



## YOUTH INTER-PROVINCIAL COMPETITIONS 50 OVER & 20 OVER MATCHES

### Administrative Regulations

1. **Competition Format**

The youth IP competition will be played over a combined 50 over and 20 over format, with points earned in all matches counting towards a single table. Points shall be awarded as detailed in playing condition 16.3. At the end of the tournament, the teams will be ranked according to points earned, with Net Run Rate to be used to break any ties.
2. **Playing Conditions**

It is the responsibility of all teams to make sure that their officials and players understand the Playing Conditions, 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. **Umpires & Scorers**

Cricket Ireland will arrange all umpire and scorer appointments for all matches. CI will also arrange payment directly with those officials through 'Who's The Umpire'.
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 white ball.
  - b. Sight screens are to be painted black or covered in a dark material.

- c. Playing shirts, sweaters, trousers and pads shall be coloured (other than white, cream or any light colour which is likely to make the sighting of a white ball difficult.)



## **YOUTH INTER-PROVINCIAL COMPETITIONS 50 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 shall apply.

### **LAW 2 – THE UMPIRES**

Law 2 shall apply.

All umpire appointments shall be made by CI/IACUS.

### **LAW 3 – THE SCORERS**

Law 3 shall apply.

All scorer appointments shall be made by CI/IACUS.

### **LAW 4 – THE BALL**

In addition to 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**

In addition to Law 7, the following shall apply:

As a guideline to the umpires for the calling of Wides on the offside, the crease markings detailed in Appendix 2 shall be marked at each end of the pitch. Note that these guideline markings need not be white in colour.

### **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 30 minutes to not less than 10 minutes.
- 11.4.3 Such discretion should only be exercised after determining the adjusted overs per side based on a 30-minute interval. If having exercised this discretion, the rescheduled finishing time for the match is earlier than the latest possible finishing time, then these minutes should be deducted from the length of any interruption during the second innings before determining the overs remaining.

## **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**

- 12.2.1 Each match shall consist of two sessions of 3 hours 20 minutes each, separated by a 30 minute interval. Note also the availability of extra time, as outlined in playing condition 13.3.
- 12.2.2 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 cessation time by an equivalent amount of time to allow for such delays. Any time so added by the umpires shall be at their sole discretion, and shall not be subject to retrospective negotiation.

### **12.2 Minimum over rates**

- 12.2.1 All sides are expected to be in position to bowl the first ball of the last of their 50 overs within 3 hours 20 minutes playing time. In the event of them failing to do so, the full quota of overs will be completed, and the batting side will be credited with six runs for every whole over that has not been bowled – this will apply in both innings of the match. If the side batting second is credited with runs in this way, and this consequently takes their score to or past their victory target, then the match shall be deemed to be won by the side batting second. All penalties in this regard will be imposed immediately the ball first becomes dead after the scheduled or rescheduled cessation time for the innings.
- 12.2.2 If the innings is terminated before the scheduled or rescheduled cessation time, no over-rate penalty shall apply. If an innings is interrupted, the over-rate penalty shall apply based on the rescheduled cessation time for the innings.
- 12.2.3 The umpires shall inform the fielding captain when taking the field for the first time, and on every subsequent occasion if play is interrupted by the weather, the rescheduled cessation time for that innings.
- 12.2.4 In all reduced overs matches, the fielding team shall be given one over's leeway. This means that the fielding side must be in a position to bowl the first ball of the penultimate over by the rescheduled cessation time.

## **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 50 overs.

## 13.2 Length of Innings

### 13.2.1 Uninterrupted matches

13.2.1.1 Each team shall bat for 50 overs, unless all out earlier.

13.2.1.2 If the team fielding first fails to bowl the required number of overs by the scheduled time for the cessation of the first innings, play shall continue until the required number of overs have been bowled. The interval shall be reduced to enable the second innings to commence at the scheduled time, subject to a minimum interval of 10 minutes. The team batting second shall receive its full quota of 50 overs, irrespective of the number of overs it bowled in the scheduled time for the cessation of the first innings.

13.2.1.3 If the team batting first is dismissed in less than 50 overs, the team batting second shall be entitled to bat for 50 overs.

13.2.1.4 If the team batting second fails to bowl its 50 overs by the scheduled cessation time, the hours of play shall be extended until the required number of overs have been bowled or a result is achieved.

13.2.1.5 Penalties shall apply for slow over rates (see playing condition 12.2).

### 13.2.2 Delayed or interrupted matches

#### 13.2.2.1 Delay or interruption to the innings of the team batting first

- When playing time has been lost, the revised number of overs to be bowled in the match shall be based on a rate of 15 overs per hour, which includes provision of drinks intervals, in the total remaining time available for play.
- The revision of the number of overs should ensure, whenever possible, that both teams have the opportunity of batting for the same number of overs. The team batting second shall not bat for a greater number of overs than the team batting first, unless the latter completed its innings in less than its allocated overs. To constitute a match, a minimum of 10 overs have to be bowled to the team batting second, subject to the innings not being completed earlier or a result not being achieved earlier.
- As soon as the total minutes of playing time remaining is less than the completed overs faced by team 1 multiplied by 4, then the first innings is terminated, and the provisions of 13.2.2.2 below take effect.
- A fixed time will be specified for the commencement of the interval, as well as the close of play for that match, by applying a rate of 15 overs per hour. When calculating the length of playing time available for the match, or the length of either innings, the timing and duration of all relative delays, extensions in the hours of play, interruptions in play and intervals, excluding those for drinks, will be taken into consideration. This calculation must not cause the match to finish earlier than the original or rescheduled time for cessation of play. If required, the original cessation time will be extended to allow for extra over per team.
- If the team fielding first fails to bowl the required number of overs by the scheduled time for the cessation of the first innings, play shall continue until the required number of overs have been bowled, or the innings is completed.
- Penalties shall apply for slow over rates (see playing condition 12.2).

#### 13.2.2.2 Delays or interruptions to the team batting second

- When playing time has been lost and, as a result, it is not possible for the team batting second to have the opportunity of received its allocated or revised allocation of overs in the playing time available, the number of overs shall be reduced at a rate of 15 overs per hour in respect of the actual playing time lost. Should the calculations result in a fraction of an over that fraction shall be ignored.
- In addition, should the innings of the team batting first have been completed prior to the scheduled or rescheduled time for the commencement of the interval, then any calculation relating to the revision of overs shall not be effective until an amount of time equivalent to that by which the second innings started early has elapsed.
- To constitute a match, a minimum of 10 overs have to be bowled to the team batting second, subject to a result not being achieved earlier.
- The team batting second shall not bat for a greater number of overs than the team batting first, unless the latter completed its innings in less than its allocated number of overs.
- If the team fielding second fails to bowl the required number of overs by the scheduled time for the cessation of the second innings, play shall continue until the required number of overs have been bowled, or a result has been achieved.
- Penalties shall apply for slow over rates (see playing condition 12.2).

### **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 10 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.
- 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 that both runs scored are equal, then the match will be tied.

#### **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 10 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 10 overs. If both teams have not had an opportunity of facing a minimum of 10 overs, then the match shall be declared a No result.

#### **16.3 Competition Format**

The Youth Inter-Provincial competition will be played as a combined 50 over and 20 over competition. In each match, teams shall score points as follows:

Win	2 points
Tie or No Result	1 point
Loss	0 points

In the event of teams finishing on equal points, final positions will be determined by Net Run Rate.

#### **Net Run Rate**

A team's Net Run Rate (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 calculation of net run rate for both teams shall be based on the full quota of overs to which the batting team would have been entitled and not on the number of overs in which the team was dismissed.

Only those matches where a positive result is achieved will count for net run rate calculations. Where a match is abandoned, but a result is achieved under DLS, for NRR purposes Team 1 will be accredited with Team 2's Par Score on abandonment from the same number of overs faced by Team 2. Where a match is concluded but with DLS having been applied at an earlier point in the match, Team 1 will be accredited with 1 run less than the final target score for Team 2 off the total number of overs allocated to Team 2 to reach the target.

#### **LAW 17 – THE OVER**

Law 17 shall apply.

#### **LAW 18 – SCORING RUNS**

Law 18 shall apply.

#### **LAW 19 – BOUNDARIES**

Law 19 shall apply.

#### **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 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 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 5). 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 10 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 11 to 40 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 41 to 50 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
10	2	6	2
11	2	7	2
12	3	7	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

28.1.4 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 50 over innings is interrupted after 8.3 overs and reduced to 32 overs. The new powerplay overs are 7+19+6. Therefore the second powerplay 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 overs are 5+13+4. When play resumes, the final powerplay applies for the remaining 3.1 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 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:

##### **Law 41.6 – Bowling of dangerous and unfair short pitched deliveries**

Law 41.6 is replaced by:

- 41.6.1 A bowler shall be limited to two fast short-pitched deliveries per over.
- 41.6.2 A fast short-pitched delivery is defined as a ball that passes or would have passed above the shoulder height of the striker standing upright at the popping crease.
- 41.6.3 The umpire at the bowler's end shall advise the bowler and the batsman on strike when each fast short-pitched delivery has been bowled.
- 41.6.4 In addition, for the purpose of this playing condition and subject to 41.6.6 below, a ball that passes above head height of the batsman that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a Wide.
- 41.6.5 For the avoidance of doubt any fast short-pitched delivery that is called Wide under this playing condition shall also count as one of the two permitted short pitched deliveries in the over.
- 41.6.6 In the event of a bowler bowling more than two fast short-pitched deliveries in an over as defined in playing condition 41.6.2 above, the umpire at the bowler's end shall and signal No ball on each occasion.
- 41.6.7 If a bowler delivers a third fast short-pitched ball in an over the umpire, after the call of No ball and when the ball is dead, shall caution the bowler, inform the other umpire, the captain of the fielding side and the batsman at the wicket of what has occurred. This caution shall apply throughout the innings.

- 41.6.8 If there is a second instance of a bowler being no balled in the innings for bowling more than two fast short-pitched deliveries in an over, the umpire shall advise the bowler that this is his final warning for the innings.
- 41.6.9 Should there be any further instance by the same bowler in that innings, the umpire shall call and signal No ball, and when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed the next over, or part thereof.
- 41.6.10 The bowler thus taken off shall not be allowed to bowl again in that innings.
- 41.6.11 The umpire will report the occurrence to the other umpire, the batsmen at the wicket and, as soon as practicable, the captain of the batting side.
- 41.6.12 The umpires will then report the matter to CI, who shall take such action as is considered appropriate against the captain and the bowler concerned. (Note also Law 42.1).
- 41.6.13 Note that the warning sequence outlined here in 41.6 is independent of the warning sequence outlined in 41.7 below.

## **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 – RAIN RECALCULATION TABLES

**Table 1: Calculation sheet for use when a delay or interruptions occur in the First Innings**

#### Time

Net playing time available at start of the match	400 minutes (A)
Time innings in progress	_____ (B)
Playing time lost	_____ (C)
Extra time available	_____ (D)
Time made up from reduced interval	_____ (E)
Effective playing time lost [C – (D + E)]	_____ (F)
Remaining playing time available (A - F)	_____ (G)
G divided by 4 (to 2 decimal places)	_____ (H)
Max overs per team [H/2] (round up fractions)	_____ (I)
Maximum overs per bowler [I / 5]	_____ overs
Duration of Powerplay Overs	_____ overs

#### Rescheduled Playing Hours

First session to commence or recommence	_____ (J)
Length of innings [I x 4]	_____ (K)
Rescheduled first innings cessation time [J + (K – B)]	_____ (L)
Length of interval	_____ (M)
Second innings commencement time [L + M]	_____ (N)
Rescheduled second innings cessation time [N + K]	_____ *(O)

\* Ensure that the match is not finishing earlier than the original or rescheduled cessation time by applying clause 13.7.2. If so, add at least one over to each team and recalculate (I) to (O) above to prevent this from happening.

**Table 2: Calculation sheet to check whether an interruption during the First Innings should terminate the innings**

Proposed re-start time \_\_\_\_\_ (P)

Rescheduled cut-off time allowing for full use of any extra time provision \_\_\_\_\_ (Q)

Minutes between P and Q \_\_\_\_\_ (R)

Potential overs to be bowled  $[R / 4]$  (round up fractions) \_\_\_\_\_ (S)

Number of complete overs faced to date in first innings \_\_\_\_\_ (T)

If S is greater than T then revert to Table 1

If S is less than or equal to T then the first innings is terminated - go to Table 3

**Table 3: Calculation sheet for the start of the Second Innings**

Maximum overs to be bowled:

(If first innings was terminated, S from Table 2) \_\_\_\_\_ (A)

Scheduled length of innings:  $[A \times 4]$  (round up fractions) \_\_\_\_\_ (B)

Start time \_\_\_\_\_ (C)

Scheduled cessation time  $[C + B]$  \_\_\_\_\_ (D)

Overs per bowler and fielding restrictions

Maximum overs per bowler  $[A / 5]$  \_\_\_\_\_ overs

Duration of Powerplay overs \_\_\_\_\_ overs

**Table 4: Calculation sheet for use when interruption occurs after the start of the Second Innings**

Time

Time at start of innings \_\_\_\_\_ (A)  
Time at start of interruption \_\_\_\_\_ (B)  
Time innings in progress \_\_\_\_\_ (C)  
Restart time \_\_\_\_\_ (D)  
Length of interruption [D – B] \_\_\_\_\_ (E)  
Additional time available: \_\_\_\_\_ (F)  
(Any unused provision for 'Extra Time' or for earlier than scheduled start of second innings)  
Total playing time lost [E – F] \_\_\_\_\_ (G)

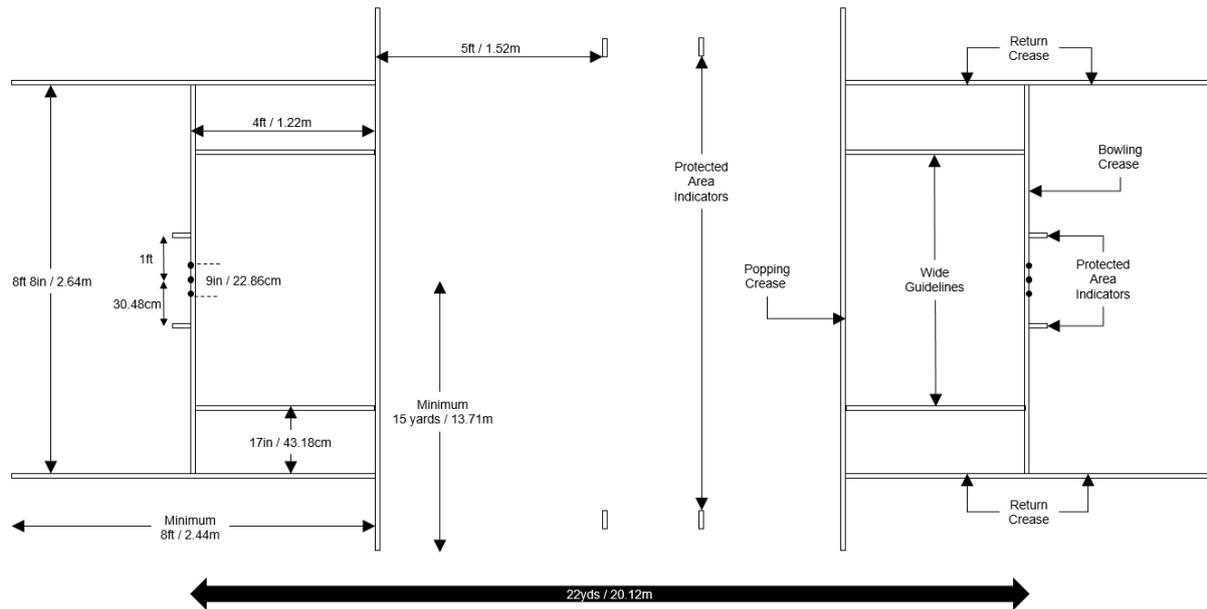
Overs

Maximum overs at start of innings \_\_\_\_\_ (H)  
Overs lost [G / 4] (rounded down) \_\_\_\_\_ (I)  
Adjusted maximum length of innings [H – I] \_\_\_\_\_ (J)  
Rescheduled length of innings [J x 4] \_\_\_\_\_ (K)  
Amended cessation time of innings [D + (K – C)] \_\_\_\_\_ (L)

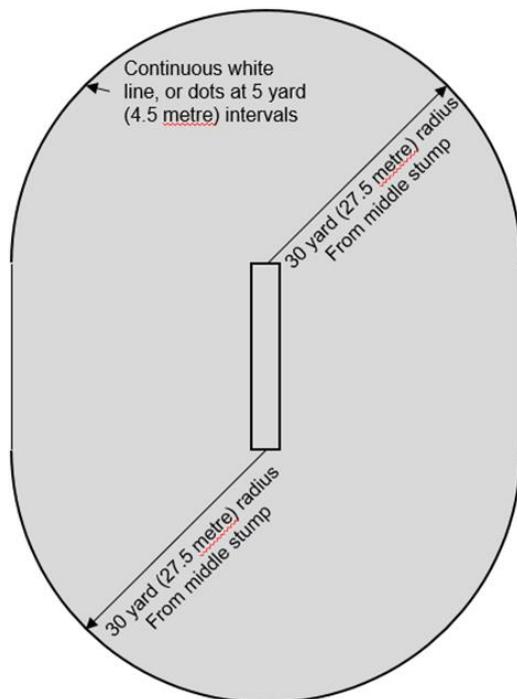
Overs per bowler and Fielding Restrictions

Maximum overs per bowler [J / 5] \_\_\_\_\_ overs  
Duration of Powerplay overs \_\_\_\_\_ overs

## APPENDIX 2 – Pitch and Crease Markings



## APPENDIX 3 – Restriction on the placement of fielders





## **YOUTH INTER-PROVINCIAL 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 shall apply.

### **LAW 2 – THE UMPIRES**

Law 2 shall apply.

All umpire appointments shall be made by CI/IACUS.

### **LAW 3 – THE SCORERS**

Law 3 shall apply.

All scorer appointments shall be made by CI/IACUS.

### **LAW 4 – THE BALL**

In addition to 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**

In addition to Law 7, the following shall apply:

As a guideline to the umpires for the calling of Wides on the offside, the crease markings detailed in Appendix 2 shall be marked at each end of the pitch. Note that these guideline markings need not be white in colour.

### **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:

- 11.4.4 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.
- 11.4.5 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.
- 11.4.6 Such discretion should only be exercised after determining the adjusted overs per side based on a 20-minute interval. If having exercised this discretion, the rescheduled finishing time for the match is earlier than the latest possible finishing time, then these minutes should be deducted from the length of any interruption during the second innings before determining the overs remaining.

## **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**

- 12.1.1 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.
- 12.1.2 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 cessation time by an equivalent amount of time to allow for such delays. Any time so added by the umpires shall be at their sole discretion and shall not be subject to retrospective negotiation.

### **12.2 Minimum over rates**

- 12.2.1 All sides are expected to be in position to bowl the first ball of the last of their 20 overs within 1 hour 20 minutes playing time. In the event of them failing to do so, the full quota of overs will be completed, and the batting side will be credited with six runs for every whole over that has not been bowled – this will apply in both innings of the match. If the side batting second is credited with runs in this way, and this consequently takes their score to or past their victory target, then the match shall be deemed to be won by the side batting second. All penalties in this regard will be imposed immediately the ball first becomes dead after the scheduled or rescheduled cessation time for the innings.
- 12.2.2 If the innings is terminated before the scheduled or rescheduled cessation time, no over-rate penalty shall apply. If an innings is interrupted, the over-rate penalty shall apply based on the rescheduled cessation time for the innings.
- 12.2.3 The umpires shall inform the fielding captain when taking the field for the first time, and on every subsequent occasion if play is interrupted by the weather, the rescheduled cessation time for that innings.
- 12.2.4 In all reduced overs matches, the fielding team shall be given one over's leeway. This means that the fielding side must be in a position to bowl the first ball of the penultimate over by the rescheduled cessation time.

## **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 fielding first fails to bowl the required number of overs by the scheduled time for the cessation of the first innings, play shall continue until the required number of overs have been bowled. The interval shall be reduced to enable the second innings to commence at the scheduled time, subject to a minimum interval of 10 minutes. The team batting second shall receive its full quota of 20 overs, irrespective of the number of overs it bowled in the scheduled time for the cessation of the first innings.

13.2.1.3 If the team batting first is dismissed in less than 20 overs, the team batting second shall be entitled to bat for 20 overs.

13.2.1.4 If the team batting second fails to bowl its 20 overs by the scheduled cessation time, the hours of play shall be extended until the required number of overs have been bowled or a result is achieved.

13.2.1.5 Penalties shall apply for slow over rates (see playing condition 12.2).

### 13.2.2 Delayed or interrupted matches

#### 13.2.2.1 Delay or interruption to the innings of the team batting first

- When playing time has been lost, the revised number of overs to be bowled in the match shall be based on a rate of 15 overs per hour, which includes provision of drinks intervals, in the total remaining time available for play.
- The revision of the number of overs should ensure, whenever possible, that both teams have the opportunity of batting for the same number of overs. The team batting second shall not bat for a greater number of overs than the team batting first, unless the latter completed its innings in less than its allocated overs. To constitute a match, a minimum of 10 overs have to be bowled to the team batting second, subject to the innings not being completed earlier or a result not being achieved earlier.
- As soon as the total minutes of playing time remaining is less than the completed overs faced by team 1 multiplied by 4, then the first innings is terminated, and the provisions of 13.2.2.2 below take effect.
- A fixed time will be specified for the commencement of the interval, as well as the close of play for that match, by applying a rate of 15 overs per hour. When calculating the length of playing time available for the match, or the length of either innings, the timing and duration of all relative delays, extensions in the hours of play, interruptions in play and intervals, excluding those for drinks, will be taken into consideration. This calculation must not cause the match to finish earlier than the original or rescheduled time for cessation of play. If required, the original cessation time will be extended to allow for extra over per team.
- If the team fielding first fails to bowl the required number of overs by the scheduled time for the cessation of the first innings, play shall continue until the required number of overs have been bowled, or the innings is completed.
- Penalties shall apply for slow over rates (see playing condition 12.2).

#### 13.2.2.2 Delays or interruptions to the team batting second

- When playing time has been lost and, as a result, it is not possible for the team batting second to have the opportunity of received its allocated or revised allocation of overs in the playing time available, the number of overs shall be reduced at a rate of 15 overs per hour in respect of the actual playing time lost. Should the calculations result in a fraction of an over that fraction shall be ignored.
- In addition, should the innings of the team batting first have been completed prior to the scheduled or rescheduled time for the commencement of the interval, then any calculation relating to the revision of overs shall not be effective until an amount of time equivalent to that by which the second innings started early has elapsed.
- To constitute a match, a minimum of 5 overs have to be bowled to the team batting second, subject to a result not being achieved earlier.
- The team batting second shall not bat for a greater number of overs than the team batting first, unless the latter completed its innings in less than its allocated number of overs.
- If the team fielding second fails to bowl the required number of overs by the scheduled time for the cessation of the second innings, play shall continue until the required number of overs have been bowled, or a result has been achieved.
- Penalties shall apply for slow over rates (see playing condition 12.2).

### **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 one over per side eliminator (OOPSE – see appendix 3). If the umpires decide that it is not possible to play an OOPSE, the result shall be decided by way of a bowl-out (see appendix 4).

#### **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 5 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 an OOPSE (see appendix 3). If the umpires decide that it is not possible to play an OOPSE, 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 5 overs. If both teams have not had an opportunity of facing a minimum of 5 overs, then the match shall be declared a No result.

### **16.3 Competition Format**

The Youth Inter-Provincial competition will be played as a combined 50 over and 20 over competition. In each match, teams shall score points as follows:

Win	2 points
Tie or No Result	1 point
Loss	0 points

In the event of teams finishing on equal points, final positions will be determined by Net Run Rate.

### **Net Run Rate**

A team's Net Run Rate (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 calculation of net run rate for both teams shall be based on the full quota of overs to which the batting team would have been entitled and not on the number of overs in which the team was dismissed.

Only those matches where a positive result is achieved will count for net run rate calculations. Where a match is abandoned, but a result is achieved under DLS, for NRR purposes Team 1 will be accredited with Team 2's Par Score on abandonment from the same number of overs faced by Team 2. Where a match is concluded but with DLS having been applied at an earlier point in the match, Team 1 will be accredited with 1 run less than the final target score for Team 2 off the total number of overs allocated to Team 2 to reach the target.

### **LAW 17 – THE OVER**

Law 17 shall apply.

### **LAW 18 – SCORING RUNS**

Law 18 shall apply.

### **LAW 19 – BOUNDARIES**

Law 19 shall apply.

### **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**

21.1.6 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.

## **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 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 Subject to 28.1.5 below these additional fielding restrictions shall apply to the first 6 overs of each innings (Powerplay overs).

28.1.2 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. These 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. Please note Appendix 4.

28.1.3 During the Powerplay overs only two fieldsmen shall be permitted outside this fielding restriction area at the instant of delivery.

28.1.4 During the non-Powerplay overs, no more than 5 fieldsmen shall be permitted outside the fielding restriction area referred to in clause 28.1.2 above.

28.1.5 In circumstances when the number of overs of the batting team is reduced, the number of Powerplay overs shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

Total overs in innings	Number of overs for which fielding restrictions in clauses 28.7.2 and 28.7.4 above will apply
5-8	2
9-11	3
12-14	4
15-18	5
19-20	6

28.1.6 If an innings is interrupted during an over and if on the resumption of play, due to the reduced number of overs of the batting team, the required number of Powerplay overs have already been bowled, the remaining deliveries in the over to be completed shall not be subject to the fielding restrictions.

28.1.7 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 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:

### **Law 41.6 – Bowling of dangerous and unfair short pitched deliveries**

Law 41.6 is replaced by:

- 41.6.1 A bowler shall be limited to one fast short-pitched delivery per over.
- 41.6.2 A fast short-pitched delivery is defined as a ball that passes or would have passed above the shoulder height of the striker standing upright at the popping crease.
- 41.6.3 The umpire at the bowler's end shall advise the bowler and the batsman on strike when a fast short-pitched delivery has been bowled.
- 41.6.4 In addition, for the purpose of this playing condition and subject to 41.6.6 below, a ball that passes above head height of the batsman that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a Wide.
- 41.6.5 For the avoidance of doubt any fast short-pitched delivery that is called Wide under this playing condition shall also count as one short pitched delivery in the over.
- 41.6.6 In the event of a bowler bowling more than one fast short-pitched delivery in an over as defined in playing condition 41.6.2 above, the umpire at the bowler's end shall and signal No ball on each occasion.
- 41.6.7 If a bowler delivers a second fast short-pitched ball in an over the umpire, after the call of No ball and when the ball is dead, shall caution the bowler, inform the other umpire, the captain of the fielding side and the batsman at the wicket of what has occurred. This caution shall apply throughout the innings.
- 41.6.8 If there is a second instance of a bowler being no balled in the innings for bowling more than two fast short-pitched deliveries in an over, the umpire shall advise the bowler that this is his final warning for the innings.
- 41.6.9 Should there be any further instance by the same bowler in that innings, the umpire shall call and signal No ball, and when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed the next over, or part thereof.
- 41.6.10 The bowler thus taken off shall not be allowed to bowl again in that innings.
- 41.6.11 The umpire will report the occurrence to the other umpire, the batsmen at the wicket and, as soon as practicable, the captain of the batting side.
- 41.6.12 The umpires will then report the matter to CI, who shall take such action as is considered appropriate against the captain and the bowler concerned. (Note also Law 42.1).
- 41.6.13 Note that the warning sequence outlined here in 41.6 is independent of the warning sequence outlined in 41.7 below.

## **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 he shall not be eligible to take any part in any subsequent match in the competition.

## APPENDICES TO THE PLAYING CONDITIONS

### APPENDIX 1 – RAIN RECALCULATION TABLES

**Table 1: Calculation sheet for use when a delay or interruptions occur in the First Innings**

#### Time

Net playing time available at start of the match	160 minutes (A)
Time innings in progress	_____ (B)
Playing time lost	_____ (C)
Extra time available	_____ (D)
Time made up from reduced interval	_____ (E)
Effective playing time lost [C – (D + E)]	_____ (F)
Remaining playing time available (A - F)	_____ (G)
G divided by 4 (to 2 decimal places)	_____ (H)
Max overs per team [H/2] (round up fractions)	_____ (I)
Maximum overs per bowler [I / 5]	_____ overs
Duration of Powerplay Overs	_____ overs

#### Rescheduled Playing Hours

First session to commence or recommence	_____ (J)
Length of innings [I x 4] (round up fractions)	_____ (K)
Rescheduled first innings cessation time [J + (K – B)]	_____ (L)
Length of interval	_____ (M)
Second innings commencement time [L + M]	_____ (N)
Rescheduled second innings cessation time [N + K]	_____ *(O)

\* Ensure that the match is not finishing earlier than the original or rescheduled cessation time by applying clause 13.7.2. If so, add at least one over to each team and recalculate (I) to (O) above to prevent this from happening.

**Table 2: Calculation sheet to check whether an interruption during the First Innings should terminate the innings**

Proposed re-start time \_\_\_\_\_ (P)

Rescheduled cut-off time allowing for full use of any extra time provision \_\_\_\_\_ (Q)

Minutes between P and Q \_\_\_\_\_ (R)

Potential overs to be bowled  $[R / 4]$  (round up fractions) \_\_\_\_\_ (S)

Number of complete overs faced to date in first innings \_\_\_\_\_ (T)

If S is greater than T then revert to Table 1

If S is less than or equal to T then the first innings is terminated - go to Table 3

**Table 3: Calculation sheet for the start of the Second Innings**

Maximum overs to be bowled:

(If first innings was terminated, S from Table 2) \_\_\_\_\_ (A)

Scheduled length of innings:  $[A \times 4]$  (round up fractions) \_\_\_\_\_ (B)

Start time \_\_\_\_\_ (C)

Scheduled cessation time  $[C + B]$  \_\_\_\_\_ (D)

Overs per bowler and fielding restrictions

Maximum overs per bowler  $[A / 5]$  \_\_\_\_\_ overs

Duration of Powerplay overs \_\_\_\_\_ overs

**Table 4: Calculation sheet for use when interruption occurs after the start of the Second Innings**

Time

Time at start of innings	_____ (A)
Time at start of interruption	_____ (B)
Time innings in progress	_____ (C)
Restart time	_____ (D)
Length of interruption [D – B]	_____ (E)
Additional time available: (Any unused provision for 'Extra Time' or for earlier than scheduled start of second innings)	_____ (F)
Total playing time lost [E – F]	_____ (G)

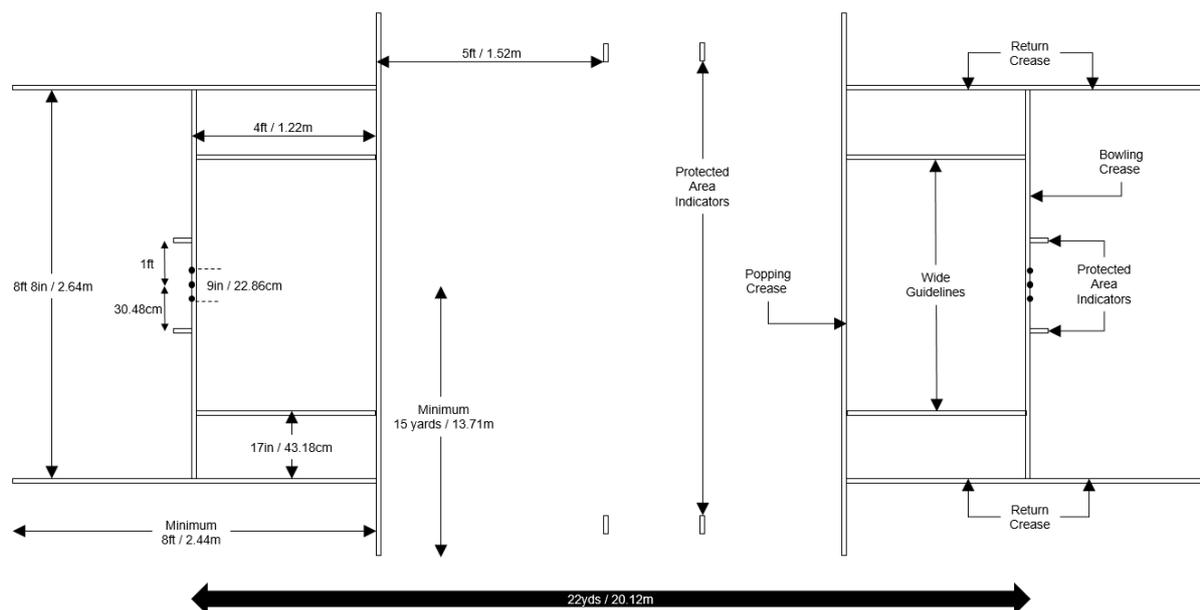
Overs

Maximum overs at start of innings	_____ (H)
Overs lost [G / 4] (rounded down)	_____ (I)
Adjusted maximum length of innings [H – I]	_____ (J)
Rescheduled length of innings [J x 4]	_____ (K)
Amended cessation time of innings [D + (K – C)]	_____ (L)

Overs per bowler and Fielding Restrictions

Maximum overs per bowler [J / 5]	_____ overs
Duration of Powerplay overs	_____ overs

## APPENDIX 2 – Pitch and Crease Markings



## APPENDIX 3 – Procedure for a One Over Per Side Eliminator (OOPSE)

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

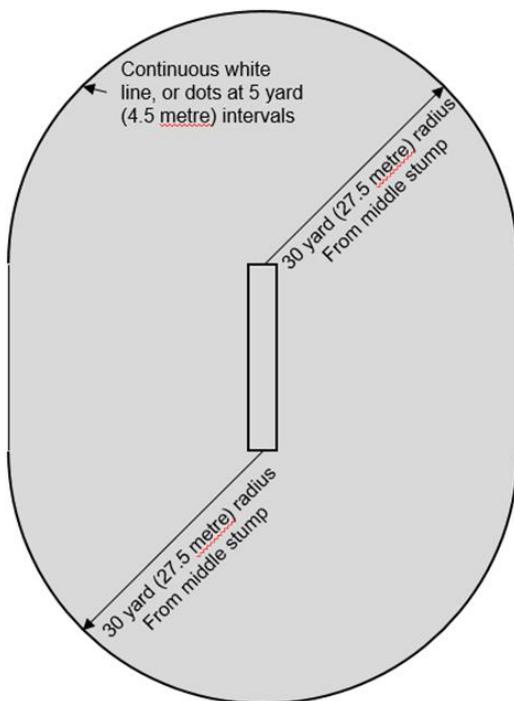
- 1 The OOPSE will take place as soon as possible on the pitch allocated for the match, unless otherwise determined by the umpires in consultation with the ground authority.
- 2 Prior to the commencement of the OOPSE, each team will nominate three batsmen and one bowler to the umpires, and only nominated players in the main match may participate in the one over per side eliminator.
- 3 The umpires shall stand at the same end as that in which they finished the match, and they shall choose from which end bowling will take place for both teams.
- 4 If a fielder returned to the field of play following an absence in the main match, and is unable to bowl in accordance with Law 2.5(c), then any remaining time to be served in the main match shall be carried forward to the one over per side eliminator.
- 5 Each team's over is played with the same fielding restrictions as apply for Powerplay 3.
- 6 The team batting second in the match will bat first in the one over eliminator.
- 7 The same ball (or a ball of similar age if the original ball is out of shape or lost) used at the end of each team's respective innings shall be used in each team's respective OOPSE over.
- 8 The loss of two wickets in the over ends the team's one over innings.
- 9 In the event of the teams having the same score after the one over per side eliminator has been completed, if the original match was a tie under the DLS method, clause 10 below immediately applies. Otherwise, the team whose batsmen hit the most number of boundary sixes combined from its two innings in both the main match and the OOPSE shall be the winner. If the number of boundary sixes hit by both teams is equal, then the team that hit the most boundary fours in both innings combined shall be the winner; if still equal the team who took more combined wickets in the main match and OOPSE shall be the winner.
- 10 If still equal, a count-back from the final ball of the OOPSE 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.

Example:

<b>RUNS SCORED FROM:</b>	<b>TEAM 1</b>	<b>TEAM 2</b>
<b>BALL 6</b>	1	1
<b>BALL 5</b>	4	4
<b>BALL 4</b>	2	1
<b>BALL 3</b>	6	2
<b>BALL 2</b>	0	1
<b>BALL 1</b>	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 4 – Restriction on the placement of fielders





## 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**

<b>Up to U13</b>	<b>5 overs per spell</b>	<b>10 overs per day</b>
<b>U14, U15</b>	<b>6 overs per spell</b>	<b>12 overs per day</b>
<b>U16, U17</b>	<b>7 overs per spell</b>	<b>18 overs per day</b>
<b>U18, U19</b>	<b>7 overs per spell</b>	<b>18 overs per day</b>

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](http://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](http://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  
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