



## IP50 PLAYING CONDITIONS 2022

Except as varied hereunder, the Laws of Cricket 2017 Code (2<sup>nd</sup> Edition 2019) shall apply.  
Note that Cricket Ireland's Young Cricketer and Head Protector Directives shall apply in this competition.

### LAW 1 – THE PLAYERS

Law 1 shall apply, subject to the following

#### 1.1 Law 1.1 Number of players

Law 1.1 shall be replaced by:

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

#### 1.2 Law 1.2 Nomination and replacement of players

Law 1.2 shall be replaced by:

- 1.2.1 Each captain shall nominate 11 players plus one substitute fielder in writing to the Umpires before the toss. The only times that a player can be changed are a concussion replacement, or Covid-19 replacement. See Appendix 1.
- 1.2.2 Only the nominated substitute fielder shall be entitled to act as a substitute fielder during the match unless the umpires, in exceptional circumstances, allow subsequent additions.
- 1.2.3 All those nominated, including the nominated substitute fielder, as well as any Concussion Replacements, must be eligible to play for that particular team and, by such nomination, the nominees shall warrant that they are so eligible.
- 1.2.4 In addition, by their nomination, the nominees shall be deemed to have agreed to abide by all the applicable CI Regulations pertaining to the Inter-Provincial Series and, in particular, the Clothing and Equipment Regulations, Disciplinary Regulations, the Anti-Racism Code, the Anti-Doping Code and Anti-Corruption Code.

#### 1.3 Law 1.4 Responsibility of captains

Law 1.3 shall be replaced by:

The captains are responsible at all times for ensuring that play is conducted with the Spirit of Cricket as well as within the Laws, as amended by these playing conditions where appropriate.

#### 1.4 Concussion replacements

Concussion replacements shall be allowed, as outlined in Appendix 1.

### LAW 2 – THE UMPIRES

Law 2 shall apply, subject to the following

#### 2.1 Law 2.1 Appointment and attendance

Law 2.1 shall be replaced by:

- 2.1.1 Two umpires shall be appointed, one for each end, to control the game as required by the Laws and Playing Conditions with absolute impartiality. The umpires shall be present at the ground and report to the Ground Authority at least 90 minutes before the scheduled start of play.
- 2.1.2 CI shall appoint all umpires for each match.

#### 2.2 Law 2.2 Change of umpire

Law 2.2 shall apply, except that if there is a change of umpire, the duties of all umpires shall be determined by CI.

#### 2.3 Law 2.5 Conduct of the match, implements and equipment

Law 2.5 shall apply, except that in Law 2.5.1, the conduct of the match shall be strictly in accordance with the Laws, as amended by these Playing Conditions.

## **2.4 Law 2.7 Fitness for play**

Law 2.7 shall apply, with the addition that:

The safety of all persons within the ground is of paramount importance to CI. In the event that any threatening circumstance, whether actual or perceived, comes to the attention of any Umpire (including weather, act of God etc), then the Umpires should suspend play and all players and officials should immediately leave the field in a safe and orderly manner and relocated to a secure and safe area (depending on each particular threat) pending the satisfactory pass or resolution of such threat or risk to the reasonable satisfaction of the host venue authority and/or the Umpires, as the circumstances may require.

## **2.5 Law 2.13 Signals**

Law 2.13 shall apply. The following signals shall also apply in this competition:

- Free hit – After signalling a No ball, the bowler's end Umpire extends one arm straight upwards and moves it in a circular motion.
- Powerplay Over – By rotating his/her arm in a large circle.

The Level 3 conduct signal shall not apply.

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

Law 2.15 shall apply. For the avoidance of doubt, a team innings score may only be corrected, where necessary, prior to the commencement of the subsequent team innings of the match.

## **2.7 Light Meters**

- 2.7.1 Light meters will be provided by CI to the match referees at the start of the season and will be available to the match officials for each match.
- 2.7.2 The umpires shall be entitled to use light meter readings as a guidance for determining whether the light is fit for play, in accordance with the criteria set out in Law 2.8.2. Light meter readings may accordingly be used by the umpires as benchmarks for the remainder of a match. For the avoidance of doubt, any initial decision to suspend shall be made without the aid of light meter readings. Once play has been suspended for bad light, light meter readings shall be used as benchmarks for any resumption in play.

## **LAW 3 – THE SCORERS**

Law 3 shall apply, subject to the following

### **3.1 Law 3.1 Appointment of scorers**

Law 3.1 shall apply, except that two scorers shall be appointed by CI, one of whom shall be recording the match on NV Play. At each IP50 match there will also be an independent scorer from Cricinfo.

### **3.2 Law 3.2 Correctness of scores**

Law 3.2 shall apply. For the avoidance of doubt, a team innings score may only be corrected, where necessary, prior to the commencement of the subsequent team innings of the match.

### **3.3 Duckworth Lewis Stern Calculations**

3.3.1 There must be at least one person available throughout the match who is capable of performing a calculation under the current Duckworth Lewis Stern method. This can be one of the scorers. A computer and printer must be available with printouts being provided between innings and at any subsequent interruption in play.

3.3.2 Before the toss an umpire will request a sample DLS printout from the scorers. This should be retained by the Umpires.

**3.3.3 COVID DLS RULE: DLS sheets should be printed in the usual way and should be visibly displayed for opposing captains, umpires and scorers. Every attempt to limit sharing/touching team sheets should be made.**

## **LAW 4 – THE BALL**

Law 4.4 shall not apply. The remainder of Law 4 shall apply, subject to the following

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

Law 4.2 shall be replaced by:

- 4.1.1 White Kookaburra Turf balls shall be used in IP50 matches and spare balls, for changing during a match, shall also be of the same brand and specification.
- 4.1.2 The fielding captain or his nominee may select the ball(s) with which he wishes to bowl from the supply provided. Such selection must take place in the presence of the Umpires.

- 4.1.3 The Umpires shall retain possession of the match ball(s) throughout the duration of the match, when play is not actually taking place or the ball being used from one end is not in use.
- 4.1.4 During play, the Umpires shall periodically and irregularly inspect the condition of the ball and shall retain possession of it at the fall of a wicket, a drinks interval, or any other disruption in play.

#### **4.2 Law 4.3 New ball**

Law 4.3 shall be replaced by:

- 4.2.1 Each fielding team shall have two new balls for its innings, to be used in alternate overs i.e. one from each end.
- 4.2.2 In a match reduced to 25 overs or less per side before the first innings commences, each team shall have only one new ball for its innings.

#### **4.3 Law 4.5 Ball lost or becoming unfit for play**

- 4.3.1 The Umpires may deem a ball that has become wet and soggy or unusually soft to be “unfit for play”. The Umpires alone will select the replacement ball from the supply of approved replacements and shall inform the batsmen at the wicket and the fielding captain.
- 4.3.2 Either bowler or batsman may raise the matter with the Umpires, and the Umpires’ decision as to a replacement or otherwise shall be final.

#### **4.4 Sightscreens and Player Clothing**

- 4.3.3 Sightscreens should be Dark in colour and Player clothing should be coloured.

#### **4.5 COVID Rule re Saliva**

##### **4.5.1 Should any player bring saliva into contact with the ball the following on field sanctions will apply:**

##### **4.5.1.1 First offence - team warning**

##### **4.5.1.2 Second offence - final warning**

##### **4.5.1.3 Third offence - 5 penalty runs**

##### **4.5.1.4 If behaviour persists the player would be asked to leave the field of play and cannot be replaced.**

### **LAW 5 – THE BAT**

Law 5 shall apply. Type A bats only shall be used in this competition.

### **LAW 6 – THE PITCH**

Law 6 shall apply, subject to the following

#### **6.1 Law 6.3 Selection and preparation**

- 6.1.1 In addition to Law 6.3, prior to the start of any day’s play, Captains, Coaches, Umpires and Groundsmen should co-operate to ensure that no-one bounces a ball on the pitch or strikes it with a bat for any reason, or causes damage to the pitch in any other way. In addition, any such access shall not interfere with pitch preparation activity.
- 6.1.2 In the event of any dispute, the umpires will rule and their ruling will be final.

#### **6.2 Law 6.5 Non-turf pitches**

Law 6.5 shall not apply, only natural turf pitches and hybrid pitches may be used in this competition.

### **LAW 7 – THE CREASES**

Law 7 shall apply, subject to the following

#### **7.1 Law 7.3 The popping crease**

Where possible the popping crease shall be marked to a minimum of 15 yards/13.71m (i.e. 7½ yards on either side of the imaginary line joining the centres of the two middle stumps) and shall be considered to be unlimited in length.

#### **7.2 Additional Crease Markings**

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 9 – PREPARATION AND MAINTENANCE OF THE PLAYING AREA**

Law 9 shall apply, subject to the following:

## **9.1 Law 9.1 Rolling**

Law 9.1 shall apply and, in addition:

- 9.1.1 Prior to the scheduled time for the toss, the artificial drying of the pitch and outfield shall be at the discretion of the Ground Authority. Thereafter and throughout the match, the drying of the outfield may be undertaken at any time by the Ground Authority, but the drying of affected area(s) of the pitch shall be carried out only on the instructions and under the supervision of the Umpires. The Umpires shall be empowered to have the pitch dried without reference at any time they are of the opinion that it is unfit for play.
- 9.1.2 The Umpires may instruct the Ground Authority to use any available equipment, including any roller for the purpose of drying the pitch and making it fit for play.
- 9.1.3 An absorbent roller may be used to remove water from the covers, including the cover on the match pitch.

## **9.2 Protection and preparation of adjacent pitches during matches**

The protection (by way of an appropriate cover) and preparation of pitches which are adjacent to the match pitch will be permitted during the match, subject to the following:

- 9.2.1 Such measures will only be possible if requested by the Ground Authority and approved by the umpires before the start of the match.
- 9.2.2 Approval should only be granted where such measures are unavoidable and will not compromise the safety of the players, or their ability to execute their actions with complete freedom.
- 9.2.3 Any necessary watering shall be carried out only to the extent necessary for such preparations and shall not be permitted in circumstances that may in any way affect the match pitch.
- 9.2.4 The consent of the captains is not required, but the umpires shall advise both captains before the start of the match on what has been agreed.

## **LAW 10 – COVERING THE PITCH**

Law 10 shall apply, subject to the following:

### **10.1 Law 10.2 During the match**

Law 10.2 is replaced by:

The whole pitch shall be covered:

- 10.1.1 The night before the match and, if necessary, until the first ball is bowled; and whenever necessary and possible at any time prior to that during the preparation of the pitch.
- 10.1.2 In the event of play being suspended on account of bad light or rain during the specified hours of play, and between innings on account of rain.
- 10.1.3 The covers shall be removed two hours prior to the start of play, provided it is not raining at the time, but they will be replaced if rain falls prior to the commencement of play.
- 10.1.4 Where possible, the covers must completely protect the pitch and also the pitch surroundings, to a minimum of 5 metres either side of the pitch, and any worn or soft areas in the outfield. In addition, and where possible, the bowlers' run-ups shall be covered during inclement weather, to a distance of at least 10 metres x 5 metres.

## **LAW 11 – THE INTERVALS**

Law 11 shall be replaced by:

### **11.1 An interval**

11.1.1 The following shall be classed as intervals:

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

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

### **11.2 Duration of intervals**

There shall be a 45-minute interval between innings, taken from the call of Time before the interval until the call of Play on resumption after the interval.

### 11.3 Changing agreed times of intervals

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

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

11.3.3 Where the innings of the side batting first is delayed or interrupted, the length of the interval will be reduced as follows:

11.3.3.1 If up to 15 minutes of actual playing time is lost (i.e. total playing time lost less any extra time provided), then the interval will be reduced by the amount of actual playing time lost.

11.3.3.2 If more than 15 minutes of actual playing time is lost (i.e. total playing time lost less any extra time provided), then the interval will be reduced to 30 minutes (subject to Playing Condition 11.3.3.3 below).

11.3.3.3 Note that the prescribed interval timings may be reduced further by the Umpires taking into account the intention of not having a prolonged interval following a lengthy interruption close to the conclusion of the innings of the team batting first. However, the minimum length of interval shall not be less than 10 minutes.

11.3.3.4 If at the time of the scheduled interval, the team batting second has lost nine wickets or requires no more than 25 runs to win, play shall continue until a result has been achieved, unless the players otherwise have cause to leave the field of play.

**Note:** In addition to clauses 11.3.3.1, 11.3.3.2 and 11.3.3.3 above, the length of the Interval may be reduced by the Umpires should exceptional circumstances arise.

### 11.4 Intervals for drinks

Two drinks breaks per session shall be permitted, each 1 hour 10 minutes apart. In conditions of extreme heat, the Umpires may permit additional intervals for drinks.

### 11.5 Scorers to be informed

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

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

Laws 12.5.2, 12.6, 12.7, 12.8 and 12.11 shall not apply. The remainder of Law 12 shall apply, subject to the following:

### 12.1 Hours of Play

12.1.1 Each match shall consist of two sessions of 3½ hours each, with a 45-minute interval between innings.

12.1.2 Timings of matches shall be as follows:

- First Innings – 10:45am to 2:15pm
- Second Innings – 3:00pm to 6:30pm

12.1.3 Note also the availability of extra time in Playing Condition 12.2 below.

### 12.2 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.

### 12.3 Minimum Over Rates & Over Rate Penalties

12.3.1 The minimum over rate to be achieved in IP50 matches shall be 14.28 overs per hour.

12.3.2 All sides are expected to be in position to bowl the first ball of the last of their 50 overs within 3½ hours 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 not 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 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.

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 that innings.

The Umpires shall inform the fielding captain when taking the field for the first time, and on each subsequent occasion, if play is interrupted, the rescheduled cessation time for that innings. The umpire at the bowler's end shall inform the fielding captain, the batsman and his fellow umpire of any time allowances as and when they arise. The matter of such time allowances shall not be subject to retrospective negotiation.

12.3.3 In addition, in all reduced overs matches, the fielding team shall be given one over's leeway. For the avoidance of doubt, one over's leeway means that the fielding side must be in position to bowl the first ball of the penultimate over by the rescheduled cessation time.

12.3.4 This is the only penalty for a slow over-rate.

12.3.5 Note that for the purposes of net run rate calculations, any runs accrued through the application of an over-rate penalty shall be included in calculations.

## **LAW 13 – THE INNINGS**

Laws 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**

Matches shall be played as one innings per side.

### **13.2 Length of Innings**

#### **13.2.1 Uninterrupted matches**

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

13.2.1.2 If the team fielding first fails to bowl its 50 overs by the scheduled time for 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 there being a minimum interval of 30 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 fielding 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 has been bowled or a result is achieved.

13.2.1.5 Penalties shall apply for slow over rates (see Playing Condition 12.3)

#### **13.2.2 Delayed or Interrupted matches**

13.2.2.1 Delay or Interruption to the innings of the team batting first (see Appendix 5)

13.2.2.1.1 When playing time has been lost, the revised number of overs to be bowled in the match shall be based on a rate of 14.28 overs per hour, which is inclusive of the provision of drinks intervals, in the total remaining time available for play.

13.2.2.1.2 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 first team unless the latter completed its innings in less than its allocated overs. To constitute a match, a minimum of 20 overs have to be bowled to the side batting second, subject to a result not being achieved earlier.

13.2.2.1.3 As soon as the total minutes of playing time remaining is less than the completed overs faced by Team 1 multiplied by 4.2, then the first innings is terminated, and the provisions of 13.2.2.2 below take effect.

13.2.2.1.4 A fixed time will be specified for the commencement of the interval and also the close of play for that match, by applying a rate of 14.28 overs per hour. When calculating the length of playing time available for the match or length of either innings, the timing and duration of all relative delays, extensions in playing hours, 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 rescheduled time shall be extended to allow for one extra over for each team.

13.2.2.1.5 If the team fielding first fails to bowl the revised number of overs by the specified time, play shall continue until the required number of overs have been bowled or the innings is completed.

13.2.2.1.6 Penalties shall apply for slow over rates (see Playing Condition 12.3)

13.2.2.2 Delay or Interruption to the innings of the team batting second (see Appendix 5)

13.2.2.2.1 When playing time has been lost and, as a result, it is not possible for the team batting second to have the opportunity of receiving its allocated, or revised allocation of overs in the playing time available, the number of overs shall be reduced at a rate of 14.28 overs per hour, which is inclusive of the provision of drinks intervals, in respect of the lost playing time. Should the calculations result in a fraction of an over the fraction shall be ignored.

13.2.2.2.2 In addition, should the innings of the team 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.

- 13.2.2.3 To constitute a match, a minimum of 20 overs have to be bowled to the team batting second subject to a result not being achieved earlier.
- 13.2.2.4 The team batting second shall not bat for a greater number of overs than the first team, unless the latter completed its innings in less than its allocated overs.
- 13.2.2.5 A fixed time will be specified for the close of play by applying a rate of 14.28 overs per hour. With the exception of drinks intervals, the timing and duration of all relative delays, extensions in playing hours and interruptions in play, will be taken into consideration in specifying this time.
- 13.2.2.6 If the team fielding second fails to bowl the revised number of overs by the scheduled or rescheduled close of play, the hours of play shall be extended until the overs have been bowled or a result achieved.

### **13.3 Number of overs per bowler**

- 13.3.1 No bowler shall bowl more than 10 overs in an innings.
- 13.3.2 In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed.
- 13.3.3 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.
- 13.3.4 In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be allowed by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.
- 13.3.5 Where possible, the scoreboard shall show the total number of overs bowled and the number of overs bowled by each bowler.

### **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 and 16.5.2 shall not apply. The remainder of Law 16 shall supply, subject to the following:

#### **16.1 Law 16.2 A Win – one innings match**

- 16.1.1 The side which has scored a total of runs in excess of that scored by the opposing side shall win the match. See Laws 13.3 (Completed innings) and 16.4 (Winning hit or extras).
- 16.1.2 Save for circumstances where a match is awarded to a team as a consequence of the opposing team's refusal to play (see Law 16.2), a result can only be achieved if both teams have had the opportunity of batting for at least 20 overs, unless one team has been all out in less than 20 overs or unless the team batting second scores enough runs to win in less than 20 overs.
- 16.1.3 Save for circumstance where a match is awarded to a team as a consequence of the opposing team's refusal to play (see Law 16.2), all matches in which both teams have not had an opportunity of batting for a minimum of 20 overs shall be declared a No Result.

#### **16.2 Interrupted and Prematurely Terminated Matches – Calculation of the Target Score**

- 16.2.1 Interrupted Matches – Calculation of the Target Score
  - 16.2.1.1 If, due to a suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum of 20 overs), then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing. This revised target is to be calculated using the current Duckworth/Lewis/Stern method. The target set will always be a whole number, and one run less will constitute a Tie.
- 16.2.2 Prematurely Terminated Matches
  - 16.2.2.1 If the innings of the side batting second is suspended (with at least 20 overs bowled), and it is not possible for the match to be resumed, the match will be decided at the instant of the suspension by the Duckworth/Lewis/Stern method. If the score is equal to the par score, the match is a Tie. Otherwise, the result is a victory, or defeat, by the margin of runs by which the score exceeds, or falls short of, the Par Score.
- 16.2.3 In the event of an interrupted or prematurely terminated match ending as a Tie, Playing Condition 16.3.2 shall apply, subject to conditions of ground, weather and light.

### **16.3 Law 16.5 All other matches – a Tie or Draw**

16.3.1 If, at the completion of both innings in a match where both teams have had the opportunity of batting for the same number of overs, the scores are equal, then the result of the match is a Tie, and no account shall be taken of the number of wickets that have fallen.

16.3.2 In the event of a tied match, the teams shall compete in a Super Over to determine the winner. See Appendix 6.

### **16.4 Competition Format and Scoring of Points**

16.4.1 The IP50 will be played over a series of six matches, with each team playing each other twice. The side that achieves the highest aggregate of points at the end of the competition shall be the winners.

16.4.2 Competition points shall be awarded on the following basis:

- For a Win with a Bonus Point, a team scores 5 points;
- For a Win without a Bonus Point, a team scores 4 points;
- For a Tie or No Result, both teams score 2 points;

16.4.3 Should any sides be level on points, tie-breakers shall be applied in the following order – most wins, teams achieving most wins in matches between other teams level on points (head-to-head), highest number of total bonus points in all matches, highest net run rate across the competition. If these tie-breakers fail to produce an outright competition winner, then the teams tied shall be declared joint winners.

- If, during the course of applying tie-breakers, a three-way tie is broken but there remain two teams level on points, then the application of tie-breakers will continue from that point – in the other words, the process will not return to the first tie-break.

16.4.4 Net Run Rate

A team's net run rate 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 net run rate calculation shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.

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

16.4.5 Bonus Points

A winning team that achieves a run rate of 1.25 times that of the opposition shall be awarded one bonus point. A team's run rate will be calculated by reference to the runs scored in an innings divided by the number of overs faced. Refer to Appendix 3.

### **16.5 Other Points Deductions**

The CI-appointed Match Referee will conduct a meeting with the team captains shortly after the conclusion of each match.

In the event that a team's captain does not attend such a meeting, then the team will be issued with a warning. In the event that a team's captain does not attend any subsequent meeting, then the team will be penalised one competition point, and this penalty will be applied on each subsequent occasion during the season.

For the avoidance of doubt, please note that the warning procedure applies to the team. This means that if the team changes its captain during the season, any application of the above procedure continues with the team and does not reset owing to a new captain being in place.

### **16.6 Covid-19**

16.6.1 For suspected cases or positive cases: HSE /NHS guidelines to be followed in terms of contact tracing and number of players having to self-isolate.

16.6.2 If 6 or more players from a team must self-isolate, the fixture will be declared a no result and points shared (16.4.2). [This could potentially mean the Lead coach or other members of team staff may be affected. Provincial Union's should in conjunction with Cricket Ireland look at alternative personnel should this arise].

16.6.3 If a whole county goes into lockdown (where a game is scheduled), then game will be a no result and points shared (16.4.2).

16.6.4 If a town or an area of a city goes into lockdown, then the venue can be moved up to 48 hours prior to the game.

A change in venue is to be facilitated by the home Provincial Union in conjunction with Cricket Ireland. If the home Provincial Union and Cricket Ireland fail to secure an alternative venue, then the away Provincial Union in conjunction with Cricket Ireland can attempt to secure a venue. Should this not be possible, then the game will be declared a no result and points shared.

16.6.5 Cancelled matches due to Covid19 impediments, cannot be rescheduled on a different date as what is in the fixture calendar.

## **LAW 17 – THE OVER**

Law 17 shall apply, subject to the following:

### **17.1 Law 17.5 Umpire miscounting**

In addition to Law 17.5, in the event of any queries over the number of balls remaining to be bowled in an over, the Umpires may consult with the scorers, by walkie-talkie, to verify the number of balls remaining.

## **LAW 19 – BOUNDARIES**

Law 19 shall apply, subject to the following:

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

Law 19.1 shall apply and, in addition:

The aim shall be to maximise the size of the playing area at each venue. Where possible, no boundary shall be longer than 90 yards (82.29 metres), neither square boundary should be shorter than 50 yards (45.72 metres) and neither straight boundary shall be shorter than 60 yards (54.86 metres). All measurements are taken from the centre of the pitch to be used.

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

Law 19.2 shall apply and, in addition:

The boundary should be located a minimum distance of 3 yards (2.74 metres) inside the perimeter fencing of the ground or from any other immovable obstruction, solid object or advertising board. If the umpires, in their pre-match inspections, discover that this is not the case, then they shall be empowered to ask the Ground Authority to ensure that a 3-yard run-off area is in place around the entire boundary.

## **LAW 21 – NO BALL**

With the exception of Law 21.10, Law 21 shall apply, subject to the following:

### **21.1 Law 21.10 Ball bouncing over head height of striker**

A delivery which bounces over head height of the striker shall be called a Wide, and not a No ball. See Playing Condition 41.3.3.

### **21.2 Law 21.15 Penalty for a No ball / Free Hit**

21.2.1 Law 21.15 shall apply and, in addition, the delivery following a No ball shall be a Free hit for whichever batsman is facing it.

21.2.2 Note that this penalty applies for all modes of No ball, with the exception of a short-pitched delivery that passes or would have passed over head height of the striker standing upright at the popping crease. This shall include a No ball that is called for a breach of Playing Condition 41.3.1. If the delivery for the Free hit is not a legitimate delivery (i.e. any kind of No ball or Wide ball), then the next delivery will become a Free hit for whichever batsman is facing it.

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

21.2.4 Neither field changes nor the exchange of individuals between fielding positions are permitted for Free hit deliveries unless there is a change of striker (the provisions of Playing Condition 41.2 shall apply), or 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.

21.2.5 For avoidance of doubt, the bowler can change his mode of delivery for the Free hit delivery – in such circumstances, Law 21.1 shall apply.

## **LAW 22 – WIDE BALL**

Law 22 shall apply, subject to the following:

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

Law 22.1 shall be replaced with:

- 22.1.1 If the bowler bowls a ball, not being a No ball, the umpire shall adjudge it a Wide if, according to the definition in Playing Condition 22.1.2
- 22.1.1.1 The ball passes wide of where the striker is standing and which also would have passed wide of the striker standing in a normal guard position.
- 22.1.1.2 The ball passes above the head height of the striker standing upright at the popping crease.
- 22.1.2 The ball will be considered as passing wide of the striker unless it is sufficiently within reach for him to be able to hit it with the bat by means of a normal cricket stroke.
- 22.1.3 Umpires are instructed to apply a very strict and consistent interpretation in regard to the Law in order to prevent negative bowling wide of the wicket.

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

Law 24 shall apply, subject to the following:

### **24.1 Law 24.1 Substitute fielders**

Law 24.1 shall be replaced with the following:

- 24.1.1 The umpires shall allow a substitute fielder if they are satisfied that a fielder has been injured or become ill and that this occurred during the match, or for any other wholly acceptable reason. In all other circumstances, a substitute is not allowed.
- 24.1.2 A substitute shall not bowl or act as captain but may act as wicket-keeper only with the consent of the umpires. Note, however, Playing Condition 42.4.1.
- 24.1.3 A nominated player may bowl or field even though a substitute has previously acted for him, subject to Playing Conditions 24.2 and 24.3.
- 24.1.4 Squad members of the fielding or batting team who are not playing in the match and who are not acting as substitute fielders shall be required to wear a team training bib whilst on the playing area.

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

Law 24.2 shall be replaced with the following:

- 24.2.1 A player going briefly outside the boundary whilst carrying out any duties as a fielder is not absent from the field of play nor, for the purposes of this clause, is he to be regarded as having left the field of play.
- 24.2.2 If a fielder fails to take the field at the start of play or at any later time, or leaves the field during play,
- 24.2.2.1 An Umpire shall be informed of the reason for this absence.
- 24.2.2.2 He shall not thereafter come on to the field of play during a session of play without the consent of the Umpire; see Playing Condition 24.4. the umpire shall give such consent as soon as it is practicable.
- 24.2.3 If a player is absent from the field for longer than 8 minutes, the following restrictions shall apply to their future participation in the match:
- 24.2.3.1 The player shall not be permitted to bowl in the match until he has either been able to field, or his team has subsequently been batting, for the total length of playing time for which the player was absent (hereafter referred to as Penalty Time). A player's unexpired Penalty Time shall be limited to a maximum of 120 minutes. If any unexpired Penalty Time remains at the end of an innings, it is carried forward to the next and subsequent innings of the match.
- 24.2.3.2 The player shall not be permitted in the match until his team's batting innings has been in progress for the length of playing time that is equal to the unexpired Penalty Time carried forward from the previous innings. However, once his side has lost five wickets in its batting innings, he may bat immediately. If any unexpired Penalty Time remains at the end of the first innings of the match, it is carried forward to the second innings.
- 24.2.4 If the player leaves the field before having served all of his Penalty Time, the balance is carried forward as unserved Penalty Time.
- 24.2.5 On any occasion of absence, the amount of playing time for which the player is off the field shall be added to any Penalty Time that remains unserved, subject to a maximum cumulative Penalty Time of 120 minutes, and that player shall not bowl until all of his Penalty Time has been served.
- 24.2.6 For the purposes of Playing Conditions 24.2.3.1 and 24.2.3.2, playing time shall comprise the time play is in progress excluding the interval between innings and official drinks intervals. For clarity, a player's Penalty Time will continue to expire after he is dismissed, for the remainder of his team's batting innings.
- 24.2.7 If there is an unscheduled break in play, the stoppage time shall count as Penalty Time served, provided that:
- 24.2.7.1 The fielder who was on the field of play at the start of the break either takes the field on the resumption of play, or his side is now batting.

24.2.7.2 The fielder who was already off the field at the start of the break notifies an umpire in person as soon as he is able to participate, and either takes the field on the resumption of play, or his side is now batting. Stoppage time before an umpire has been so notified shall not count towards unserved Penalty Time.

24.2.8 Any unserved Penalty Time shall be carried forward into the next and subsequent days and innings of the match, as applicable.

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

Law 24.3 shall apply. For the avoidance of doubt, Penalty time is also not incurred if the player is absent from the field for a period of 8 minutes or less.

24.3.1 Subject to the sole discretion of the Match Referee, penalty time will not accrue for any player who is awaiting treatment from the duty physiotherapist at the venue during the hours of play in a match. Please note that this discretion may be withheld if it is felt that teams are taking unnecessary advantage of this playing condition, which might include a second fielder leaving the field for treatment shortly after another fielder has similarly left the field.

#### **24.4 Law 24.4 Player returning without permission**

Law 24.4 shall apply, except that the Umpires need not report the occurrence to CI through official channels.

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

Laws 25.1, 25.5, 25.6 and 25.7 shall not apply. The remainder of Law 25 shall apply, subject to the following:

#### **25.1 Law 25.3 Restriction of batsman commencing an innings**

Law 25.3.2.1 does not apply

#### **25.2 Clothing and Equipment being worn by a batsman**

A batsman may change an item of clothing or equipment at any time when the ball is dead, but this should not result in any unnecessary delay in play. Umpires should ensure that any such action is completed in a timely manner. In addition, Umpires are not to hold any helmets belonging to the batsmen.

### **LAW 26 – PRACTICE ON THE FIELD**

Law 26 shall apply, subject to the following:

#### **26.1 Law 26.1 Practice on the pitch or the rest of the square**

Law 26.1 shall apply and, in addition:

26.1.1 If approved by the Umpires, the use of the square for practice will be restricted to any netted practice area or bowling strips specifically prepared on the edge of the square for that purpose.

26.1.2 Bowling practice on the bowling strips referred to above shall also be permitted during the interval (and changes of innings if not the interval) unless the Umpires consider that, in the prevailing conditions of ground and weather, it will be detrimental to the surface of the square.

#### **26.2 Law 26.2 Practice on the outfield**

Law 26.2 shall apply. For the avoidance of doubt, bowling a ball using a short run up to a player in the outfield is not to be regarded as bowling practice, but shall be subject to the other conditions in this Law.

#### **26.3 Law 26.4 Penalties for contravention**

Law 26.4 shall apply, except that the Umpires need not report the occurrence to CI through official channels.

### **LAW 28 – THE FIELDER**

Law 28 shall apply, subject to the following:

#### **28.1 Law 28.1 Protective equipment**

Law 28.1 shall apply and, in addition:

In order to eliminate any undue delays caused by the removal from the field of a fielder’s protective equipment other than helmets (e.g. shin pads), such equipment, once taken on to the field, must be worn until the fall of a wicket or until the next interval or break in play. No exchange of equipment between members of the fielding team on the field shall be permitted.

#### **28.2 Law 28.2 Fielding the ball**

Law 28.2 shall apply, except that the Umpires need not report the occurrence to CI through official channels in Law 28.2.3.

### 28.3 Law 28.4 Limitation of on side fielders

Law 28.4 shall apply, and in addition:

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

28.3.2 In the event of the striker's end Umpire failing to call and signal No ball when this Law has been breached, immediately the ball becomes dead the striker may draw the matter to that Umpire's attention. If the striker's end Umpire is able to verify the breach he shall call and signal No ball. If the striker's end Umpire is unable to verify the breach, then he shall confirm the events of that delivery shall remain unchanged.

### 28.4 Restrictions on the placement of fielders

28.4.1 In addition to the restrictions contained in Law 28.4, further fielding restrictions shall apply in certain overs in each innings.

The nature of such fielding restrictions, and the overs in which they shall apply are set out as follows.

28.4.2 The following fielding restrictions shall apply:

28.4.2.1 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 lines drawn on the field (refer to Appendix 4). the fielding restriction area should be marked by a continuous painted white line or dots at 5 yard (4.57 metre) intervals, each dot to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.

28.4.2.2 At the instant of delivery:

- Powerplay 1 – no more than 2 fielders shall be permitted outside this fielding restriction area. In a 50 over innings, these are overs 1 to 10 inclusive.
- Powerplay 2 – no more than 4 fielders shall be permitted outside this fielding restriction area. In a 50 over innings, these are overs 11 to 40 inclusive.
- Powerplay 3 – no more than 5 fielders shall be permitted outside this fielding restriction area. In a 50 over innings, these are overs 41 to 50 inclusive.

28.4.2.3 In circumstances where 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 this table shall apply to both innings of the match.

Innings duration	Powerplay 1	Powerplay 2	Powerplay 3
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

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

- Example 1 – a 50 over innings is interrupted after 8.3 overs and reduced to 32 overs. The new powerplays are 7+19+6. Therefore the middle 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.
- Example 2 – a 40 over innings is interrupted after 18.5 overs and reduced to 22 overs. The new powerplays are 5+13+4. When play resumes, the final powerplay applies for the remaining 3.1 overs.

28.4.2.5 At the commencement of the second and third powerplays of an innings, the umpires shall signal accordingly to the scorers (see Playing Condition 2.5).

28.4.2.6 In the event of an infringement of any of the above fielding restrictions, the striker's end Umpire shall call and signal No ball.

### **LAW 30 – BATSMAN OUT OF HIS/HER GROUND**

Law 30.2.5 shall not apply, but the remainder of Law 30 shall apply.

### **LAW 31 – APPEALS**

Law 31 shall apply, subject to the following:

#### **31.1 Law 31.4 Appeal "How's That?"**

Law 31.4 shall apply and in addition:

In the event of an appeal, all members of the fielding team must maintain their fielding positions until a decision is given, unless legitimately in the act of fielding or backing up a ball that is not yet dead.

### **LAW 37 – OBSTRUCTING THE FIELD**

Law 37 shall apply, subject to the following:

#### **37.1 Law 37.1 Out Obstructing the field**

Law 37.1 shall apply.

For the avoidance of doubt, if an Umpire feels that a batsman, in running between the wickets, has significantly changed his direction without probable cause and thereby obstructed a fielder's attempt to effect a Run out, the batsman should, on appeal, be given out, Obstructing the field. It shall not be relevant whether a Run out would have occurred or not. If the change of direction involves the batsman crossing the pitch, Law 41.14 shall also apply.

### **LAW 38 – RUN OUT**

Law 38 shall apply, except for any clauses referring to a runner, which do not apply.

### **LAW 40 – TIMED OUT**

Law 40 shall apply.

### **LAW 41 – UNFAIR PLAY**

Law 41 shall apply, subject to the following. Please note that the reporting procedures detailed within this Law shall mean a report to Cricket Ireland who, in turn, will liaise with team management as appropriate.

#### **41.1 Law 41.1 Fair and unfair play – responsibility of captains**

Law 41.1 shall be replaced by:

The captains are responsible for ensuring that play is conducted within the Laws and Spirit of Cricket, as well as within these Playing Conditions.

#### **41.2 Law 41.3 The match ball – changing its condition**

Law 41.3 shall be replaced by:

- 41.2.1 The Umpires shall make frequent and irregular inspections of the ball. In addition, they shall immediately inspect the ball if they suspect anyone of attempting to change the condition of the ball, except as permitted in Playing Condition 41.2.2 below.
- 41.2.2 It is an offence for any player to take any action which changes or which may be perceived as likely to change the condition of the ball.
- Except in carrying out his normal duties, a batsman is not allowed to wilfully damage the ball other than, when the ball is in play, in striking it with the bat. See also Law 5.5 (Damage to the ball).
  - A fielder may, however:
    - Polish the ball on his clothing provided that no artificial substance is used and that such polishing wastes no time,
    - Remove mud from the ball under the supervision of an Umpire,
    - Dry a wet ball on a piece of cloth that has been approved by the Umpires.
- 41.2.3 The Umpires shall consider the condition of the ball to have been unfairly changed if any action by any player does not comply with the conditions in Playing Condition 41.2.2.
- 41.2.4 If the Umpires together agree that the condition of the ball has been unfairly changed by a member (or members) of either side, or that its condition is inconsistent with the use it has received, they shall consider that there has been a contravention of this Playing Condition, and decide together whether they can identify the player(s) responsible for such conduct.
- 41.2.5 If it is possible to identify the player(s) responsible for changing the condition of the ball, the umpires shall:
- 41.2.5.1 Change the ball forthwith.
  - 41.2.5.2 If the Umpires together agree that the condition of the ball has been unfairly changed by a member(s) of the fielding side, the batsman at the wicket shall choose the replacement ball from a selection of six other balls of various degrees of usage (including a new ball) and of the same brand as the ball in use prior to the contravention.
  - 41.2.5.3 If the Umpires together agree that the condition of the ball has been unfairly changed by a member(s) of the batting side, the Umpires shall select and bring into immediate use a ball that shall have comparable wear to that of the ball in use immediately prior to the contravention.
  - 41.2.5.4 Additionally, the bowler's end Umpire shall:
    - 41.2.5.5 Award 5 penalty runs to the opposing side,
    - 41.2.5.6 If appropriate, inform that batsmen at the wicket and the captain of the fielding side that the ball has been changed, and the reason for their action.
    - 41.2.5.7 Inform the captain of the batting side as soon as practicable of what has occurred.
    - 41.2.5.8 The Umpires shall then report the matter to CI, who shall take such action as is considered appropriate against the player(s) concerned.
- 41.2.6 If it is not possible to identify the player(s) responsible for changing the condition of the ball, the Umpires shall:
- 41.2.6.1 Change the ball forthwith. The Umpires shall select and bring into immediate use a ball that shall have comparable wear to that of the ball in use immediately prior to the contravention.
  - 41.2.6.2 The bowler's end Umpire shall issue the fielding captain with a first and final warning, and
  - 41.2.6.3 Advise the fielding captain that should there be any further instances of changes the condition of the ball by that team during the remainder of the match, Playing Condition 41.2.5 above will be adopted, with the fielding captain deemed to be the player responsible for the contravention.

#### **41.3 Bowling of dangerous and unfair short pitched deliveries**

Law 41.6 shall apply, and in addition:

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

41.6.1 Notwithstanding clause 41.6.2, the bowling of short pitched deliveries is dangerous if the bowler's end umpire considers that, taking into consideration the skill of the striker, by their speed, length, height and direction they are likely to inflict physical injury on him. The fact that the striker is wearing protective equipment shall be disregarded.

In the first instance the umpire decides that the bowling of short pitched deliveries has become dangerous under clause 41.6.1

41.6.1.1 The umpire shall call and signal No ball, and when the ball is dead, caution the bowler and inform the other umpire, the captain of the fielding side and the batsmen of what has occurred. This caution shall apply to that bowler throughout the innings.

41.6.1.2 If there is a second instance, the umpire shall repeat the above procedure and indicate to the bowler that this is a final warning, which shall apply to that bowler throughout the innings.

41.6.1.3 Should there be any further instance by the same bowler in that innings, the umpire shall

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

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

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

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

The umpires may then report the matter to the Match Referee who shall take such action as is considered appropriate against the bowler concerned.

41.6.1.4 A bowler shall be limited to **two fast short-pitched deliveries per over**.

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

41.6.1.6 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.

41.6.1.7 In addition, a ball that passes above head height of the batsman, standing upright at the popping crease, that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a Wide. See also clause 22.1.1.2

41.6.1.7.1 For the avoidance of doubt any fast short pitched delivery that is called a Wide under this clause shall also count as one of the allowable short pitched deliveries in that over.

41.6.1.8 In the event of a bowler bowling more than two fast short-pitched deliveries in an over as defined in clause 41.6.1.5 above, the umpire at the bowler's end shall call and signal No ball on each occasion. A differential signal shall be used to signify a fast short pitched delivery. The umpire shall call and signal 'No ball' and then tap the head with the other hand.

41.6.1.9 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 batsmen at the wicket of what has occurred. This caution shall apply throughout the innings.

41.6.1.10 If there is a second instance of the 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.

41.6.1.11 Should there be any further instance by the same bowler in that innings, the umpire shall

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

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

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

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

The umpires may then report the matter to the Match Referee who shall take such action as is considered appropriate against the bowler concerned.

41.6.2 Should the umpires initiate the caution and warning procedures set out in clauses 41.6.1.3 and 41.7 such cautions and warnings are not to be cumulative.

## **LAW 42 – PLAYERS’ CONDUCT**

Law 42 shall be replaced by:

### **42.1 Unacceptable conduct**

- 42.1.1 The Umpires shall act upon any unacceptable conduct. The relevant offences and corresponding actions by the Umpires are identified in Playing Condition 42.2.1 below. These offences correspond with Level 4 offences in the CI Disciplinary Regulations; Level 1 to 3 offences will continue to be dealt with separately under the CI Disciplinary Regulations.
- 42.1.2 If either Umpire considers that a player has committed one of these offences at any time during the match, the umpire concerned shall call and signal Dead ball. This call may be delayed until the Umpire is satisfied that it will not disadvantage the non-offending side.
- 42.1.3 The Umpire concerned shall report the matter to the other Umpire and together they shall decide whether an offence has been committed. The Umpires may also consult with the third Umpire, Match Referee or other CI official to confirm whether an offence has been committed. If so, the Umpires shall then apply the related sanctions.
- 42.1.4 If the offence is committed by a batsman, the Umpires shall summon the offending player’s captain to the field. Solely for the purpose of this clause, the batsmen at the wicket may not deputise for their captain.

### **42.2 Level 4 offences and action by umpires**

- 42.2.1 Any of the following actions by a player shall constitute a Level 4 offence:
- Threatening to assault an Umpire,
  - Making inappropriate and deliberate physical contact with an Umpire,
  - Physically assaulting a player or any other person,
  - Committing any other act of violence.
- 42.2.2 If such an offence is committed, the following action shall be taken:
- 42.2.2.1 The Umpire shall call Time.
- 42.2.2.2 Together the Umpires shall summon and inform the offending player’s captain that an offence at this level has occurred.
- 42.2.2.3 The Umpires shall instruct the captain to remove the offending player immediately from the field of play for the remainder of the match and shall apply the following:
- If the offending player is a fielder, no substitute shall be allowed for him. He is to be recorded as Retired-out at the commencement of any subsequent innings in which his team is the batting side.
  - If a bowler is suspended mid-over, then that over must be completed by a different bowler, who shall not have bowled the previous over nor shall be permitted to bowl the next over.
  - If the offending player is a batsman he is to be recorded as Retired-out in the current innings, unless he has been dismissed under any of Laws 32 to 39, and at the commencement of any subsequent innings in which his team is the batting side. If no further batsman is available to bat, the innings is completed.
- 42.2.2.4 As soon as practicable, the Umpire shall:
- Award 5 Penalty runs to the opposing team,
  - Signal the Level 4 Penalty to the scorers,
  - Call Play.
- 42.2.2.5 The Umpires shall then report the matter under CI’s Disciplinary Regulations.

### **42.3 Captain refusing to remove a player from the field**

- 42.3.1 If a captain refuses to carry out an instruction under Playing Condition 42.2.2.3 above, the Umpires shall invoke law 16.3 (Umpires awarding a match).
- 42.3.2 If both captains refuse to carry out instructions under Playing Condition 42.2.2.3 above, in respect of the same incident, the Umpires shall instruct the players to leave the field. The match is not concluded as in Law 12.9 and there shall be no result under Law 16.

### **42.4 Additional points relating to Level 4 offences**

- 42.4.1 If a player, while acting as wicket-keeper, commits a Level 4 offence, Playing Condition 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.
- 42.4.2 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 Playing Condition 42.2.2.5.

## APPENDICES TO THE PLAYING CONDITIONS

### APPENDIX 1 – ICC Trial Playing Condition for First-Class Cricket

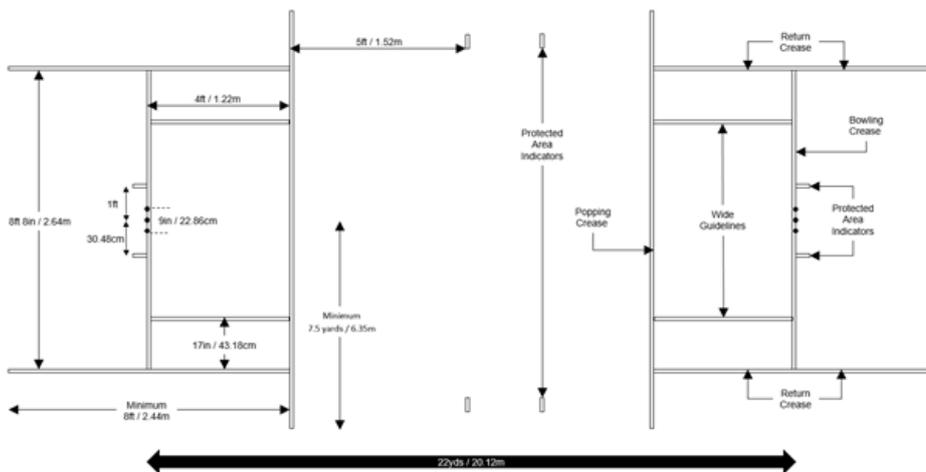
#### Adopted for use in all Men’s Interprovincial Matches since 2020.

Concussion substitutes (2-year trial from 1 October 2017 to 30 September 2019). **Continued. Now included as standard in International Cricket. As adopted by ICC.** – A player who is diagnosed as concussed, or likely to be concussed, and deemed unable to play any further part in the match may be replaced with a full-playing substitute without the match forgoing its first-class status. However, no playing members of a side in a first-class match may be replaced for reasons of tactics or injury (other than a concussion substitute).”

Please note that the diagnosis of concussion or likely concussion rests solely with a medical professional at the match, and who has attended the player in question. In the event of a medical professional not being present, then the decision as to whether a player is concussed or likely concussed rests solely with the standing Umpires.

**Covid 19 Substitutes - Teams will now be allowed to call for substitutes in case any member(s) of the playing XI develop COVID-19 symptoms during the match. Like the concussion replacements, the umpires will approve a replacement from the squad.**

### APPENDIX 2 – Pitch and Crease Markings



### APPENDIX 3 - Bonus Point System

1 bonus point for any team that achieves victory with a run rate 1.25 times that of the opposition.

A team's run rate shall be calculated by reference to the number of runs scored divided by the number of overs/balls faced. Where a team is all out, the number of overs to be used is the maximum number of overs that team was otherwise eligible to face.

Where matches are shortened and targets revised through the application of the Duckworth/Lewis/Stern system, bonus run rates and bonus defensive targets are derived as a function of the revised target score (less one run) and maximum overs.

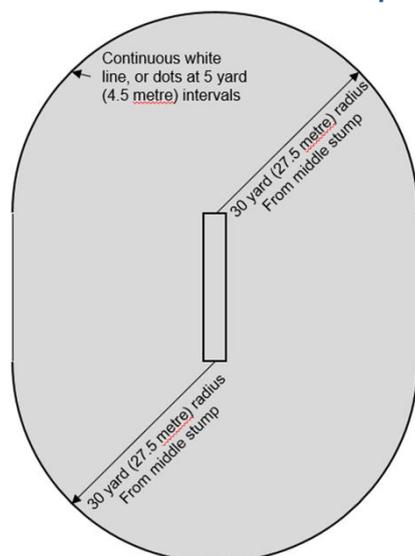
Whenever a target, or revised target, is set, the exact number of overs/balls within which the team batting second must achieve this target in order to gain the bonus point shall be communicated to the teams and announced by the Ground Authority. Once these overs/balls have been bowled, if the target has not then been achieved the bonus point cannot be gained by any subsequent event, e.g. a multiple scoring shot, or extras.

Examples of criteria for the award of bonus points:

Team Batting First		Team Batting Second		Team Bowling Second	
Score	Run rate	Required run rate	Balls to win (overs)	Required run rate	Target score
300	6	7.5	40.0	4.8	240
275	5.5	6.875	40.0	4.4	220
250	5	6.25	40.0	4	200
225	4.5	5.625	40.0	3.6	180
200	4	5	40.0	3.2	160
175	3.5	4.375	40.0	2.8	140
150	3	3.75	40.0	2.4	120
125	2.5	3.125	40.0	2	100
100	2	2.5	40.0	1.6	80
75	1.5	1.875	40.0	1.2	60

Note: the 'target score' shown in the last column is the maximum total that the team batting second can make for the team batting first to qualify for the bonus point

### APPENDIX 4 – Restriction on the placement of fielders



## APPENDIX 5 – Calculations

**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	420 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 4.2 (to 2 decimal places)	_____ (H)
Max overs per team [H/2] (round up fractions)	_____ (I)
Maximum overs per bowler [I / 5]	_____
Duration of Powerplay Overs (initial, batting side)	___ + ___

### Rescheduled Playing Hours

First session to commence or recommence	_____ (J)
Length of innings [I x 4.2] (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. 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  $[R / 4.2]$  (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:  $[A \times 4.2]$  (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 / 4.2] (rounded down)	_____ (I)
Adjusted maximum length of innings [H – I]	_____ (J)
Rescheduled length of innings [J x 4.2 rounded up]	_____ (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 6 – Procedure for a Super Over**

The following procedure will apply should the provision for a Super Over be required in any match.

- 1 The Super Over will take place as soon as possible on the pitch allocated for the match (5 minutes after the match), unless otherwise determined by the umpires in consultation with the ground authority.
- 2 Prior to the commencement of the Super Over, 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.
- 4 The fielding team shall choose which end it bowls it's over.
- 5 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 Super Over.
- 6 Each team's over is played with the same fielding restrictions as applied for the last over the original match.
- 7 Any penalty time being served in the match shall be carried forward to the Super Over.
- 8 The team batting second in the match will bat first in the one over eliminator.
- 9 The loss of two wickets in the over ends the team's one over innings.
- 10 The winners of the Super Over shall be the team which scored the most runs as per the normal playing conditions and irrespective of the number of wickets lost.
- 11 If the Super Over is tied, then two further Super Overs will be played until there is a winner.
- 12 If subsequent Super Overs cannot be played due to GWL the match will be a tie.

### **TIED SUPER OVER- REPEATING THE SUPER OVER PROCEDURE**

- 13 Subsequent Super Overs will take place 5 mins after the previous Super Over.
- 14 The team batting second in the previous Super Over will bat first in the subsequent Super Over.
- 15 The balls selected for use by each team in the previous Super Over, will be used in the subsequent Super Over.
- 16 The fielding team must bowl its over in the subsequent Super Over from the opposite end to which it bowled the previous Super Over.
- 17 Any batsman dismissed in the previous Super Over shall be ineligible to bat in the following Super Over.  
**NOTE: Once a batsman is dismissed in a Super Over he shall not be entitled to bat again in any further Super Overs to determine the winner in that match until all other batsmen themselves have been dismissed.**
- 18 The bowler who bowled the over in the previous Super Over shall be ineligible to bowl the over in the subsequent Super Over. **Note: No bowler may bowl two consecutive overs in a match**



## 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 Series 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  
April 2021**