as varied hereunder, the Laws of Cricket 2017 Code (3rd Edition - 2022) shall apply.

Note that Cricket Ireland (CI) Young Cricketer Directive (see Appendix 3) shall apply in these competitions.

Any Playing Regulations that are specific to some divisions, but not all, are detailed in text boxes at the appropriate points below.

## LAW 1 – THE PLAYERS

Law 1 shall apply, subject to the following:

**Law 1.1 Number of players** is replaced by:

A match is played between two sides, each of 11 players, one of whom shall be captain.

**Law 1.2 Nomination and replacement of players** is replaced by:

1.2.1 Each club must submit their team **in writing** to the umpires no later than 30 minutes before the start of the match. Prior to the toss, the team sheets should be visibly displayed for opposing captains, umpires and scorers. The same shall apply where no umpires are appointed for matches. The names of the listed players should be as registered by each club and should include their full name as it appears on their registration with the CCU. Providing incomplete names of listed players is not acceptable and may lead to the imposition of a penalty by the CCU Competitions Committee. This may include but not limited to a written warning or one point deduction depending on the regularity of this issue.

1.2.2 Late changes to the team may be made before the toss but must be specifically brought to the attention of the umpires at the toss. Submission of selected teams prior to the toss is mandatory and regular non-submission may lead to the imposition of a penalty by the CCU Competitions Committee. In these competitions, the penalty would normally be one point.

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

***NOTE:** The minimum number of players on a side shall be seven (7) players. If a team is unable to field the minimum number of players at the start of the match, they shall be deemed to have conceded a walk-over to the opposing side, which in the case of a league fixture, shall be awarded the full points typically awarded for a win for the fixture. If neither team can field the minimum number of players, the fixture shall be deemed null and void and no points shall be awarded for the fixture.*

1.2.4 All those nominated shall be eligible to play for that team, in accordance with CCU Competition Administration Regulations.

1.2.5 Each team must have a nominated team captain. At any time the nominated team captain is not available, a deputy shall act on their behalf. If the nominated team captain is not available during the period in which the toss is to take place, then any player listed on the team sheet with that team may act as their deputy to do so. The nominated team captain is responsible for the conduct and behavior of their team players within the Spirit of Cricket, these Laws, and the CCU Code of Conduct.

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

## LAW 2 – THE UMPIRES

Law 2 shall apply, subject to the following:

**Law 2.1 Appointment and attendance**

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

**Law 2.2 Change of umpire** is replaced by:

2.2.1 An umpire shall not be changed during a match, other than in exceptional circumstances, unless he/she/they is injured or ill. If there has to be a change of umpire, a replacement shall act only as the striker's end umpire unless the captains agree that the replacement should take full responsibility as an umpire. If official umpires are not present 30 minutes before the official starting time, then responsibility falls on both captains, who must agree on the appointment of umpires to ensure a prompt start to a match. Umpires may be selected from participating players or spectators. If, subsequently, official umpire(s) arrive then they may, if both teams agree, take over for the remainder of the match.

***NOTE:** The use of inexperienced young players (i.e. under the age of 18 years) must be avoided.*

- 2.2.2 Cancelling of matches. No match may be called off, irrespective of weather conditions, before the official starting time, except with the agreement of the officially appointed umpires, at least one of whom shall have first inspected the pitch and determined that no play would be possible on that day. The umpires shall decide on whether the pitch is playable or not, taking into account the views of the ground authority. If distance prevents the umpires' inspection, they shall seek the opinion of the ground authority before making a decision to call off the match. If umpires are not appointed and adverse weather conditions render the match unplayable, the home captain shall discuss this with the visiting captain before any decision is taken to cancel the match.

### **Law 2.3 Consultation with captains**

Law 2.3.1.2 is replaced by:

Confirm the hours of play, and the times and durations of intervals.

**Law 2.10 Umpires changing ends** does not apply.

### **Law 2.15 Correctness of scores**

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

## **LAW 3 – THE SCORERS**

Law 3 shall apply, subject to the following

### **Law 3.1 Appointment of scorers** is replaced by:

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

### **3.4 Duckworth-Lewis-Stern (DLS) Calculations**

- 3.4.1 There must be at least one person available throughout the match who is capable of performing a calculation under the current method (For the 2025 season this is DLS 5). This can be one of the scorers. A computer and printer must be available, with printouts or soft copies to be provided between innings and at any subsequent interruption in play.
- 3.4.2 Before the toss an umpire will request a sample DLS printout from the host club. This should be retained by the Umpires. [Failure to produce a sample printout should not automatically prevent the commencement of the game.](#)
- 3.4.3 Should, at a later stage, the host club be unable to perform any DLS calculation correctly the match will be abandoned, and the matter referred to the CCU Competitions Committee for determination.
- 3.4.4 Should, at any stage, the host club be capable of performing any DLS calculation but unable to produce a printout of any DLS calculation correctly, the match will continue as long as the host club maintains an up- to-date DLS Target score on the scoreboard. Following the match, the umpires will refer the matter to the CCU Competition Committee for determination.

## **LAW 4 – THE BALL**

Law 4 shall apply, subject to the following:

### **Law 4.2 Approval and control of balls**

In addition to Law 4.2.2, the umpires shall periodically and at irregular intervals inspect the condition of the ball.

### **Law 4.3 New ball**

The balls to be used in these competitions shall be red (league) or white (cup and T20 competitions) in colour with a new ball used in each innings. All teams must use the officially chosen 'League Ball' as directed by the CCU Competitions Committee. At present Sports Hub Dublin is the official CCU approved supplier league balls. Each club is required to contact and buy specified cricket balls from this supplier well in advance of the start of the season, to secure sufficient supply for the league ball for the season. Where there is an issue with Sports Hub Dublin not being able to supply the approve league ball to your club, the CCU Competitions Committee must be informed in writing immediately of the issue, including proof that they club attempted to order the approved league balls well in advance.

For 2025, this will be the “Sports HUB Test Cricket Ball”. Teams are required to use only the officially approved match ball colour, as specified for each competition. Captains must present the match ball(s) for each innings to the umpires at the toss. Any changes to the match ball(s) may only be made with the approval of both the umpires and the opposing captain, unless the umpires request a change.

Where teams do not have the approved type of ball, the following shall apply (*reference Competitions Administration Regulation 7*):

- (i) If one team uses a match ball that is not supplied by the approved supplier that team shall forfeit the match, and full points shall be awarded to the non-offending team.
- (ii) If both teams' use match balls that is neither supplied by the approved supplier nor listed as an approved match ball, no points shall be awarded to either team.
- (iii) If a supply issue arises with the approved match balls and neither team has notified the CCU Competitions Committee in writing prior to the start of the season, either (i) or (ii) shall apply, depending on the circumstances.
- (iv) In matches without appointed umpires, where team captains cannot reach an agreement regarding the acceptability of an alternate match ball, both captains must submit a written report, including photographic evidence, to the CCU Competitions Committee no later than 72 hours after the scheduled completion of the match.

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

## LAW 6 – THE PITCH

Law 6 shall apply, subject to the following:

**Law 6.4 Changing the pitch** is replaced by:

The pitch shall not be changed during the match unless the umpires decide that it is dangerous or unreasonable for play to continue on it, and then only with the consent of both captains. Should a pitch be changed after a match has commenced a new match shall start with innings duration as per clause 13.3.2 below.

## LAW 7 – THE CREASES

Law 7 shall apply and, in addition:

**Law 7.3 The Popping Crease** The final sentence of this clause shall be amended to read “For Premier League and Division 1 matches only, the popping crease shall be marked to a minimum of 7.5 yards/6.87 m on either side of the imaginary line joining the centre of the two middle stumps and shall be considered to be unlimited in length. For all other matches it will be marked to 6ft/1.83m as per the Laws of Cricket”.

### 7.5 Additional Crease Markings

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

## LAW 8 – THE WICKETS

Law 8 shall apply.

## LAW 9 – PREPARATION AND MAINTENANCE OF THE PLAYING AREA

All references in Law 9 to subsequent days of the match do not apply. The remainder of Law 9 shall apply, subject to the following:

**Law 9.1 Rolling – this does not apply in CCU as all creases are artificial.**

### Law 9.6 Maintenance of footholes

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

## LAW 10 – COVERING THE PITCH

Law 10 shall apply, in addition to the following:

**Law 10.1 Before the Match**

In the event of an ongoing threat of rain, the pitch, and, where feasible and practical, the bowlers' run-ups, must be fully protected from rain until the umpires have made a decision regarding the commencement of play. The umpires shall communicate their instructions regarding the removal of covers to the home team or, in the case of a match held at a neutral venue, to the host club.

**Law 10.2 During the Match** is replaced by:

Where required by rain during the course of the match, the pitch shall be entirely protected up to a decision on the commencement of play by the umpires and based on their instructions for their removal. In such conditions where covers are required, they (the covers) must totally protect the pitch and if possible, the bowlers' run-ups.

**LAW 11 – THE INTERVALS**

Laws 11.3, 11.4, 11.5, 11.6, 11.7 and 11.9 shall not apply. The remainder of Law 11 shall apply, subject to the following:

**Law 11.1 An interval** is replaced by:

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

**Law 11.2 Duration of interval** is replaced by:

The interval in 11.1 above shall be of 30 minutes' duration for League and Cup competitions.

The interval in 11.1 above shall be of 15 minutes' duration for T20 competitions.

**Law 11.4 Changing agreed times of intervals** is replaced by:

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

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

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

**Law 11.8 Intervals for drinks** is replaced by:

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

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

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

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

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

**LAW 12 – START OF PLAY; CESSATION OF PLAY**

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

**Law 12.9 Conclusion of match** is replaced by:

The match is concluded either

12.9.1 As soon as a result as defined in Laws 16.1 to 16.5 is reached, or

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

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



## 12.12 Hours of Play & Minimum Overs Requirement

12.12.1 The hours of play for all matches are as follows:

| Date                       | 3/8/25 or earlier |                | 4/8/25 to 16/8/25 |                | 17/8/25 to 6/9/25 |                | 7/9/25 or later |                |
|----------------------------|-------------------|----------------|-------------------|----------------|-------------------|----------------|-----------------|----------------|
| Competition                | Start Time        | Interval       | Start Time        | Interval       | Start Time        | Interval       | Start Time      | Interval       |
| Premier League, Senior Cup | 12:00             | 15:20 to 15:50 | 12:00             | 15:20 to 15:50 | 11:30             | 14:50 to 15:20 | 11:00           | 14:20 to 14:50 |
| Division 1,                | 12:00             | 14:10 to 14:40 | 12:00             | 14:10 to 14:40 | 11:30             | 13:40 to 14:10 | 11:00           | 13:10 to 13:40 |
| T20 Midweek Re-Fixtures    | 18:00             | 15 minutes     | 17:00             | 15 minutes     | 16:30             | 15 minutes     | 16:00           | 15 minutes     |

12.12.2 *Alterations* - The official latest start times, as indicated above, cannot be changed without the specific prior permission of the CCU Competitions Committee, except under the following conditions:

- Both teams agree to an earlier start time at least two weeks before the scheduled date of the match.
- Both teams advise the CCU Competitions Committee, Umpires Representative and the website of the change at least two weeks before the scheduled date of the match.

## 12.13 Extra Time

In matches where the start of play is delayed, or play is suspended, the scheduled hours of play shall be extended up to a maximum of 30 minutes, before any reduction in overs is required.

## 12.14 Permitted Time Allocations / Minimum Over Rates

12.14.1 All sides are expected to be in position to bowl the first ball of the last over as below:

- 50 overs within 200 minutes playing time (3 hours 20 minutes),
- 40 overs within 160min (2 hours 40min)
- 20 overs within 80min (1 hour 20min)

Over Rate penalties shall apply for teams who fail to bowl their complement of overs by the scheduled re-scheduled cut-off time – see clause 12.15 below.

12.14.2 If, in the sole opinion of the umpires, there have been delays beyond the control of the fielding side e.g. injury, lost ball etc., they may extend the cut-off time by an equivalent amount of time to allow for such delays before determining if a penalty should be applied. Note that any time so added by the umpires shall be at their absolute discretion and shall not be subject to retrospective negotiation.

12.14.3 If a side is bowled out within the time determined for that innings pursuant to these playing conditions (taking into account any time allowances as above), the fielding side will be deemed to have complied with the required over rate.

## 12.15 Over Rate Penalties *(Applies to all Divisions)*

12.15.1 In the event of a side failing to complete their scheduled number of overs within the Permitted Time Allocation (or as adjusted under 12.14.2), the full quota of overs will be completed, and the fielding side will be required to have an additional fielder inside the 30 yard circle for the remainder of the innings. The batting side will also be accredited with six (6) penalty runs for every full over which has not been completed by the cut-off time. This will apply to both innings of the match.

12.15.2 All penalties in this regard will be imposed at the start of the next over after the scheduled or rescheduled cessation time for the innings.

12.15.3 If the innings is terminated before the scheduled or re-scheduled cut-off time, no over rate penalty shall apply. If the innings is interrupted, the over rate penalty will apply based on the re-scheduled cessation time for that innings.

12.15.4 The Umpires shall inform the fielding team Captain when taking the field for the first time and on every subsequent occasion, if play is interrupted by the weather, the scheduled or re-scheduled cessation time for that innings. The Umpire at the bowler's end will inform the fielding Captain, the batter and his fellow Umpire of any time allowances as and when they arise. (This matter will not be subject to retrospective negotiation).

12.15.5 In addition, in all reduced overs matches, where there has been a reduction of 3 or more overs, the fielding side shall be in position to bowl the first ball of the penultimate over of the innings by the scheduled (or re-scheduled) cessation time for the innings.

## LAW 13 – THE INNINGS

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

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

### Law 13.4 The toss

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

### 13.6 Length of Innings

13.6.1 *Uninterrupted Matches.* Each team shall bat for the agreed amount of overs for the specified competition unless all out earlier.

13.6.2 *Delayed Starts due to Ground, Weather or Light*

The duration of the match shall be reduced by 2 overs for every 8 minutes of playing time lost during the first innings, or 1 over for every 4 minutes lost during the second innings, noting the provision of extra time, per clause 12.13 above.

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

If a team is not in position to take the field of play within 30 minutes of the scheduled start time, the side present may choose to claim a walkover. If they choose to play, they shall be deemed to have won the toss, and play will start as soon as practicable. In either event, the matter shall be referred to the OCC for further consideration.

13.6.4 Minimum overs to constitute a match

Subject to Playing Regulation 13.6.2 above, the minimum length of match shall be 40 overs (20 overs per side), for league or cup matches; and 10 overs (5 overs per side) for T20 matches. If, at any point, the umpires believe that the remaining overs cannot be completed in the required time (due to ground, weather or light), the match shall be abandoned as a No Result.

### 13.7 Number of Overs per Bowler

13.7.1 In an uninterrupted match, no bowler shall bowl more than one-fifth of the total overs allotted in an innings. For matches under 10 overs, a bowler may bowl a maximum of two (2) overs.

13.7.2 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 number of overs in the innings, with any resulting fraction rounded up.

The following table clarifies the allocation of overs per bowler:

| Length of Innings (overs) | Bowler 1                             | Bowler 2 | Bowler 3 | Bowler 4 | Bowler 5 |
|---------------------------|--------------------------------------|----------|----------|----------|----------|
| 10                        | No bowler may bowl more than 2 overs |          |          |          |          |
| 11                        | 3                                    | 2        | 2        | 2        | 2        |
| 12                        | 3                                    | 3        | 2        | 2        | 2        |
| 13                        | 3                                    | 3        | 3        | 3        | 2        |
| 14                        | 3                                    | 3        | 3        | 3        | 3        |
| 15                        | No bowler may bowl more than 3 overs |          |          |          |          |
| 16                        | 5                                    | 4        | 4        | 4        | 4        |
| 17                        | 5                                    | 5        | 4        | 4        | 4        |
| 18                        | 5                                    | 5        | 5        | 4        | 4        |
| 19                        | 5                                    | 5        | 5        | 5        | 4        |
| 20                        | No bowler may bowl more than 4 overs |          |          |          |          |
| 21                        | 5                                    | 4        | 4        | 4        | 4        |
| 22                        | 5                                    | 5        | 4        | 4        | 4        |
| 23                        | 5                                    | 5        | 5        | 4        | 4        |
| 24                        | 5                                    | 5        | 5        | 5        | 4        |
| 25                        | No bowler may bowl more than 5 overs |          |          |          |          |
| 26                        | 6                                    | 5        | 5        | 5        | 5        |
| 27                        | 6                                    | 6        | 5        | 5        | 5        |
| 28                        | 6                                    | 6        | 6        | 5        | 5        |
| 29                        | 6                                    | 6        | 6        | 6        | 5        |
| 30                        | No bowler may bowl more than 6 overs |          |          |          |          |
| 31                        | 7                                    | 6        | 6        | 6        | 6        |
| 32                        | 7                                    | 7        | 6        | 6        | 6        |



|    |                                      |    |    |    |   |
|----|--------------------------------------|----|----|----|---|
| 33 | 7                                    | 7  | 7  | 6  | 6 |
| 34 | 7                                    | 7  | 7  | 7  | 6 |
| 35 | No bowler may bowl more than 7 overs |    |    |    |   |
| 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 | No bowler may bowl more than 8 overs |    |    |    |   |
| 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 | No bowler may bowl more than 9 overs |    |    |    |   |
| 46 | 10                                   | 9  | 9  | 9  | 9 |
| 47 | 10                                   | 10 | 9  | 9  | 9 |
| 48 | 10                                   | 10 | 10 | 9  | 9 |
| 49 | 10                                   | 10 | 10 | 10 | 9 |

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

## LAW 14 – THE FOLLOW-ON

Law 14 shall not apply.

## LAW 15 – DECLARATION AND FORFEITURE

Law 15 shall not apply.

## LAW 16 – THE RESULT

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

### Law 16.2 A Win – one innings match

- 16.2.1 The side which has scored in its one innings a total of runs in excess of that scored by the opposing side in its one completed innings shall win the match. See Law 13.6 (Completed innings). Note also Law 16.5 (Winning hit or extras).
- 16.2.2 Save for circumstances where a match is awarded to a team as a consequence of the opposing team's refusal to play (clause 16.3 below), a result can be achieved only if both teams have had the opportunity of batting for at least 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.
- 16.2.3 Save for circumstances where a match is awarded to a team as a consequence of the opposing team's refusal to play (clause 16.2 below), all matches in which both teams have not had an opportunity of batting for a minimum of 20 overs, shall be declared a No Result.

### Law 16.3 Umpires awarding a match

Law 16.3 shall apply but, in addition to the consequences of any refusal to play prescribed under this Law, any such refusal, whether temporary or final, may result in disciplinary action being taken against the captain and team responsible under the CCU Code of Conduct.

### Law 16.4 Matches in which there is an agreement under Law 13.1.2

Law 16.4 shall apply in addition to the following:

- 16.4.1 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. A match shall be lost by a side which either (a) concedes defeat or (b) in the opinion of the Umpires refuses to play and the Umpires shall award the match to the other side. For knockout competitions (i.e., Cup matches only), where scores are tied at the conclusion of the match, the result shall be decided by a Super Over. In circumstances where weather conditions prevent the completion of a Super Over, the outcome shall be determined by a bowl-out.

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

In the event of a tie or draw, the following provisions shall apply:

- (i) *League Matches*: In the case of a tie or a draw both teams shall be awarded 15 point.
- (ii) *Knockout Competitions*: As a result is mandatory, tied, drawn, no result or abandoned matches shall be resolved by means of a Super Over. If, due to weather or ground conditions, a Super Over cannot be conducted, the result shall be determined by a bowl-out.

## 16.11 Prematurely Terminated Matches - Calculation of the Target Score

### 16.11.1 Interrupted Matches - Calculation of the Target Score

If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum of 20 overs for Premier League and Cup matches; minimum of 20 overs for Division 1 matches, and minimum of 5 overs for T20), then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing. This revised target is to be calculated using the current DLS method. The target set will always be a whole number and one run less will constitute a Tie.

### 16.11.2 Prematurely Terminated Matches

If the innings of the side batting second is suspended (with at least 20 overs bowled or 5 overs in T20 Cup) and it is not possible for the match to be resumed, the match will be decided by comparison with the DLS 'Par Score' determined at the instant of the suspension by the DLS method (refer Duckworth/Lewis/Stern Regulations). If the score is equal to the par score, the match is a Tie. Otherwise, the result is a victory, or defeat, by the margin of runs by which the score exceeds, or falls short of, the Par Score.

## 16.12 Scoring of Points

### 16.12.1 Result Points

- For a Win, a team scores 25 points
- For a Tie, both teams score 15 points (bonus points do not apply in tied matches)
- No Result/Abandoned, no points shall be awarded to either team.

### 16.12.2 Bonus Points

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

| Premier League to Division 1               |         |              |       |  |         |              |       |  |         |              |       |
|--|---------|--------------|-------|--|---------|--------------|-------|--|---------|--------------|-------|
| Overs available to each side: More than 40 |         |              |       | Overs available to each side: 31 to 40 |         |              |       | Overs available to each side: 20 to 30 (incl T20 Blasts) |         |              |       |
| Margin of Victory                          |         | Bonus Points |       | Margin of Victory                      |         | Bonus Points |       | Margin of Victory  |         | Bonus Points |       |
| Runs                                       | Wickets | Winner       | Loser | Runs                                   | Wickets | Winner       | Loser | Runs   | Wickets | Winner       | Loser |
| 100+                                       | 9 or 10 | 5            | 0     | 70+                                    | 9 or 10 | 5            | 0     | 40+  | 9 or 10 | 5            | 0     |
| 80 – 99                                    | 7 or 8  | 4            | 1     | 50 – 69                                | 7 or 8  | 4            | 1     | 30 – 39  | 7 or 8  | 4            | 1     |
| 60 – 79                                    | 5 or 6  | 3            | 2     | 30 – 49                                | 5 or 6  | 3            | 2     | 20 – 29  | 5 or 6  | 3            | 2     |
| 40 – 59                                    | 3 or 4  | 2            | 3     | 10 – 29                                | 3 or 4  | 2            | 3     | 10 – 19  | 3 or 4  | 2            | 3     |
| 20 – 39                                    | 2       | 1            | 4     | 5 – 9                                  | 2       | 1            | 4     | 5 – 9  | 2       | 1            | 4     |
| < 20                                       | 1       | 0            | 5     | < 5                                    | 1       | 0            | 5     | < 5  | 1       | 0            | 5     |

### 16.12.3 Net Run Rate

A team's NRR is calculated by deducting from the average runs per over scored by that team throughout the competition, the average runs per over scored against that team throughout the competition. In the event of a team being all out in less than its full quota of overs, the NRR calculation shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed. Only those matches where results are achieved will count for the purpose of NRR calculations.

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

### 16.12.4 T20 Refixtures

- Any match rearranged as a midweek T20 match can, in the event of interruptions due to issues of ground weather and light, be reduced to a 10 overs per side match.
- In the event of a match of 10 overs per side not being possible, the match will be abandoned as a No result, and both teams shall gain 12½ points (with no bonus points applicable).
- In relation to powerplay overs in matches reduced to between 10 and 19 overs per side, please note the provisions in the table in clause 28.7.2 below.

## LAW 17 – THE OVER

Law 17 shall apply.

## LAW 18 – SCORING RUNS

Law 18 shall apply.

## LAW 19 – BOUNDARIES

Law 19 shall apply, subject to the following:

### **Law 19.1 Determining the boundary of the field of play**

In addition to Law 19.1, the distance between a point at the centre of the pitch to be used and any point on the boundary shall be not less than 40 yards (36 metres) unless this is physically impossible. In that event, the pitch used shall maximise the distance from the centre of the pitch and any point on the boundary.

### **Law 19.2 Identifying and marking the boundary**

For all CCU competitions, boundaries must be clearly marked by either a rope or white line with flags.

## LAW 21 – NO BALL

Law 21.10 shall not apply. The remainder of Law 21 shall apply and, in addition:

### **Law 21.1 Mode of Delivery** shall apply;

Law 21.1 applies, except 21.2 shall be replaced by the following:

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

### **21.19 Free Hit**

21.19.1 In addition to the above, the delivery following a no ball called (all modes of no ball) shall be a free hit for whichever batter is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball) then the next delivery will become a free hit for whichever batter is facing it.

21.19.2 For any free hit, the striker can be dismissed only under the circumstances that apply for a No ball, even if the delivery for the free hit is called Wide ball.

21.19.3 Neither field changes nor the exchange of individuals between fielding positions are permitted for free hit deliveries unless:

- a. There is a change of striker (the provisions of clause 41.2 shall apply), or
- b. The No ball was the result of a fielding restriction breach, in which case the field may be changed to the extent of correcting the breach.

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

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

## LAW 22 – WIDE BALL

Law 22 shall apply, subject to the following:

### **Law 22.1 Judging a Wide**

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

- a. the ball passes wide of where the striker is standing and which also would have passed wide of the striker standing in a normal guard position.
- b. the ball passes above the head height of the striker standing upright at the popping crease.

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

22.1.3 On the leg side, any ball passing down the leg side and not touching the batter will be called a wide, except in the case where the ball passes between the batter and the wicket. On the off side, the umpire will be guided by the 17" line in determining what is a fair ball.

22.1.4 A penalty of one run shall be awarded for a wide ball. The 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

#### **22.10 Switch Hits**

Please see clause 41.19.8 below.

## **LAW 23 – BYE & LEG BYE**

Law 23 shall apply.

## **LAW 24 – FIELDER'S ABSENCE; SUBSTITUTES**

Law 24 shall apply, subject to the following:

### **Law 24.2 Fielder absent or leaving the field of play**

Law 24.2.3 is replaced by:

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

24.2.3.1 The player shall not be permitted to bowl in the match until he/she has either been able to field, or his/her team has subsequently been batting for the total length of playing time for which the player was absent (hereafter referred to as Penalty Time). A player's unexpired Playing Time shall be a maximum of 120 minutes. If any unexpired Penalty time remains at the end of the first innings, it is carried forward to the second innings of the match. In T20 matches penalty time will be a maximum of 35 minutes.

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

24.2.3.3 If a player leaves the field before having served all of his/her Penalty Time, the balance is carried forward as unserved Penalty Time. On any occasion of absence, the amount of playing time for which the player is off the field shall be added to any Penalty Time that remains unserved, subject to a maximum cumulative Penalty Time of 120 minutes, and that player shall not bowl until all of his/her Penalty Time has been served.

For the purposes of Playing Regulations 24.2.3.1 and 24.2.3.2 above, playing time shall comprise the time play is in progress, excluding the interval between innings, and any stoppages in play due to issues of ground, weather and light.

Note that in Law 24.2.9, Penalty time will apply up to a maximum of 120 minutes.

### **Law 24.3 Penalty time not incurred**

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

## **LAW 25 – BATSMAN'S INNINGS; RUNNERS**

Law 25 shall apply.

## **LAW 26 – PRACTICE ON THE FIELD**

Law 26 shall apply.

## **LAW 27 – THE WICKET KEEPER**

Law 27 shall apply.

## **LAW 28 – THE FIELDER**

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

**Law 28.4 Limitation of on side fielders** shall apply and, in addition, at the instant of delivery, there may not be more than five fielders on the leg side.

## 28.7 Restrictions on the placement of fielders

In addition to the restriction details in 28.4 above, further fielding restrictions shall apply to certain overs in each innings. The nature of such additional fielding restrictions, and the overs during which they shall apply, are set out as follows:

- 28.7.1 Two semi-circles shall be drawn on the field of play. The semi-circles shall have, as their centre, the middle stump at either end of the pitch. The radius of these semi-circles shall be 30 yards (27.43 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field (as illustrated in Appendix 2). This fielding restriction area should be marked by a continuous white line or 'dots' at 5 yard (4.57 metres) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.
- 28.7.2 At the instant of delivery:
- 28.2.2.1 During Powerplay 1, no more than two fielders shall be permitted outside this fielding restriction area. In a 50-over innings, Powerplay 1 shall cover overs 1 to 10 inclusive. In a 40 overs match, overs 1 to 8 inclusive. In a 20 over match, overs 1 to 9 inclusive.
- 28.2.2.2 During Powerplay 2, no more than four fielders shall be permitted outside this fielding restriction area. In a 50-over innings, Powerplay 1 shall cover overs 11 to 40 inclusive. In a 40 overs match, overs 9 to 32 inclusive. In a 45 over match, overs 10 to 35 inclusive.
- 28.2.2.3 During Powerplay 3, no more than five fielders shall be permitted outside this fielding restriction area. In a 50-over innings, Powerplay 1 shall cover overs 41 to 50 inclusive. In a 40 overs match, overs 33 to 40 inclusive. In a 45 over match, overs 36 to 45 inclusive.
- 28.7.2.4 In circumstances when the number of overs of the batting team is reduced, the number of overs in each Powerplay shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that this table shall apply to both the 1st and 2nd innings of the match.

| Length of Innings<br>(50 overs) | Powerplay 1 | Powerplay 2 | Powerplay 3 |
|---------------------------------|-------------|-------------|-------------|
| 10                              | 2           | 6           | 2           |
| 11                              | 2           | 7           | 2           |
| 12                              | 2           | 8           | 2           |
| 13                              | 3           | 8           | 2           |
| 14                              | 3           | 8           | 3           |
| 15                              | 3           | 9           | 3           |
| 16                              | 3           | 10          | 3           |
| 17                              | 4           | 10          | 3           |
| 18                              | 4           | 11          | 3           |
| 19                              | 4           | 11          | 4           |
| 20                              | 4           | 12          | 4           |
| 21                              | 4           | 13          | 4           |
| 22                              | 5           | 13          | 4           |
| 23                              | 5           | 14          | 4           |
| 24                              | 5           | 14          | 5           |
| 25                              | 5           | 15          | 5           |
| 26                              | 5           | 16          | 5           |
| 27                              | 6           | 16          | 5           |
| 28                              | 6           | 17          | 5           |
| 29                              | 6           | 17          | 6           |
| 30                              | 6           | 18          | 6           |
| 31                              | 6           | 19          | 6           |
| 32                              | 7           | 19          | 6           |
| 33                              | 7           | 20          | 6           |
| 34                              | 7           | 20          | 7           |
| 35                              | 7           | 21          | 7           |
| 36                              | 7           | 22          | 7           |
| 37                              | 8           | 22          | 7           |
| 38                              | 8           | 23          | 7           |
| 39                              | 8           | 23          | 8           |
| 40                              | 8           | 24          | 8           |
| 41                              | 8           | 25          | 8           |
| 42                              | 9           | 25          | 8           |
| 43                              | 9           | 26          | 8           |
| 44                              | 9           | 26          | 9           |

|    |    |    |    |
|----|----|----|----|
| 45 | 9  | 27 | 9  |
| 46 | 9  | 28 | 9  |
| 47 | 10 | 28 | 9  |
| 48 | 10 | 29 | 9  |
| 49 | 10 | 29 | 10 |

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

**Clarification:**

*A 50 over innings is interrupted after 8.3 overs and reduced to 32 overs. The new Powerplay are 7+19+6. Therefore Powerplay 2 takes immediate effect when play resumes and lasts for a further 17.3 overs. The final Powerplay begins after 26 overs have been bowled.*

*A 50 over innings is interrupted after 18.5 overs and reduced to 22 overs. The new Powerplay are 5+13+4. When play resumes, the final Powerplay applies for the remaining 3.1 overs.*

- 28.7.2.6 At the commencement of the second and third Powerplay, the umpire shall signal such commencement to the scorers by rotating their arm in a large circle.
- 28.7.2.7 Where possible, the scoreboard shall indicate the current Powerplay in progress.
- 28.7.2.8 In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal 'No ball'.

## LAW 29 – THE WICKET IS DOWN

Law 29 shall apply.

## LAW 30 – BATSMAN OUT OF THEIR GROUND

Law 30 shall apply.

## LAW 31 – APPEALS

Law 31 shall apply.

## LAW 32 – BOWLED

Law 32 shall apply.

## LAW 33 – CAUGHT

Law 33 shall apply.

## LAW 34 – HIT THE BALL TWICE

Law 34 shall apply.

## LAW 35 – HIT THE WICKET

Law 35 shall apply.

## LAW 36 – LEG BEFORE WICKET

Law 36 shall apply.



## LAW 37 – OBSTRUCTING THE FIELD

Law 37 shall apply.

## LAW 38 – RUN OUT

Law 38 shall apply.

## LAW 39 – STUMPED

Law 39 shall apply.

## LAW 40 – TIMED OUT

Law 40 shall apply.

## LAW 41 – UNFAIR PLAY

Law 41 shall apply, subject to the following:

### Law 41.6 Bowling of dangerous and unfair short-pitched deliveries

In addition to Law 41.6, the following will apply:

- 41.6.6 A fast short-pitched delivery is defined as a delivery that passes or would have passed above the shoulder height of the striker standing upright at the popping crease.
- 41.6.7 A bowler shall be limited to one fast short-pitched deliveries per over, and the umpire at the bowler's end shall advise the bowler and batter on strike when each such delivery has been bowled.
- 41.6.8 In addition, a ball that passes above head height of the batter, standing upright at the popping crease, that he/she is unable to hit with his/her bat shall be called a Wide. Note that any such delivery called a Wide under this Playing Regulation shall also count as the one permitted short-pitched deliveries in that over.
- 41.6.9 In the event of a bowler bowling more than one fast short-pitched deliveries in an over, as defined in clause 41.6.6 above, the umpire at the bowler's end shall call and signal No ball on each occasion.
- 41.6.10 If a bowler delivers a second fast short-pitched delivery in an over the umpire, after the call and signal of No ball, and after the ball is dead, shall caution the bowler, inform the other umpire, the captain of the fielding team and the batter at the wicket of what has occurred. This caution shall apply throughout the innings.
- 41.6.11.1 If there is a second instance of the bowler being no balled in the innings for bowling more than one fast short-pitched deliveries in an over, the umpire shall advise the bowler that this is his final warning for the innings.

**Note:** Short-pitched bowling is deemed unfair if, in the umpire's judgement, its repetition poses a risk of injury to the batter, considering ball trajectory and the batter skill level.

- 41.6.11.2 Should there be any further instance in the innings, the umpire shall:
  - Call and signal No ball,
  - When the ball is dead, direct the captain of the fielding team to suspend the bowler immediately from bowling,
  - Inform the other umpire for the reason for this action, along with the batsmen at the wicket and, as soon as is practicable, the captain of the batting team.
  - The bowler, thus suspended, shall not be allowed to bowl again in the innings. If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, not be allowed to bowl any part of the next over.
  - The umpires together shall report the occurrence, as soon as possible after the match, to the CCU Competitions Committee, who shall take such action as is considered appropriate against the captain, any other individuals concerned and, if appropriate, the team.

### Law 41.9 Time Wasting by the fielding side

Law 41.9 shall apply subject to Law 41.9.3 the following will apply:

If any further time-wasting occurs during the innings by a member of the fielding side, the umpire shall:

- If necessary, call and signal "dead ball."
- Award five penalty runs to the batting side (this does not apply in the absence of officially appointed umpires).

- Inform the other umpire, the batsmen at the wicket, and, as soon as possible, the captain of the batting side.
- In conjunction with the other umpire, report the incident to the Connacht Cricket Competitions Committee as soon as possible after the match, which shall take appropriate action against the captain and the bowler concerned.

#### **41.19 Switch Hits**

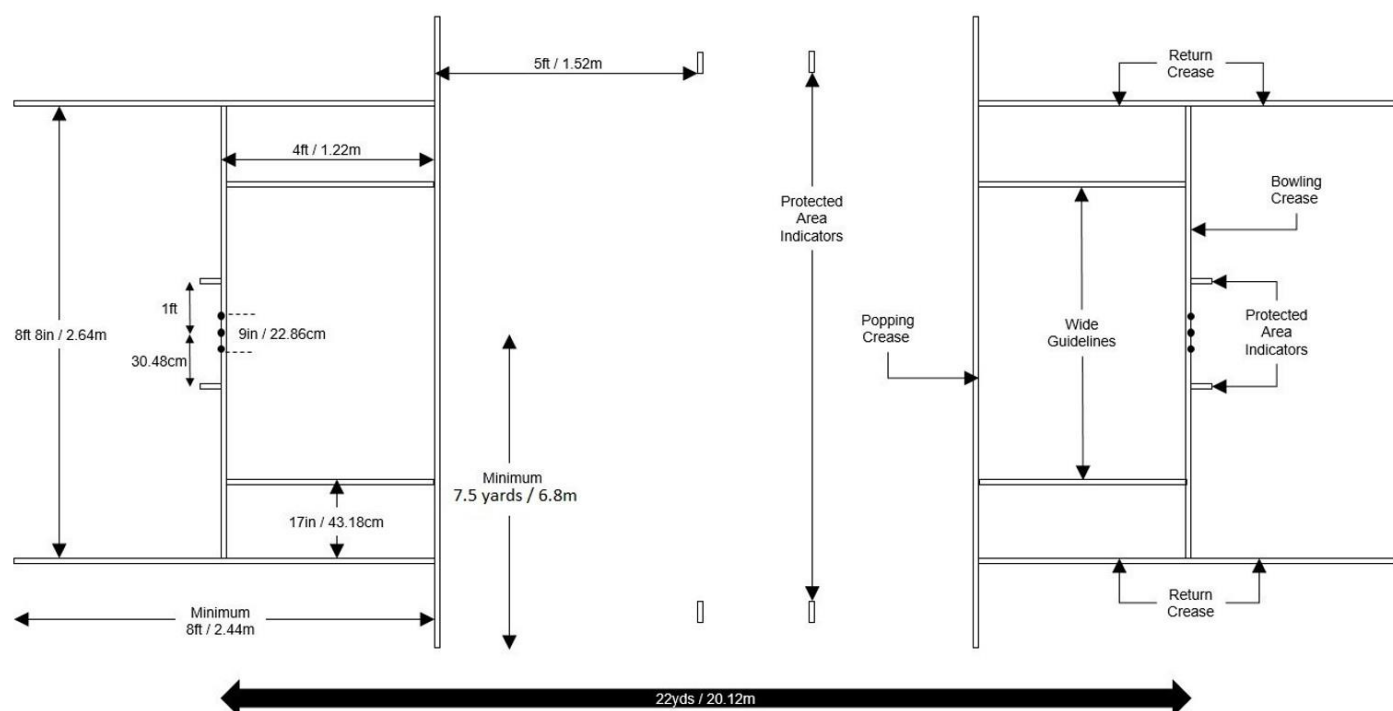
- 41.19.1 The batter's grip and stance should be the same from the start of the bowler's run up until the beginning of the bowler's delivery stride.
- 41.19.2 The batter may utilise any grip, as long as he/she does not change it while the bowler is running to bowl.
- 41.19.3 From the beginning of the delivery stride (defined as the moment that the bowler's back foot lands in the delivery stride) the batter, if he/she chooses, may start to play the switch-hit stroke.
- 41.19.4 If the bowler sees the batter alter his/her grip or stance before he/she enters his/her delivery stride, he/she is not compelled to deliver the ball.
- 41.19.5 If the bowler does not deliver the ball, in this instance, the umpire shall give the striker an informal warning.
- 41.19.6 The second time this happens, the striker should be formally warned that he/she is wasting time under Law 41.10 (Batter wasting time). This shall constitute a first and final warning and be applicable to any batter in that innings. Any subsequent instances shall result in five penalty runs being awarded to the fielding side.
- 41.19.7 The bowler, having seen the batter change his/her grip and/or stance, may decide to bowl at the batter and is entitled to do so. The umpires should allow this option.
- 41.19.8 When a switch hit is attempted then, for the purposes of appeals for LBW, the umpire will consider the striker's leg side to be the leg side of his/her original stance. For the purposes of judging a Wide, the 17" line will be used as a guide on both sides of the wicket, as the striker is now considered to have "two off sides".

## **LAW 42 – PLAYERS' CONDUCT**

Law 42 shall only apply in matches to which Connacht Cricket Union Match Officials Committee (CCUMOC) have appointed umpires, but the Level 1 to 4 offences, as details in Laws 42.2 to 42.5 inclusive, are replaced by those in CCU Disciplinary Regulations document.

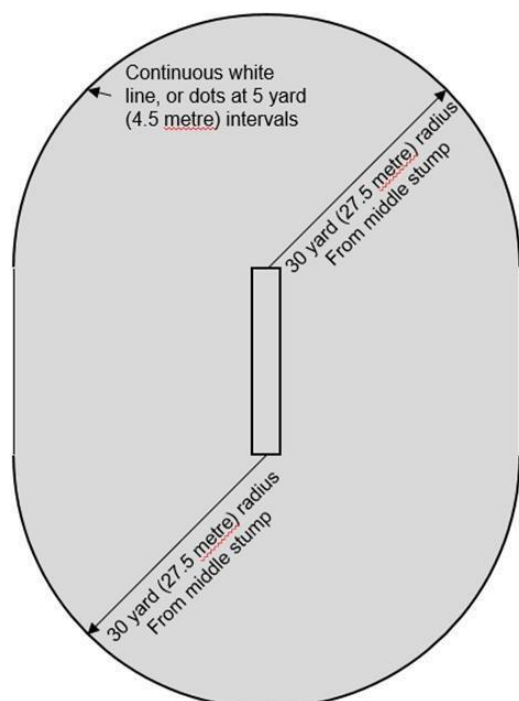
## APPENDICES TO THE PLAYING REGULATIONS

### APPENDIX 1 – Pitch and Crease Markings



**NOTE** For League and Cup matches only, the popping crease shall be marked to a minimum of 7.5 yards/6.87 m on either side of the imaginary line joining the centre of the two middle stumps and shall be considered to be unlimited in length. For all other matches it will be marked to 6ft/1.83m as per the Laws of Cricket.

### APPENDIX 2 – Restriction on the placement of fielders



## APPENDIX 3 – Safety of Young Players

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

### Fielding Restrictions

No young player in the under 15 age group or younger shall be allowed to field closer than 8 yards (7.3m) from the middle stump, except behind the wicket on the off side, until the batter has played at the ball.

For those in the under 13 age group and below, the distance is 11 yards (10m). These minimum distances apply even if the player is wearing a helmet.

Should a player in these age groups come within the restricted distance the umpire must stop the game immediately and instruct the fielder to move back. Any player in the under 16 to under 18 age groups who has not reached the age of 18, must wear a helmet, and for boys, an abdominal protector (box) when fielding within 6 yards (5.5m) of the bat, except behind the wicket on the off side.

### Wicket-keepers

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

### Bowling Directive

For the purpose of these Directives, a fast bowler is defined as a bowler to whom a wicket-keeper in the same age group would in normal circumstances stand back to take the ball. This does not preclude the umpires from insisting that these Directives apply even though the ability of the wicket-keeper means that he is capable of standing up to what they consider to be a fast bowler.

### Directives for matches

| Age      | Max overs per spell | Max overs per day |
|----------|---------------------|-------------------|
| Up to 13 | 5 overs per spell   | 10 overs per day  |
| U14, U15 | 6 overs per spell   | 12 overs per day  |
| U16, U17 | 7 overs per spell   | 18 overs per day  |
| U18, U19 | 7 overs per spell   | 18 overs per day  |

In addition to these, it is recommended that in any 7 day period a fast bowler should not bowl more than 4 days in that period and for a maximum of 2 days in a row.' For example: in a tournament lasting 5 days, a fast bowler would bowl on days 1 and 2: not bowl on day 3: bowl on days 4 and 5. Having completed a spell, a bowler cannot bowl again, from either end, until an equivalent number of overs to the length of his spell has been bowled from the same end. If a bowler only completes part of his permitted spell, the above restriction still applies. For example, if he/she is allowed 7 overs, but only bowls 4, he/she cannot bowl again, until 4 overs have been bowled from the same end. He/she cannot resume his 'spell' after 2 overs from the same end, claiming that he/she is allowed another 3 overs to make up his 7. However, a bowler is allowed to change ends during a spell without taking a rest. This can only be done provided that he/she bowls the next permissible over from the other end.

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

interruption is of 40 minutes duration or more, whether scheduled or not, the bowler can commence a new spell immediately.

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

**Umpires' responsibility**

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