



U15, U13, & U11 ALL-IRELAND CLUB COMPETITIONS 2018 SEMI-FINALS & FINALS 40 OVER & 20 OVER MATCHES

Administrative Regulations

1. **Competition Format**

The All-Ireland club competitions will be played over a 20 over or 40 over format, as indicated below.

U15 All-Ireland Competition – 40 overs per side (see page 3).

U11 & U13 All-Ireland Competitions – 20 overs per side (see page 11).

2. **Playing Conditions**

It is the responsibility of all teams to make sure that their officials and players understand the Playing Conditions for their relevant age-group competition, which follow below.

New for 2018 – Please note that changes to the Laws of Cricket took effect from October 2017. Teams and Players are asked to ensure that they are all fully aware of those changes.

3. **Appointment of Umpires**

Host clubs should contact their local officials' association to supply two umpires for each match. Payment will be made by Cricket Ireland.

4. **Conduct of Supporters**

Cricket Ireland holds all competing teams responsible for the behaviour of their players and also of their supporters both home and away. Cricket Ireland Disciplinary Regulations will apply in the event of any party facing charges of having been in breach of this regulation. The rights of hearing and appeal will be in line with the Disciplinary Regulations of Cricket Ireland and will be applied at Cricket Ireland's discretion, in the interests of (a) natural justice and (b) the Spirit of Cricket. All decisions of Cricket Ireland, on appeal if necessary, will be final and binding.

5. **Duckworth-Lewis-Stern Method**

The most up to date version of the Duckworth-Lewis-Stern Method software (DLS Version 2) is to be used to determine the result of matches in which overs are lost – please contact your Provincial Union Secretary if you have not received this new software. The following provisions shall apply:

- a. The host Provincial Union shall ensure that there is available at the ground a computer loaded with the necessary software, a compatible and operational printer with a sufficient supply of paper and ink, and a proficient operator. They should also ensure that the relevant hardware and software are operational before the start of the match.
- b. **Prior to the scheduled commencement of the second innings**, and at any subsequent interruption that results in overs being lost, the DLS operator shall produce an up-to-date par score printout, and shall provide copies to each captain, the umpires and the scorers. **For the avoidance of doubt, DLS sheets should be issued to both teams and the umpires prior to the scheduled (or rescheduled) time for the start of the second innings. This applies even if conditions of GWL mean it is unlikely that DLS shall be required during the match.**
- c. At each interruption of play in the second innings where overs are lost the umpires shall inform the operator of the number of overs lost, allowing sufficient time before play is due to recommence for the production and distribution of the par score printouts. Umpires should allow no more than 10 minutes for the reprinting and distribution of new sheets to be completed.

6. **Clothing and equipment**

- a. Matches are to be played using a red ball.

- b. Sight screens are to be white or light coloured.
- c. Playing shirts, sweaters, trousers and pads shall be white.



UIS ALL-IRELAND CLUB COMPETITION 40 OVER MATCHES

Except as varied hereunder, the Laws of Cricket (2017 Code) shall apply.

Note that Cricket Ireland's directives in relation to Young Cricketers and Head Protectors shall apply in this competition.

LAW 1 – THE PLAYERS

Law 1.1 – Number of Players

Law 1.1 shall be replaced by the following:

Each team may consist of 12 players, but no more than 11 players may field at any time, and only 11 players can bat.

LAW 2 – THE UMPIRES

Law 2 shall apply.

See point 3 of the Administrative Regulations for details of the appointment process.

LAW 3 – THE SCORERS

Law 3 shall apply.

LAW 4 – THE BALL

Law 4.4 shall not apply and, in addition to the remainder of Law 4, the following shall apply:

CI will provide all match balls for the competition. Teams are asked to bring spare balls to matches, for use as replacements during the match if required.

LAW 5 – THE BAT

Law 5 shall apply, except for Laws 5.7 and 5.8, which do not apply in this competition.

LAW 6 – THE PITCH

Law 6 shall apply.

LAW 7 – THE CREASES

Law 7 shall apply.

LAW 8 – THE WICKETS

Law 8 shall apply.

LAW 9 – PREPARATION AND MAINTENANCE OF THE PLAYING AREA

Law 9 shall apply.

LAW 10 – COVERING THE PITCH

Law 10 shall apply.

LAW 11 – THE INTERVALS

Laws 11.3, 11.5, 11.6 and 11.7 shall not apply. The remainder of Law 11 shall apply, except for the following:

Law 11.4 – Changing agreed times of intervals

Law 11.4 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.
- 11.4.2 However, following a lengthy delay or interruption prior to the completion of the innings of the team batting first, the umpires may, at their discretion, reduce the interval between innings from 30 minutes to not less than 10 minutes.

Law 11.8 Intervals for drinks

Law 11.8 is replaced by:

One drinks break per innings shall be permitted, to be taken at the end of the 20th over, which shall not be more than five minutes in duration.

LAW 12 – START OF PLAY; CESSATION OF PLAY

Laws 12.6, 12.7, 12.8 and 12.11 shall not apply, and Laws 12.9 and 12.10 shall apply in so far as they are relevant to a one-innings limited overs match. In addition, the following shall apply:

12.1 Scheduled hours of play

Each match shall consist of two sessions of 2 hours 40 minutes each, separated by a 30-minute interval. Note also the availability of extra time, as outlined in playing condition 13.3.

LAW 13 – THE INNINGS

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

13.1 Law 13.1 – Number of innings

All matches will consist of one innings per side, each innings being limited to a maximum of 40 overs.

13.2 Length of Innings

- 13.2.1 Uninterrupted matches
- 13.2.1.1 Each team shall bat for 40 overs, unless all out earlier.
- 13.2.1.2 If the team batting first is dismissed in less than 40 overs, the team batting second shall be entitled to bat for 40 overs.
- 13.2.2 Delayed or interrupted matches
- The object shall always be to ensure, where possible, that both teams have the opportunity to bat for the same number of overs. As per 13.3 below, no overs shall be lost from the match until the extra time period has been used.
- In the event of any delays or interruptions in the first innings, the calculation on number of overs to be bowled shall be based on an average of 15 overs per hour for the total playing time remaining (including playing time elapsed prior to such delays or interruptions).
 - In the event of any delays or interruptions in the second innings, the calculation on number of overs lost shall be based on an average of 15 overs per hour for the total playing time lost. This playing time lost should only accrue once any unused extra time (see 13.3 below) has elapsed, plus any unused time accrued by the first innings finishing early (as outlined in 11.4.1 above).
 - *Example. The first innings finishes 15 minutes early, and the 30 minutes extra time remains unused at the start of the second innings. In this instance, if there any stoppages or interruptions in the second innings, no overs are lost until the 15+30 = 45 minutes of available extra time has elapsed.*

- If it is not possible for the team batting second to bat for the same number of overs as the team batting first, then the number of overs to be bowled shall be calculated on the basis of 15 overs per hour, with any fractions rounded up (to maximise the overs to be played).

13.3 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.

13.4 Number of overs per bowler

- 13.4.1 No bowler shall bowl more than 8 overs in an innings.
- 13.4.2 In a delayed or interrupted match, where the overs are reduced for both teams, or for the team bowling second, no bowler can bowl more than one-fifth of the total overs for the innings. Where the total overs are not divisible by five, one additional over shall be allowed to the maximum number per bowler to make up the balance. 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 will count as a full over only in so far as each bowler's limit is concerned.
- 13.4.3 Note also that the maximum spell for fast bowlers is 6 overs, and any bowler who bowls a spell cannot bowl again from either end until the equivalent number of overs to the length of his/her spell has been bowled from the same end.

LAW 14 – THE FOLLOW-ON

Law 14 shall not apply

LAW 15 – DECLARATION AND FORFEITURE

Law 15 shall not apply

LAW 16 – THE RESULT

Laws 16.1, 16.4 and 16.5.2 shall not apply. The remainder of Law 16 shall apply, subject to the following:

16.1 Uninterrupted matches

- 16.1.1 In an uninterrupted match, if the scores are equal, then the match will be won by the team losing fewer wickets. If wickets lost are equal, the winner shall be the team with the higher score after 20 overs, if still equal the higher score after 19 overs, 18 overs, 17 overs etc down to and including 10 overs. If the scores at 10 overs are equal, then the match shall be determined by a bowl-out (see appendix 1).

16.2 Interrupted or reduced matches

- 16.2.1 If there is an interruption to one or both innings, then a revised target score will be set for the number of overs that the team batting second will have the opportunity of facing. This will be calculated using the Duckworth-Lewis-Stern method, and a table of par scores will be printed. The target set will always be a whole number and scoring one run less than this target will constitute a Tie.
- 16.2.2 If the innings of the side batting second is suspended (with at least 16 overs bowled) and it is not possible for the match to be resumed, the match will be decided by comparison to the DLS 'Par Score', determined at the instant of the suspension by the DLS method. If the score is equal to the par score, then match is tied. 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.
- 16.2.3 A result can only be achieved if both teams have had the opportunity of facing a minimum of 16 overs. If both teams have not had an opportunity of facing a minimum of 16 overs, then the match shall be declared a No result.
- 16.2.4 In the event of an interrupted or reduced match finish as a Tie or No result, then the winner shall be determined by a bowl-out (see appendix 1).

LAW 17 – THE OVER

Law 17 shall apply.

LAW 18 – SCORING RUNS

Law 18 shall apply.

LAW 19 – BOUNDARIES

Law 19 shall apply, and in addition:

Law 19.1 Determining the boundary of the field of play

In addition to Law 19.1.1, the host venue shall, where possible, provide boundaries measured a minimum of 45 yards (41.15 metres) from the centre of the match pitch.

LAW 20 – DEAD BALL

Law 20 shall apply.

LAW 21 – NO BALL

Law 21 shall apply. The following shall also apply:

21.1 Free hit

- 21.1.1 In addition to the above, the delivery following a no ball called (all modes of no ball) shall be a free hit for whichever 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.
- 21.1.2 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.
- 21.1.3 Neither field changes nor the exchange of individuals between fielding positions are permitted for free hit deliveries unless:
 - 21.1.3.1 There is a change of striker (the provisions of clause 41.2 shall apply), or
 - 21.1.3.2 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.
- 21.1.4 For clarity, the bowler can change his mode of delivery for the free hit delivery. In such circumstances Law 21.1 shall apply.
- 21.1.5 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

Umpires are instructed to apply a very strict and consistent interpretation with regard to this Law in order to prevent negative bowling wide of the wicket. Any delivery passing down the leg side and not touching the batsman shall be called a Wide, except in the case where the ball passes between the batsman and the wicket.

LAW 23 – BYE AND LEG BYE

Law 23 shall apply.

LAW 24 – FIELDER'S ABSENCE; SUBSTITUTES

Law 24 shall apply.

Law 24.4 shall apply, and if a team is playing with 12 fielders, as permitted above, Umpires must be advised when interchanges of fielders takes place.

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, subject to the following:

28.1 Restrictions on the placement of fieldsmen

In addition to the restrictions outlined in Law 28.4, 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 are set out as follows:

- 28.1.1 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 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. (see 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. These discs shall not be fixed to the ground by means of a nail or other such sharp object.
- 28.1.2 At the instant of delivery:
- Powerplay 1 - no more than two (2) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 1 to 8 inclusive.
 - Powerplay 2 - no more than four (4) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 9 to 32 inclusive
 - Powerplay 3 - no more than five (5) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 33 to 40 inclusive
- 28.1.3 In circumstances when the number of overs of the batting team is reduced, the number of overs within each powerplay 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 first and second innings of the match.

Innings duration	Powerplay 1	Powerplay 2	Powerplay 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

28.1.4 If play is interrupted during an innings and the table above applies, the Powerplay takes immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-over.

Examples:

A 40 over innings is interrupted after 6.3 overs and reduced to 29 overs. The new powerplay overs are 6+17+6. Therefore the second powerplay takes immediate effect when play resumes and lasts for a further 16.3 overs. The final powerplay begins after 23 overs have been bowled.

A 40 over innings is interrupted after 20.5 overs and reduced to 23 overs. The new powerplay overs are 5+14+4. When play resumes, the final powerplay applies for the remaining 2.1 overs.

28.1.5 At the commencement of the second and third powerplays, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle.

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

Law 28.4 – Limitation of on side fielders

In addition to Law 28.4, at the instant of delivery, there may not be more than five fielders on the leg side.

LAW 29 – THE WICKET IS DOWN

Law 29 shall apply.

LAW 30 – BATSMAN OUT OF HIS/HER 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 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:

41.1 Law 41.6 – Bowling of dangerous and unfair short pitched deliveries

Note that Law 41.6 will apply, with the exception that the word 'shoulder' replaces 'head'.

41.2 Coaching during games

The amount of coaching (e.g. field placings) that is allowed during a game should be agreed between managers and umpires prior to the commencement of the game. If there is no agreement on the amount of coaching, then no coaching is allowed.

LAW 42 – PLAYERS' CONDUCT

Law 42 shall apply, however please note the provisions of 42.1 below.

In any instances where the umpires are enacting any section of Law 42, they may also address the coach or team manager of the offending team as well as the team's captain in requesting an improvement in behaviour. The umpires shall, if necessary, temporarily suspend the match in order for this dialogue to take place.

42.1 Additional points relating to Level 4 offences

- 42.1.1 If a player, while acting as wicket-keeper, commits a Level 4 offence, Law 24.1.2 shall not apply, meaning that only a nominated player may keep wicket, even if another fielder becomes injured or ill, and is replaced by a substitute.
- 42.1.2 A nominated player who has a substitute will also suffer the penalty for any Level 4 offence committed by the substitute. However, only the substitute will be reported under clause 42.2.7 above.
- 42.1.3 If a player commits a Level 4 offence, and is reported by the umpires in that match, then the player shall not be eligible to take any part in any subsequent match in the competition.

APPENDICES TO THE PLAYING CONDITIONS

APPENDIX 1 – Procedure for a Bowl-Out

1 – 11 players from each side will bowl one over-arm delivery at a wicket (conforming to Law 8) from a wicket (conforming to Law 8) pitched at a distance of 22 yards with, if practicable, bowling, popping and return creases (conforming to Law 9). Players from each team shall bowl alternately. The side which puts down the wicket (as defined in Law 28.1) most times shall be the winner.

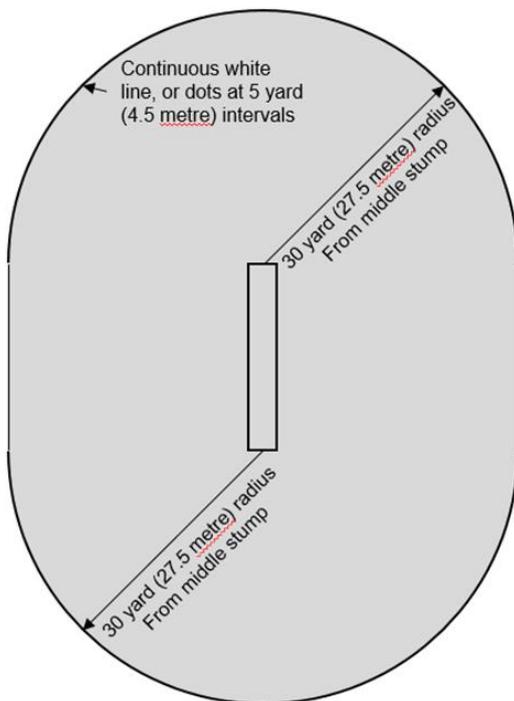
2 – If scores are equal, the same players shall bowl alternately, in the original order, to achieve a result on a 'sudden-death' basis.

3 – The umpires shall approve the balls to be used by both teams, which shall not be new ones.

4 – A No ball or Wide ball shall count as a ball bowled. Under no circumstances can a No ball be regarded as having put down the wicket.

5 – No players shall be permitted to stand in front or behind the wicket, or tend the wicket in any way, in order to act as a target for the bowlers. However, a player will be permitted to stand back from the stumps to field the ball.

APPENDIX 2 – Restriction on the placement of fielders





UI3 & U11 ALL-IRELAND CLUB COMPETITIONS 20 OVER MATCHES

Except as varied hereunder, the Laws of Cricket (2017 Code) shall apply.

Note that Cricket Ireland's directives in relation to Young Cricketers and Head Protectors shall apply in this competition.

LAW 1 – THE PLAYERS

Law 1.1 – Number of Players

Law 1.1 shall be replaced by the following:

Each team may consist of 12 players, but no more than 11 players may field at any time, and only 11 players can bat.

LAW 2 – THE UMPIRES

Law 2 shall apply.

See point 3 of the Administrative Regulations for details of the appointment process.

LAW 3 – THE SCORERS

Law 3 shall apply.

LAW 4 – THE BALL

Law 4.4 shall not apply and, in addition to the remainder of Law 4, the following shall apply:

CI will provide all match balls for the competition, which will conform to Law 4.6.2. Teams are asked to bring spare balls to matches, for use as replacements during the match if required.

LAW 5 – THE BAT

Law 5 shall apply, except for Laws 5.7 and 5.8, which do not apply in this competition.

LAW 6 – THE PITCH

Law 6 shall apply except that, in Law 6.1, the follow pitch lengths shall apply instead:

U13 – 19½ yards

U11 – 17½ yards

LAW 7 – THE CREASES

Law 7 shall apply.

LAW 8 – THE WICKETS

Law 8 shall apply.

LAW 9 – PREPARATION AND MAINTENANCE OF THE PLAYING AREA

Law 9 shall apply.

LAW 10 – COVERING THE PITCH

Law 10 shall apply.

LAW 11 – THE INTERVALS

Law 11 shall apply, except for the following:

Law 11.4 – Changing agreed times of intervals

Law 11.4 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.
- 11.4.2 However, following a lengthy delay or interruption prior to the completion of the innings of the team batting first, the umpires may, at their discretion, reduce the interval between innings from 20 minutes to not less than 10 minutes.

LAW 12 – START OF PLAY; CESSATION OF PLAY

Laws 12.6, 12.7, 12.8 and 12.11 shall not apply, and Laws 12.9 and 12.10 shall apply in so far as they are relevant to a one-innings limited overs match. In addition, the following shall apply:

12.1 Scheduled hours of play

Each match shall consist of two sessions of 1 hour 20 minutes each, separated by a 20-minute interval. Note also the availability of extra time, as outlined in playing condition 13.3.

LAW 13 – THE INNINGS

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

Law 13.1 – Number of innings

All matches will consist of one innings per side, each innings being limited to a maximum of 20 overs.

13.2 Length of Innings

- 13.2.1 Uninterrupted matches
- 13.2.1.1 Each team shall bat for 20 overs, unless all out earlier.
- 13.2.1.2 If the team batting first is dismissed in less than 20 overs, the team batting second shall be entitled to bat for 20 overs.
- 13.2.2 Delayed or interrupted matches
- The object shall always be to ensure, where possible, that both teams have the opportunity to bat for the same number of overs. As per 13.3 below, no overs shall be lost from the match until the extra time period has been used.
- In the event of any delays or interruptions in the first innings, the calculation on number of overs to be bowled shall be based on an average of 15 overs per hour for the total playing time remaining (including playing time elapsed prior to such delays or interruptions).
 - In the event of any delays or interruptions in the second innings, the calculation on number of overs lost shall be based on an average of 15 overs per hour for the total playing time lost. This playing time lost should only accrue once any unused extra time (see 13.3 below) has elapsed, plus any unused time accrued by the first innings finishing early (as outlined in 11.4.1 above).
 - *Example. The first innings finishes 15 minutes early, and the 30 minutes extra time remains unused at the start of the second innings. In this instance, if there any stoppages or interruptions in the second innings, no overs are lost until the 15+30 = 45 minutes of available time has elapsed.*
 - If it is not possible for the team batting second to bat for the same number of overs as the team batting first, then the number of overs to be bowled shall be calculated on the basis of 15 overs per hour, with any fractions rounded up (to maximise the overs to be played).

13.3 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.

13.4 Number of overs per bowler

- 13.4.1 No bowler shall bowl more than 4 overs in an innings.
- 13.4.2 In a delayed or interrupted match, where the overs are reduced for both teams, or for the team bowling second:
- i. for innings of rescheduled length of at least 10 overs, no bowler may bowl more than one-fifth of the total overs allowed. Where the total overs is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.
 - ii. For innings of rescheduled length of between 5 and 9 overs, no bowler may bowl more than two overs.
- 13.4.3 In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will 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

Laws 16.1, 16.4 and 16.5.2 shall not apply. The remainder of Law 16 shall apply, subject to the following:

16.1 Uninterrupted matches

- 16.1.1 When there is no interruption in play, and when both teams have had the opportunity of batting for the same agreed number of overs, the team scoring the higher number of runs shall be the winner. In the event of scores being equal, then the team losing fewer wickets shall be the winner.
- 16.1.2 In the event that both runs scored and wickets lost are equal, then the winner shall be determined by a Super Over (see appendix 1). If the umpires decide that it is not possible to play a Super Over, the result shall be decided by way of a bowl-out (see appendix 2).

16.2 Interrupted or reduced matches

- 16.2.1 If there is an interruption to one or both innings, then a revised target score will be set for the number of overs that the team batting second will have the opportunity of facing. This will be calculated using the Duckworth-Lewis-Stern method, and a table of par scores will be printed. The target set will always be a whole number and scoring one run less than this target will constitute a Tie.
- 16.2.2 If the innings of the side batting second is suspended (with at least 12 overs bowled) and it is not possible for the match to be resumed, the match will be decided by comparison to the DLS 'Par Score', determined at the instant of the suspension by the DLS method. If the score is equal to the par score, then match is tied. 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.
- 16.2.3 If the match is tied, the winner shall be determined by a Super Over (see appendix 1). If the umpires decide that it is not possible to play a Super Over, the result of the match shall be a Tie.
- 16.2.4 A result can only be achieved if both teams have had the opportunity of facing a minimum of 12 overs. If both teams have not had an opportunity of facing a minimum of 12 overs, then the match shall be declared a No result, and the result shall be decided by way of a bowl-out (see appendix 2)

LAW 17 – THE OVER

Law 17 shall apply.

LAW 18 – SCORING RUNS

Law 18 shall apply.

LAW 19 – BOUNDARIES

Law 19 shall apply, noting the below dependent on the competition being played.

U13 - Law 19.1 Determining the boundary of the field of play

In addition to Law 19.1.1, the host venue shall, where possible, provide boundaries measured a minimum of 43 yards (40 metres) from the centre of the match pitch.

U11 - Law 19.1 Determining the boundary of the field of play

In addition to Law 19.1.1, the host venue shall, where possible, provide boundaries measured a minimum of 38 yards (35 metres) from the centre of the match pitch.

LAW 20 – DEAD BALL

Law 20 shall apply.

LAW 21 – NO BALL

Law 21 shall apply. The following shall also apply at U13 level only:

U13 Only - 21.1 Free hit

- 21.1.6 In addition to the above, the delivery following a no ball called (all modes of no ball) 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.
- 21.1.7 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.
- 21.1.8 Neither field changes nor the exchange of individuals between fielding positions are permitted for free hit deliveries unless:
- 21.1.3.1 There is a change of striker (the provisions of clause 41.2 shall apply), or
- 21.1.3.2 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.
- 21.1.9 For clarity, the bowler can change his mode of delivery for the free hit delivery. In such circumstances Law 21.1 shall apply.
- 21.1.10 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.

Please note that a fielder fielding close to the batsman may leave the field for a Free hit, but no substitute fielder will be permitted in this instance.

LAW 22 – WIDE BALL

Law 22 shall apply, subject to the following:

Law 22.1 – Judging a Wide

Umpires are instructed to apply a very strict and consistent interpretation in judging leg-side wides.

LAW 23 – BYE AND LEG BYE

Law 23 shall apply.

LAW 24 – FIELDER'S ABSENCE; SUBSTITUTES

Law 24 shall apply.

Law 24.4 shall apply, and if a team is playing with 12 fielders, as permitted above, Umpires must be advised when interchanges of fielders takes place.

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, subject to the following:

28.1 Restrictions on the placement of fieldsmen

In addition to the restrictions outlined in Law 28.4, 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 are set out as follows:

28.1.1 No player shall be allowed to field closer than 11 yards (10 metres) from the batsman’s position on the popping crease on a middle stump line, except behind the wicket on the off side, until the batsman has played at the ball. A fielder shall be allowed to move into the restricted area to make a catch or field the ball, provided that they were outside the area when the stroke was made.

28.1.2 Note that this minimum distance shall still apply even if the player is wearing a helmet.

28.1.3 Should a player move within the restricted area, the umpire must stop the game immediately and instruct the fielder to move back.

Law 28.4 – Limitation of on side fielders

In addition to Law 28.4, at the instant of delivery, there may not be more than five fieldsmen on the leg side.

LAW 29 – THE WICKET IS DOWN

Law 29 shall apply.

LAW 30 – BATSMAN OUT OF HIS/HER 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 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:

41.1 Law 41.6 – Bowling of dangerous and unfair short pitched deliveries

Note that Law 41.6 will apply, with the exception that the word 'shoulder' replaces 'head'.

41.2 Coaching during games

The amount of coaching (e.g. field placings) that is allowed during a game should be agreed between managers and umpires prior to the commencement of the game. If there is no agreement on the amount of coaching, then no coaching is allowed.

LAW 42 – PLAYERS' CONDUCT

Law 42 shall apply, however please note the provisions of 42.1 below.

In any instances where the umpires are enacting any section of Law 42, they may also address the coach or team manager of the offending team as well as the team's captain in requesting an improvement in behaviour. The umpires shall, if necessary, temporarily suspend the match in order for this dialogue to take place.

42.2 Additional points relating to Level 4 offences

- 42.1.4 If a player, while acting as wicket-keeper, commits a Level 4 offence, Law 24.1.2 shall not apply, meaning that only a nominated player may keep wicket, even if another fielder becomes injured or ill, and is replaced by a substitute.
- 42.1.5 A nominated player who has a substitute will also suffer the penalty for any Level 4 offence committed by the substitute. However, only the substitute will be reported under clause 42.2.7 above.
- 42.1.6 If a player commits a Level 4 offence, and is reported by the umpires in that match, then the player shall not be eligible to take any part in any subsequent match in the competition.

APPENDICES TO THE PLAYING CONDITIONS

Appendix 1 - Procedure for the Super Over

The following procedure shall apply.

1. Subject to weather conditions the Super Over will take place 10 minutes after the conclusion of the match.
2. The Super Over shall take place on the pitch allocated for the match (the designated pitch) unless otherwise determined by the umpires in consultation with the Ground Authority.
3. The umpires shall stand at the same end as that in which they finished the match.
4. In both innings of the Super Over, the fielding side shall choose from which end to bowl.
5. Only nominated players in the match may participate in the Super Over. Should any player (including the batsmen and bowler) be unable to continue to participate in the Super Over due to injury, illness or other wholly acceptable reasons, the relevant Playing Conditions as they apply in the match shall also apply in the Super Over.
6. Any penalty time being served in the match shall be carried forward to the Super Over.
7. The team batting second in the original match shall bat first in the Super Over.
8. The captain of the fielding team (or his/her nominee) shall select the ball with which the fielding team shall bowl their over in the Super Over from the supply of spare balls provided by the umpires (which shall include the balls used in the match, but no new balls). The team fielding first in the Super Over shall have first choice of ball. The team fielding second may choose to use the same ball as chosen by the team bowling first.
9. The loss of two wickets in the over ends the team's one over innings.
10. In the event of the teams having the same score after the Super Over has been completed, if the original match was a tie under DLS, paragraph 12 below shall apply. Otherwise, the team whose batsmen hit the most number of boundaries combined from its two innings in both the match and the Super Over shall be the winner.
11. If the number of boundaries hit by both teams is equal, the team whose batsmen scored more boundaries during its innings in the main match (ignoring the Super Over) shall be the winner.
12. If still equal, a count-back from the final ball of the Super Over shall be conducted. The team with the higher scoring delivery shall be the winner. If a team loses two wickets during its over, then any unbowled deliveries will be counted as dot balls. Note that for this purpose, the runs scored from a delivery is defined as the total team runs scored since the completion of the previous legitimate ball, i.e including any runs resulting from wides, no balls or penalty runs.
13. Example:

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

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

APPENDIX 2 – Procedure for a Bowl-Out

1 – 11 players from each side will bowl one over-arm delivery at a wicket (conforming to Law 8) from a wicket (conforming to Law 8) pitched at a distance of 22 yards with, if practicable, bowling, popping and return creases (conforming to Law 9). Players from each team shall bowl alternately. The side which puts down the wicket (as defined in Law 28.1) most times shall be the winner.

2 – If scores are equal, the same players shall bowl alternately, in the original order, to achieve a result on a 'sudden-death' basis.

3 – The umpires shall approve the balls to be used by both teams, which shall not be new ones.

4 – A No ball or Wide ball shall count as a ball bowled. Under no circumstances can a No ball be regarded as having put down the wicket.

5 – No players shall be permitted to stand in front or behind the wicket, or tend the wicket in any way, in order to act as a target for the bowlers. However, a player will be permitted to stand back from the stumps to field the ball.



YOUNG CRICKETER DIRECTIVES

These Directives are applicable to all competitions played under Cricket Ireland's auspices, and they 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.

It must be noted that the Directives are aimed at an individual's age as opposed to the age group of the match being played. For example, a player who because of his age, falls into the under 15 group, must abide by the restrictions laid down for that age group. This will apply even though he may be playing in an under 17 match. He cannot bowl/field using the under 17 restrictions, he is still bound by the under 15 restrictions.

FIELDING DIRECTIVE

Fielders

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 head protector.

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 head protector, 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.

Non-compliance with this Directive will result in the umpires stopping the game and instructing the fielder to put on a head protector and/or abdominal protector, and/or stand back from the stumps. If non-compliance continues, the umpire should not allow the match to continue.

Wicket-keepers

Any wicket-keeper under the age of 18 (on the day of the match) must wear a head protector 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 wicketkeeper to put on a head protector, or stand back from the stumps. If non-compliance continues, the umpire should not allow the match to continue.

BOWLING DIRECTIVE

For the purpose of this Directive, 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

Up to U13	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 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 are expected to monitor these players and keep records of the overs such players bowl. Once the maximum allowance for any one spell has been reached, they will inform the player and the captain accordingly, and will not allow the player to bowl again until the requisite rest period has been fulfilled. Prior to the game, the manager / coach / captain will inform the umpires in writing, of any player who comes under this Directive. If during the game, the umpires consider that any other players come under this Directive, they shall inform the Tournament Director and manager / coach / captain as soon as is practical, that these players shall be subject to the above Directives. The umpire has final say in what constitutes fast bowling /a fast bowler.

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. If non-compliance continues, the umpire should not allow the match to continue.



HEAD PROTECTOR DIRECTIVES

1 In these Directives, the following definitions shall apply:

- "CIDC" means CI's Discipline Committee;
- "Compliant Headgear" shall mean head protectors or (for wicket-keepers only) face masks, which have been certified as compliant with the most recent BSI Standard specification for the size of ball that is being used in that Match, including any alterations to such headgear which are specifically permitted pursuant to Regulation 5;
- "Match" shall mean any match covered by Regulation 2 below;
- "Provincial Union" shall mean any Provincial Union which is a constituent member of CI;
- "Regulated Activity" shall mean each of those Match activities detailed in Regulation 3; and
- "Relevant Participating Cricketer" shall mean any player participating in a Match for a relevant team as detailed in Regulation 2, including but not limited to any substitute fielder.

2 These Regulations shall apply to all cricketers undertaking any Regulated Activity for any team in the following matches (save where expressly limited below to cricketers from only one of the participating teams):

- a. for any Ireland international team in any of its matches (including Men's, Women's, Wolves and Under 19 teams);
- b. in Inter-Provincial Series matches;
- c. in Women's Super 3s matches;

3 It shall be mandatory for all Relevant Participating Cricketers to wear Compliant Headgear when undertaking the following activities in any Match:

- a. Batting against all types of bowling;
- b. Wicket-keeping when standing up to the wicket; and
- c. Fielding in a position closer than 8 yards from the batsman's position on the popping crease on a middle stump line, with the exception of any fielding position behind square of the wicket on the off side.

4 In respect of all Matches covered by Regulations 2a to 2c inclusive, the Match umpires shall have the following responsibilities and powers in respect of headgear pursuant to these Regulations:

- a. the Match umpires shall be responsible for ensuring that a head protector (or for wicket-keepers only a face mask) is worn by every Relevant Participating Cricketer when he/she is undertaking any of the Regulated Activities (but shall not be responsible for ensuring that the headgear being worn by the Relevant Participating Cricketer is Compliant Headgear); and
- b. in the event that a Relevant Participating Cricketer fails to wear a head protector or (for wicket-keepers only) a face mask when seeking to undertake a Regulated Activity, the Match umpires shall not allow the Match to continue.

5 A head protector or face mask shall not be deemed to be Compliant Headgear if it is altered in any way which is inconsistent with any guidance or instructions provided by the relevant manufacturer or in a way which otherwise reduces the safety protection provided by the relevant head protector (for example, the removal of the chin-cup) or face protector.

6 It shall be the joint responsibility of each Relevant Participating Cricketer and Provincial Union or club (as applicable) for which he/she plays to ensure that he/she wears Compliant Headgear at all times when undertaking any Regulated Activity in any Match. Notwithstanding the umpire powers pursuant to Regulation 4, in the event that a Relevant Participating Cricketer is alleged to be in breach of Regulation 3 or fails to act immediately on an umpire's instruction to wear a head protector or face mask (as applicable) pursuant to Regulation 4, the Relevant Participating Cricketer and his/her Provincial Union, team or club (as applicable) may be referred to the CIDC for disciplinary proceedings in accordance with the CIDC Regulations.

As of 1st April 2016 the latest BSI Standard specification for head protectors for cricketers is BS7928:2013 and the latest BSI Standard specification for facemasks is BS7928-2:2009. To be compliant for Women's cricket a head protector must have been certified as compliant with the most recent BSI Standard specification against both the men's and junior sized ball. Further guidance regarding head protectors can be found at: <http://www.ecb.co.uk/helmets> including the list of known head protectors that have met BS7928:2013

In addition to the mandatory requirements on Relevant Participating Cricketers in Matches under these Regulations, it is strongly recommended that all Relevant Participating Cricketers and their coaches wear Compliant Headgear in any practice environments which are similar or equivalent to any of the Regulated Activities (including without limitation the throwing or feeding of practice balls to a batsman from less than the length of a pitch).

CI Guidance Note: Safety measures for helmets within recreational cricket

The purpose of this brief note is to assist Leagues and Clubs at the recreational level to understand these changes and what they mean.

Players over the age of 18

CI and all Provincial Unions strongly recommend that all adult recreational cricketers should wear a head protector for certain activities, preferably which meet the most recent British Safety Standard (see below). This recommendation applies to batting against all types of bowling, wicket-keepers standing up to the wicket (who may as an alternative wear face protectors) and fielders fielding closer than eight yards from the batsman's middle stump, except behind the wicket on the off side.

[Refer to laws of cricket regarding head protectors and consequences of non-compliance].

Under 18s

The position in relation to U18s currently remains unchanged, and is governed by CI's 'Young Cricketer Directives'. In essence all batsmen, and wicket-keepers standing up to the stumps, must wear head protection when playing or practising. That Directive should be referred to in full for the position in relation to U18s.

British Safety Standard

The latest British Safety Standard is **BS7928:2013** (for both adults and juniors). The full list of helmets/head protectors meeting this standard is available at www.ecb.co.uk/helmets. For wicket-keeping face protectors, the relevant British Safety Standard is **BS7929-2:2009** (again, for both adults and juniors).

CI understands that there is currently no specific women's head protector and as a consequence no specific standard for women's cricket head protector. As the size of the standard women's cricket ball is between the standard men and junior balls, it is recommended that women use head protectors that have been tested against both the men's and junior sized ball, or at least against the junior size ball (as that could potentially get through the gap above the face guard on a men's head protector).

What do Leagues and Clubs need to do?

Whilst it is strongly recommended that all adult recreational cricketers wear head protectors in the on-field circumstances detailed above, it is not mandatory for them to do so. For the avoidance of doubt, Leagues or Clubs do not need to go above and beyond CI's recommendation by forcing their cricketers to wear head protectors.

However, Leagues and Clubs in recreational cricket should ensure that their cricketers are made aware of CI's above recommendation in relation to head protectors, including the need to check that any newly purchased head protectors meet the latest British Safety Standard. CI recommends that Leagues and Clubs bring the link above (i.e www.ecb.co.uk/helmets) to the attention of their cricketers and encourage all cricketers to carefully consider their own health and safety regarding head protector use.

Leagues and Clubs should always ensure that they have adequate public liability insurance.

**Cricket Ireland
March 2017**