



2022 CLEAR CURRENCY IRISH SENIOR CUP

Tournament Director

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1. Notification and Reporting

- a. **Confirmation of entry into the competition** – Provincial Union Cricket Operations Managers should notify the Tournament Director by 1st December in any year of the teams from their Provincial Unions who will be participating in the competition in the following season.
- b. Provincial Unions reserve the right to withdraw any of their competing teams at their discretion.
- c. **Reporting of Results & Incidents** – All home teams should be set up to score online via NV Play, should they not be capable in doing so, the away team may set up to score online via NV Play. If either team is unable to score on NV Play, the home side is responsible for adding the result in NV Play by COB Monday.
- d. Both clubs must also communicate the match result by COB Monday for the draw to be prepared for the following morning via the results submission form: <https://forms.office.com/r/LS0ALTtSxB>
- e. If there was an incident at the match which needs to be reported, please add this detail to the online form above and email the Tournament Director as notification to ensure the issue is looked at as soon as possible.

2. Eligibility

- a. The competition will be open to all players who have been registered for their clubs in their qualifying Provincial Union competitions. Any club wishing to play a player in the Irish Senior Cup must ensure he is confirmed as registered by their Provincial Union.
- b. A player is only eligible to play for one club in the Irish Senior Cup or National Cup competitions and may not play for more than one club in either or both of the two competitions. For example, when a player plays for a Club in any round of the Irish Senior Cup, he is not eligible for any other Club
 - in later rounds of that competition, nor
 - in any round of the National Cup.
 - The fact that a player may be registered to play for Clubs in the domestic competitions of more than one Provincial Union shall not affect or limit the application of this rule to that player.
- c. Any player banned by any of CI's affiliated Provincial Unions (CL, MCU, NCU or NWCUCU), for an offence at Level 3 or above, will not be eligible to play in the ISC or NC for any club while the ban is in place, irrespective of the nature of the ban, i.e., period of time or number of matches. In cases of uncertainty or confusion as to the category of offence being punished, clubs should seek advice from their Provincial Secretaries, who may in turn consult the Tournament Director whose decision on the matter shall be final and binding.
- d. For matches in the Quarter-Finals and later, players are only eligible to play if they have played or, in the event of a match having been decided by a bowl-out, been named in the team for that match, in an earlier round of the competition, or have been registered by their club with their Provincial Union to play cricket for that club by 31st May.

- e. CI's Event Technical Committee reserves the right to disqualify any team(s) from the Irish Senior Cup competition in the event of a breach of these player eligibility regulations.

3. **Playing Conditions**

It is the responsibility of all clubs to make sure that their officials and players understand the attached Playing Conditions.

4. **Match Arrangements**

Home clubs should make first contact with their visitors to confirm the match arrangements. Such contact should be made as soon as possible after the draw has been published on the CI website. Any delays in establishing contact or any problems with arrangements should be reported immediately by either club to the Tournament Director who should continue to be fully and promptly apprised of any continuing difficulties.

Please note that clubs are expected to fulfil all fixtures in this competition. Any team that fails to fulfil a fixture in this competition shall be excluded from the next Irish Senior Cup or National Cup competition for which they are eligible.

5. **Umpires**

For matches up to and including the quarter-finals the home team must contact the local Umpires' Association to appoint umpires, and the home team will be responsible for meeting the cost of providing both umpires for each match. The Tournament Director should be apprised of any problems in this regard. CI will arrange umpiring appointments for the Semi-finals and Final, and cover all related costs.

6. **Conduct of Supporters**

CI holds all competing clubs responsible for the behaviour of their players and also of their supporters both home and away. CI 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 CI's Disciplinary Regulations and will be applied at CI's discretion, in the interests of (a) natural justice and (b) the Spirit of Cricket. All decisions of CI, on appeal if necessary, will be final and binding in relation to the Irish Senior Cup and National Cup and all issues arising therefrom.

7. **Duration of Matches**

Matches (except the Final) must be arranged to start no later than 12:30pm but may commence earlier by mutual consent of the Clubs.

8. **Dates of Matches**

Matches in each round will be played on fixed dates as determined by CI.

9. **Replay Dates**

- a. Each round of the competition has a confirmed replay date. However, every effort must be made to complete matches on the originally scheduled date in accordance with the playing conditions.
- b. If, due to inclement weather, a match is not started on the original date, or starts but a result cannot be achieved, the following shall apply:
 - i. The match must be replayed on the published date.
 - ii. If a replay date is required, the venue for the replay will be the ground of the visiting team from the original match, providing the conditions of clause 10 (venues) below can be met. If they cannot, the replay will be played at the venue for the original match.
 - iii. A rescheduled match will be of 50 overs a side, except the playing regulations provide that if there are interruptions, a valid result can be obtained in matches reduced down to a minimum of 10 overs per side.

10. **Venues**

- a. A club must have a venue acceptable to CI in which to play their matches in the ISC, and such venue must have a grass pitch of a suitable standard. In the event that the home side wishes to play their match(es) at a venue that is not their regular home venue, the consent of the Tournament Director must be sought, but any venue so selected must be approved by the Provincial Union for competitive cricket.
- b. In the event that such venue is not of a high enough standard or does not have a grass pitch of a suitable standard, the Club concerned must either play their home matches at an alternative venue (as in a above) or forfeit home advantage to their opponent. Under either circumstance, the Club must confirm such arrangements with the Tournament Director, and their opponents.
- c. Subject to the provisions of this regulation, the venue of any match other than the final may be switched by mutual agreement of the clubs involved.

11. Duckworth-Lewis-Stern Method

The most up to date version of the Duckworth-Lewis-Stern Method software (**DLS Version 4**) 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 home club 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. Home Clubs 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.
- d. Where play is interrupted, and overs are lost, and the home club fails to provide the par score printouts as required above, it shall be deemed to have lost the match. In this case the umpires will award the match to the visiting team.

12. Clothing and equipment

- a. Matches are to be played using a white ball.
- b. Sight screens are to be painted black or entirely 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.)

13. Over-Rate Penalties

Over-rate penalties apply in this competition, details of which can be found within the Playing Conditions. Captains are encouraged to communicate regularly with the standing umpires with regards the cut-off time for the innings in progress.

Playing Conditions

Except as varied hereunder, the Laws of Cricket 2017 Code (2nd 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.

LAW 2 – THE UMPIRES

In addition to Law 2, the following shall apply:

2.13 – Signals

The following signals will additionally be used by the umpires:

- Free Hit – after signalling the No ball, the bowler's end umpire extends one arm straight upwards and moves it in a circular motion.
- Powerplay Over – by rotating his arm in a large circle.

LAW 3 – THE SCORERS

Law 3.1 shall apply, except that one scorer each shall be appointed by each competing team with one additional scorer to be appointed by CI who shall record the match on NV Play for the semi-finals and finals.

LAW 4 – THE BALL

In addition to Law 4, the following shall apply:

156g/5 ½ oz quartered white cricket balls will be used in all matches, and each club shall ensure that it has a supply of spare white balls available if required. CI will provide all cricket balls for the Final.

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.

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, except that in Law 9.8, non-turf pitches cannot be used in this competition.

LAW 10 – COVERING THE PITCH

Law 10 shall apply.

LAW 11 – THE INTERVALS

Laws 11.3, 11.5, 11.6, 11.7 and 11.9 shall not apply. Law 11.2.2 applies except that the time for the interval shall be 30 minutes which can be extended to 40 minutes if agreed to by the captains and the umpires at the toss, and Law 11.4 is amended as follows:

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, providing this does not lead to an interval occurring more than 30 minutes prior to the scheduled interval.
- 11.4.2 If the innings of the team batting first is completed more than 30 minutes prior to the scheduled interval, a 10-minute break will occur and the team batting second will commence its innings, and the interval will occur as scheduled.

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 3 hours 20 minutes each, separated by a 30 minute or 40 minute (by agreement) 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 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 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
- The number of overs available to each side shall be reduced by one for each full eight minutes of playing time lost, where the aggregate time lost exceeds 30 minutes. If play starts earlier than 12:30pm, then this 30-minute allowance shall be increased by the actual time played before 12:30pm.
 - *Example – if the start of the match is delayed by 75 minutes, 45 minutes playing time has been lost (75-30), meaning both innings are reduced to 45 overs (45/8 = 5 rounded down).*
 - 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 four minutes per over in respect of the actual playing time lost. Should the calculations result in a fraction of an over that fraction shall be ignored.
 - *Example – if 70 minutes of actual playing time is lost, that equates to 17 overs lost (70/4 = 17 ignoring fractions).*
 - 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.
 - *Example – if the first innings is completed 20 minutes earlier than previously scheduled (i.e. at 3:30pm against a scheduled time of 3:50pm), that 20 minutes of unused playing time can be counted as additional time if required (see 13.3 below). If 70 minutes of actual playing time were lost, then 12 overs would be lost (70-20 = 50 mins; 50 mins = 12 overs).*
- 13.2.2.3 To constitute a match, a minimum of 10 overs has 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 team batting first, unless the latter completed its innings in less than its allocated number of overs.
- 13.2.2.5 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.
- 13.2.2.6 Penalties shall apply for slow over rates (see playing condition 12.2).

13.3 Extra time

In matches scheduled to start at 12:30pm, 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. If a match is scheduled to begin prior to 12:30pm, then the playing time up to 12:30pm will also be counted as extra time in the event of play being suspended.

Example – if teams agree that a match starts at 12pm, then the 30 minutes by which the match started early shall count as additional extra time.

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 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 (Super Over– see appendix 3). If the umpires decide that it is not possible to play a Super Over, the result shall be decided by way of a bowl-out (see appendix 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 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 If the match is tied, the winner shall be determined by a Super Over (see appendix 3). If the umpires decide that it is not possible to play a Super Over, the result shall be decided by way of a bowl-out (see appendix 4).
- 16.2.4 In the originally scheduled match, a result can only be achieved if both teams have had the opportunity of facing a minimum of 10 overs. If a result cannot be achieved in the original match because both teams have not had an opportunity of facing a minimum of 10 overs, then the match shall be replayed on the published replay date.
- 16.2.5 In a replayed match, if a result cannot be achieved because both teams have not had the opportunity of facing a minimum of 10 overs, then the match shall be decided by a bowl-out (see appendix 4).

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

Except for Law 21.10, Law 21 shall apply and, in addition, 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.

LAW 22 – WIDE BALL

Law 22 shall apply, as does Law 22.1 subject to the following:

Law 22.1 Judging a Wide

- 22.1.1 Any delivery which passes down the leg-side (behind the body of the striker, standing in a normal guard position) will be interpreted as a form of negative bowling and shall be called a wide. For the sake of clarity, a ball that passes down the leg-side, but in between the striker and the leg stump, is not to be called wide since the striker has had a reasonable opportunity to play at the ball.
- 22.1.2 Any delivery that passes outside the wide guideline on the off-side (as detailed in Appendix 2), with the batsman in a normal guard position, should be called a wide
- 22.1.3 For clarity, if the batsman brings the ball sufficiently within his reach and the ball passes outside the wide guideline on the offside then it is not a wide. For example, a batsman moving to the off side as the bowler bowls, could bring the ball within their reach even though the ball passes outside the guideline on the offside of the wicket, and if they fail to make contact with the ball, the delivery should not be called a wide.
- 22.1.4 In extreme cases where the bowler delivers a ball and it passes wide of the return crease, then regardless of the movement of the striker and even if they bring the ball within reach, if no contact is made with the ball, then this delivery shall be called a wide (subject to it not being a no ball for reasons as detailed in Law 21)
- 22.1.5 The interpretation to be followed for calling a wide when a switch hit or reverse sweep is played, or the batsman gets into a position to play the shot and then aborts it shall be, from the moment the ball ceases to be dead, whenever a batsman has changed his grip and/or his stance (or feinted to do so) or has attempted a reverse sweep of switch hit, then he loses the tight definition of the leg-side wide and the wide guidelines are employed on both sides of the wicket, not just the off-side.

LAW 23 – BYE AND LEG BYE

Law 23 shall apply.

LAW 24 – FIELDER'S ABSENCE; SUBSTITUTES

Law 24 shall apply, subject to the following:

- 24.2.1 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 110 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.

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
 - In all three Powerplays, there may not be more than 5 fieldsmen on the leg side.
- 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 (Overs)	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 In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal 'No ball'.

LAW 29 – THE WICKET IS DOWN

Law 29 shall apply.

LAW 30 – BATSMAN OUT OF 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

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 (if present) or CI 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 41.7 – Bowling of dangerous and unfair non-pitching deliveries

Note that Law 41.7 now applies in full.

LAW 42 – PLAYERS' CONDUCT

Law 42 is replaced with the following:

42.1 Serious misconduct

- 42.1.1 The umpires shall act upon any serious misconduct. The relevant offences and the corresponding actions by the umpires are identified in playing condition 42.2.1 below. These offences correspond with Level 4 offences in CI's Disciplinary Regulations; level 1 to 3 offences will continue to be dealt with separately under CI's 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 reserve umpire (if one has been appointed to the match).
- 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 playing condition, the batsmen at the wicket may not deputise for their captain.

42.2 Law 42.5 – 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 process below shall be implemented:

- 42.2.3 The umpire shall call Time.
- 42.2.4 Together the umpires shall summon and inform the offending player's captain that an offence at this level has occurred.
- 42.2.5 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 the second innings if the incident has occurred in the first innings and his team is to bat second.
 - 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. If no further batsman is available to bat, the innings is completed.
- 42.2.6 As soon as is practicable, the umpire shall:
- Award five penalty runs to the opposing team
 - Signal the Level 4 penalty to the scorers
 - Call Play.
- 42.2.7 The umpires shall then report the matter under CI's Disciplinary Regulations

42.3 Law 42.6 – Captain refusing to remove a player from the field

- 42.3.1 If the captain refuses to carry out an instruction under 42.2.5, the umpires shall invoke Law 16.3.
- 42.3.2 If both captains refuse to carry out instructions under 42.2.5 in respect of the same incident, the umpires shall instruct the players to leave the field. The match is not concluded and shall be declared a no result.

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, 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.
- 42.4.2 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 clause 42.2.7 above.

APPENDICES TO THE PLAYING CONDITIONS

APPENDIX 1 – CI Young Cricketer Directives

These Directives are applicable to all competitions played under Cricket Ireland's auspices, and they apply to boys and girls. Any reference to he/his should be interpreted to include she/her. Age groups are based on the age of the player on 1 September in the year preceding the competition.

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

FIELDING DIRECTIVE

Fielders

No young player in the under 15 age group or younger shall be allowed to field closer than 8 yards (7.3m) from the middle stump, except behind the wicket on the off side, until the batsman has played at the ball. For those in the under 13 age group and below, the distance is 11 yards (10m). These minimum distances apply even if the player is wearing a head protector.

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

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

Wicket-keepers

Any wicket-keeper under the age of 18 (on the day of the match) must wear a head protector when standing up to the stumps. This applies to all speeds of bowling. Non-compliance with this Directive will result in the umpires stopping the game and instructing the wicketkeeper to put on a head protector, or stand back from the stumps. If non-compliance continues, the umpire should not allow the match to continue.

BOWLING DIRECTIVE

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

Directives for matches

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

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

If there is an interruption in play, whether scheduled or not, he will be allowed to count time off the field as part of his 'rest time'. During this interruption, the bowler may count every 7 minutes of the interruption as being equivalent to 1 over at each end. If play is interrupted for any reason for less than 40 minutes, any spell in progress at the time of the interruption can be continued

after the interruption up to the maximum number of overs per spell for the appropriate age group. In this case, the bowler cannot claim any time off the field as rest time and his spell will still be in progress even though play is suspended. If the spell is not continued after the interruption, the bowler cannot bowl again, from either end, until the equivalent number of overs to the length of his spell before the interruption has been bowled from the same end. If the interruption is of 40 minutes duration or more, whether scheduled or not, the bowler can commence a new spell immediately.

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

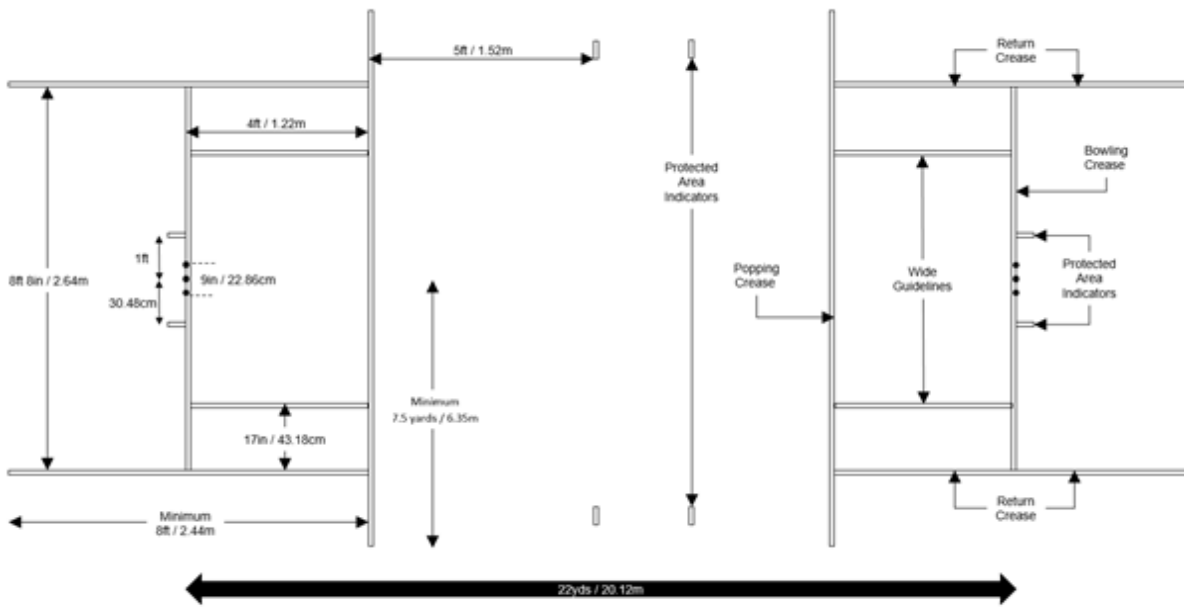
Umpires' responsibility

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

BATTING DIRECTIVE

Any batsman under the age of 18 (on the day of the match) must wear a helmet when batting. Non-compliance with this Directive will result in the umpires stopping the game immediately and instructing the batsman to put on a helmet. If non-compliance continues, the umpire should not allow the match to continue.

APPENDIX 2 – Pitch and Crease Markings



APPENDIX 3 – Procedure for a Super Over / One Over Per Side Eliminator

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

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.

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.

The umpires shall stand at the same end as that in which they finished the match.

The fielding team shall choose which end it bowls its over.

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.

Each team's over is played with the same fielding restrictions as applied for the last over the original match.

Any penalty time being served in the match shall be carried forward to the Super Over.

The team batting second in the match will bat first in the one over eliminator.

The loss of two wickets in the over ends the team's one over innings.

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.

If the Super Over is tied, then subsequent Super Overs will be played until there is a winner.

If a Super Over isn't possible, a Bowl out will take place to decide the winner.

TIED SUPER OVER- REPEATING THE SUPER OVER PROCEDURE

Subsequent Super Overs will take place 5 mins after the previous Super Over.

The team batting second in the previous Super Over will bat first in the subsequent Super Over.

The balls selected for use by each team in the previous Super Over, will be used in the subsequent Super Over.

The fielding team must bowl its over in the subsequent Super Over from the opposite end to which it bowled the previous Super Over.

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.**

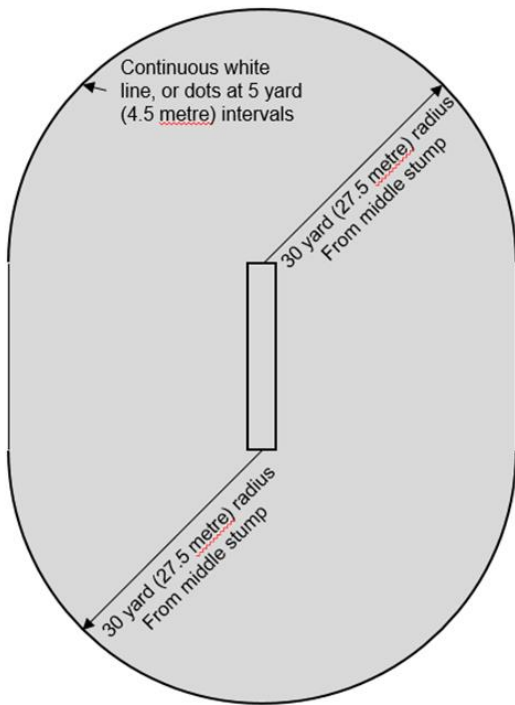
The bowler who bowled the over in the previous Super Over shall be ineligible to bowl the over in the subsequent Super Over.

Note: No bowler may bowl two consecutive overs in a match

APPENDIX 4 – Procedure for a Bowl-Out

- 1 Five players from each side will bowl one over-arm delivery at a wicket (conforming to Law 8) from a wicket (conforming to Law 8) pitched at a distance of 22 yards with, if practicable, bowling, popping and return creases (conforming to Law 7). Players from each team shall bowl alternately. The side which puts down the wicket (as defined in Law 29.1) most times shall be winner.
- 2 If the scores are equal, the same players shall bowl alternately, in the original order, on a 'sudden death' basis, until the tie is broken.
- 3 The umpires shall approve the balls to be used by both teams, which shall not be new ones.
- 4 A No ball or Wide ball shall count as a ball bowled. Under no circumstances can a No ball be regarded as having put down the wicket.
- 5 If the original match has started, the five cricketers to take part in the bowl-out must be selected from the original 11 players nominated. If there has been no play, the five cricketers may be selected from any of the club's eligible registered players.
- 6 No players shall be permitted to stand in front of or behind the wicket, or tend the wicket in any way, in order to act as a target for the bowlers. However, a player shall be permitted to stand back from the stumps to field the ball.

APPENDIX 5 – Restriction on the placement of fielders



APPENDIX 6 – Minimum venue requirements for the staging of Irish Senior Cup matches

Every effort must be made to ensure that all matches in the Irish Senior Cup are played at venues suitable for this competition and, where possible, on grass pitches. For a venue to be suitable for use in this competition, it must have been approved by its Provincial Union for the playing of competitive domestic matches and, as a minimum, must be able to provide the following facilities:

Pitches & Outfields:

The match pitch must be clearly distinguishable from the rest of the square

The match pitch must have been rolled and properly marked before the start of play.

The outfield must have been closely mown, with no noticeable grass cuttings, weeds, ruts, holes or hazards.

The fielding circle must be indicated, per the playing conditions above.

The boundary must be clearly marked, and visible to umpires from the pitch.

Scoreboard:

The scoreboard must, as a minimum, display the following:

Total runs

Wickets lost

Overs bowled and/or remaining

First Innings score and/or runs required to win

Facilities:

Separate changing rooms for home and away teams

A separate changing room for the umpires

A covered area for scorers to score the match from

Availability of toilet(s) for spectators, teams and match officials.