



ALL-IRELAND T20 CUP

Administrative Regulations

Tournament Director

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1. **Notification and Reporting**

- a. **Confirmation of entry into the competition** – Provincial Union Secretaries should notify the Tournament Director by 31st July 2018 of the team from their Provincial Unions who will be participating in the All-Ireland T20 Cup, with all three matches to be held on Saturday 18th August.
- b. **Captains' Reports** – All captains will be required to complete an online captain's report for each match. This report should be completed within seven days of the completion of the match. The report is intended as a means of assessing the quality of both officials and facilities being used for the competition, and your assistance in this matter is appreciated. To complete these captains' reports, log on to www.whostheumpire.net and complete the feedback form for the match.

2. **Eligibility**

- a. The competition will be open to all players who have been registered for their clubs in their respective Provincial Union competitions. Any club wishing to play a player in this competition must ensure he is confirmed as registered by their Provincial Union's registration committee (or similar authority).
- b. Any player banned by any of Cricket Ireland's affiliated Provincial Unions (LCU,MCU, NCU or NWCU), for an offence at Level 3 or above, will not be eligible to play in the competition 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.

3. **Playing Conditions**

It is the responsibility of all clubs to make sure that their officials and players understand the attached Playing Conditions. **New for 2018 – Please note that changes to the Laws of Cricket took effect from October 2017. Clubs and Players are asked to ensure that they are all fully aware of those changes.**

4. **Venues**

One semi-final and the Final will be played at Bready CC. The venue for the second semi-final is to be confirmed. Cricket Ireland will make all arrangements for all three matches. All three matches are scheduled for Saturday 18th August.

5. **Fulfilling fixtures**

Clubs are expected to fulfil all fixtures. Any team that fails to fulfil a fixture in this competition shall be excluded from the next All-Ireland T20 Cup for which they are eligible.

6. **Umpires**

Cricket Ireland will arrange umpiring appointments for the Semi-finals and Final, and cover all related costs.

7. **Conduct of Supporters**

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

of Cricket. All decisions of Cricket Ireland, on appeal if necessary, will be final and binding in relation to the All-Ireland T20 and all issues arising therefrom.

8. Replay Dates

All three matches will be completed on the day. Provision exists for bowl-outs if required.

9. Duckworth-Lewis-Stern Method

The most up to date version of the Duckworth-Lewis-Stern Method software (DLS Version 2) is to be used to determine the result of matches in which overs are lost. The following provisions shall apply:

- a. The host 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. Host 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 (as appointed by CI) 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.

10. Clothing and equipment

- a. Matches are to be played using a white ball.
- b. Sight screens are to be painted black or covered in a dark material.
- c. Playing shirts, sweaters, trousers and pads shall be coloured (other than white, cream or any light colour which is likely to make the sighting of a white ball difficult.)

11. 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) shall apply.

Note that Cricket Ireland's Young Cricketer Directives shall apply in this competition (see Appendix 1).

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.

LAW 3 – THE SCORERS

Law 3 shall apply.

LAW 4 – THE BALL

In addition to Law 4, the following shall apply:

Quartered white cricket balls will be used in all matches. CI will provide cricket balls for all three matches.

LAW 5 – THE BAT

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

LAW 6 – THE PITCH

Law 6 shall apply.

LAW 7 – THE CREASES

In addition to Law 7, the following shall apply:

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

LAW 8 – THE WICKETS

Law 8 shall apply.

LAW 9 – PREPARATION AND MAINTENANCE OF THE PLAYING AREA

Law 9 shall apply, 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 20 minutes, and Laws 11.4 and 11.8 are 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. In circumstances where the team bowling first has not bowled the allotted number of overs by the scheduled or rescheduled cessation time for the first innings, the umpires shall reduce the length of the interval by the amount of time that the first innings overran, to a minimum of 10 minutes.
- 11.4.2 Following a delay or interruption prior to the completion of the innings of the team batting first the umpires may, at their discretion, reduce the interval between innings to not less than 10 minutes. Such discretion should only be exercised after determining the adjusted overs per side based on a 20 minute interval. If having exercised this discretion, the rescheduled cessation time for the match is earlier than the latest possible finishing time, then these minutes should be deducted from the length of any interruption during the second innings before determining the overs remaining.

Law 11.8 – Intervals for drinks

- 11.8.1 No drinks intervals are permitted.
- 11.8.2 An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken on to the field without the permission of the umpires.

LAW 12 – START OF PLAY; CESSATION OF PLAY

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

12.1 Scheduled hours of play

- 12.1.1 Each match shall consist of two sessions of 1 hour 20 minutes each, separated by a 20 minute interval. Note also the availability of extra time, as outlined in playing condition 13.4.
- 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.
- 12.1.3 Timings for matches shall be as per the table below. Please note that the hours of play for the Final might be adjusted to allow both winning semi-finalists to prepare accordingly for the Final.

	Semi-Finals	Final
First Innings	11am to 12:20pm	4pm to 5:20pm
Interval	12:20pm to 12:40pm	5:20pm to 5:40pm
Second Innings	12:40 pm to 2pm	5:40pm to 7pm

12.2 Minimum over rates

- 12.2.1 All sides are expected to be in position to bowl the first ball of the last of their 20 overs within 1 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 20 overs.

13.2 Law 13.4 – The toss

The captains shall toss for the choice of innings on the field of play and in the presence of the umpires. The toss shall take place not earlier than 30, or earlier than 15 minutes before the scheduled or rescheduled start time for the match.

13.3 Length of Innings

13.3.1 Uninterrupted matches

- Each team shall bat for 20 overs, unless all out earlier.
- If the team fielding first fails to bowl the required number of overs by the scheduled time for the cessation of the first innings, play shall continue until the required number of overs have been bowled. The interval shall be reduced to enable the second innings to commence at the scheduled time. The team batting second shall receive its full quota of 20 overs, irrespective of the number of overs it bowled in the scheduled time for the cessation of the first innings.
- If the team batting first is dismissed in less than 20 overs, the team batting second shall be entitled to bat for 20 overs.
- If the team batting second fails to bowl its 20 overs by the scheduled cessation time, the hours of play shall be extended until the required number of overs have been bowled or a result is achieved.
- Penalties shall apply for slow over rates (see playing condition 12.2).

13.3.2 Delayed or interrupted matches

13.3.2.1 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.
 - *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 15 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).

13.3.2.2 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 50 minutes of actual playing time is lost, that equates to 12 overs lost (50/4 = 12 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.

13.3.2.3 To constitute a match, a minimum of 5 overs have to be bowled to the team batting second, subject to a result not being achieved earlier.

13.3.2.4 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.

13.3.2.5 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.

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

13.4 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. This period of extra time, or any unused balance of the 30 minutes is still available for use, if required, in the second innings.

13.5 Number of overs per bowler – New for 2018

13.5.1 No bowler shall bowl more than 4 overs in an innings.

13.5.2 In a delayed or interrupted match, where the overs are reduced for both teams, or for the team bowling second;

- For innings of rescheduled length of at least 10 overs, 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.
 - For innings of rescheduled length of between 5 and 9 overs, no bowler may bowl more than two overs.
- 13.5.3 In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

LAW 14 – THE FOLLOW-ON

Law 14 shall not apply

LAW 15 – DECLARATION AND FORFEITURE

Law 15 shall not apply

LAW 16 – THE RESULT

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

16.1 Uninterrupted matches

- 16.1.1 When there is no interruption in play, and when both teams have had the opportunity of batting for the same agreed number of overs, the team scoring the higher number of runs shall be the winner. In the event of scores being equal, then the team losing fewer wickets shall be the winner.
- 16.1.2 In the event that both runs scored and wickets lost are equal, then the winner shall be determined by a one over per side eliminator (OOPSE – see appendix 3). If the umpires decide that it is not possible to play an OOPSE, the result shall be decided by way of a bowl-out (see appendix 4).

16.2 Interrupted or reduced matches

- 16.2.1 If there is an interruption to one or both innings, then a revised target score will be set for the number of overs that the team batting second will have the opportunity of facing. This will be calculated using the Duckworth-Lewis-Stern method, and a table of par scores will be printed. The target set will always be a whole number, and scoring one run less than this target will constitute a Tie.
- 16.2.2 If the innings of the side batting second is suspended (with at least 5 overs bowled) and it is not possible for the match to be resumed, the match will be decided by comparison to the DLS 'Par Score', determined at the instant of the suspension by the DLS method. If the score is equal to the par score, then match is tied. Otherwise the result is a victory, or defeat, by the margin of runs by which the score exceed or falls short of the par score.
- 16.2.3 If the match is tied, the winner shall be determined by an OOPSE (see appendix 3). If the umpires decide that it is not possible to play an OOPSE, the result shall be decided by way of a bowl-out (see appendix 4).
- 16.2.4 A result can only be achieved if both teams have had the opportunity of facing a minimum of 5 overs. If a result cannot be achieved in the original match because both teams have not had an opportunity of facing a minimum of 5 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.
- 21.1.5 The umpires will signal a free hit by (after the normal No ball signal) extending one arm straight upwards and moving it in a circular motion.

LAW 22 – WIDE BALL

Law 22 shall apply, 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 or 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.

LAW 25 – BATSMAN'S INNINGS; RUNNERS

Law 25 shall apply.

LAW 26 – PRACTICE ON THE FIELD

Law 26 shall apply.

LAW 27 – THE WICKET-KEEPER

Law 27 shall apply.

LAW 28 – THE FIELDER

Law 28 shall apply, and in addition:

Law 28.4 Limitation of on side fielders is replaced by:

- 28.4.1 At the instant of delivery, there may not be more than 5 fieldsmen on the leg side.
- 28.4.2 At the instant of the bowler's delivery, there shall not be more than two fielder, other than the wicket-keeper, behind the popping crease on the on side. A fielder will be considered to be behind the popping creases unless the whole of his person, whether grounded or in the air, is in front of this line.
- 28.4.3 In the event of an infringement of this clause by any fielder, the striker's end umpire shall call and signal No ball.
- 28.4.4 In the event of the striker's end umpire failing to call and signal No ball when this clause 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.

The following shall also apply:

28.7 Restrictions on the placement of fieldsmen

- 28.7.1 In addition to the restrictions outlined in Law 28 and as above, 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.
- 28.7.2 Subject to 28.7.6 below, these additional fielding restrictions shall apply to the first six overs of each innings (Powerplay overs).
- 28.7.3 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 X). 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.
- 28.7.4 During the powerplay overs only two fieldsmen shall be permitted outside this fielding restriction area at the instant of delivery.
- 28.7.5 During the non-Powerplay overs, no more than 5 fieldsmen shall be permitted outside the fielding restriction area referred to in clause 28.7.3 above.
- 28.7.6 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.

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

- 28.7.7 If an innings is interrupted during an over and if, on the resumption of play, due to the reduced number of overs of the batting team, the required number of Powerplay overs have already been bowled, the remaining deliveries in the over to be completed shall not be subject to the fielding restrictions.
- 28.7.8 In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal No ball.

LAW 29 – THE WICKET IS DOWN

Law 29 shall apply.

LAW 30 – BATSMAN OUT OF 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, except that in 40.1.1 and 40.1.2 the period of 3 minutes is replaced by 1 minute 30 seconds.

LAW 41 – UNFAIR PLAY

Law 41 shall apply, subject to the following:

Law 41.6 – Bowling of dangerous and unfair short pitched deliveries

In addition to Law 41.6, the following shall apply:

- 41.6.1 A bowler shall be limited to one fast short-pitched delivery per over.
- 41.6.2 A fast short-pitched delivery is defined as a ball that passes or would have passed above the shoulder height of the striker standing upright at the popping crease.
- 41.6.3 The umpire at the bowler's end shall advise the bowler and the batsman on strike when each fast short-pitched delivery has been bowled.
- 41.6.1 In addition, for the purpose of this playing condition and subject to 41.6.6 below, a ball that passes above head height of the batsman that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a Wide. Note that Law 21.10 does not apply.
- 41.6.2 For the avoidance of doubt any fast short-pitched delivery that is called Wide under this playing condition shall also count as the one permitted short pitched delivery in the over.

- 41.6.3 In the event of a bowler bowling more than one fast short-pitched delivery in an over as defined in playing condition 41.6.2 above, the umpire at the bowler's end shall and signal No ball on each occasion.
- 41.6.4 If a bowler delivers a second fast short-pitched ball in an over the umpire, after the call of No ball and when the ball is dead, shall caution the bowler, inform the other umpire, the captain of the fielding side and the batsman at the wicket of what has occurred. This caution shall apply throughout the innings.
- 41.6.5 If there is a second instance of a bowler being no balled in the innings for bowling more than one fast short-pitched delivery in an over, the umpire shall advise the bowler that this is his final warning for the innings.
- 41.6.6 Should there be any further instance by the same bowler in that innings, the umpire shall call and signal No ball, and when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed the next over, or part thereof.
- 41.6.7 The bowler thus taken off shall not be allowed to bowl again in that innings.
- 41.6.8 The umpire will report the occurrence to the other umpire, the batsmen at the wicket and, as soon as practicable, the captain of the batting side.
- 41.6.9 The umpires will then report the matter to CI, who shall take such action as is considered appropriate against the captain and the bowler concerned.

Law 41.7 – Bowling of dangerous and unfair non-pitching deliveries

Law 41.7 is replaced by:

- 41.7.1 Any delivery, which passes or would have passed on the full above waist height of the striker, standing upright at the popping crease is deemed unfair, whether or not it is likely to inflict physical injury on the striker. In the event of a bowler bowling a high full-pitched ball, the umpire at the bowler's end shall call and signal No ball.
- 41.7.2 If, in the opinion of the umpire, such a delivery is considered likely to inflict physical injury on the batsman, the umpire at the bowler's end shall, in addition to calling and signalling No ball, when the ball is dead, caution the bowler and issue a first and final warning. The umpire shall inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred.
- 41.7.3 Should there be any further instance (where a high full-pitched ball is bowled and is considered likely to inflict physical injury on the batsman) by the same bowler in that innings, the umpire shall, in addition to calling and signalling No ball, when the ball is dead, direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed the next over, or part thereof.
- 41.7.4 The bowler thus taken off shall not be allowed to bowl again in that innings.
- 41.7.5 The umpire will report the occurrence to the other umpire, the batsmen at the wicket and, as soon as practicable, the captain of the batting side.
- 41.7.6 The umpires will then report the matter to CI, who shall take such action as is considered appropriate against the captain and the bowler concerned.
- 41.7.7 Note that the warning sequence outlined here in 41.7 is independent of the warning sequence outlined in 41.6 above.

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.

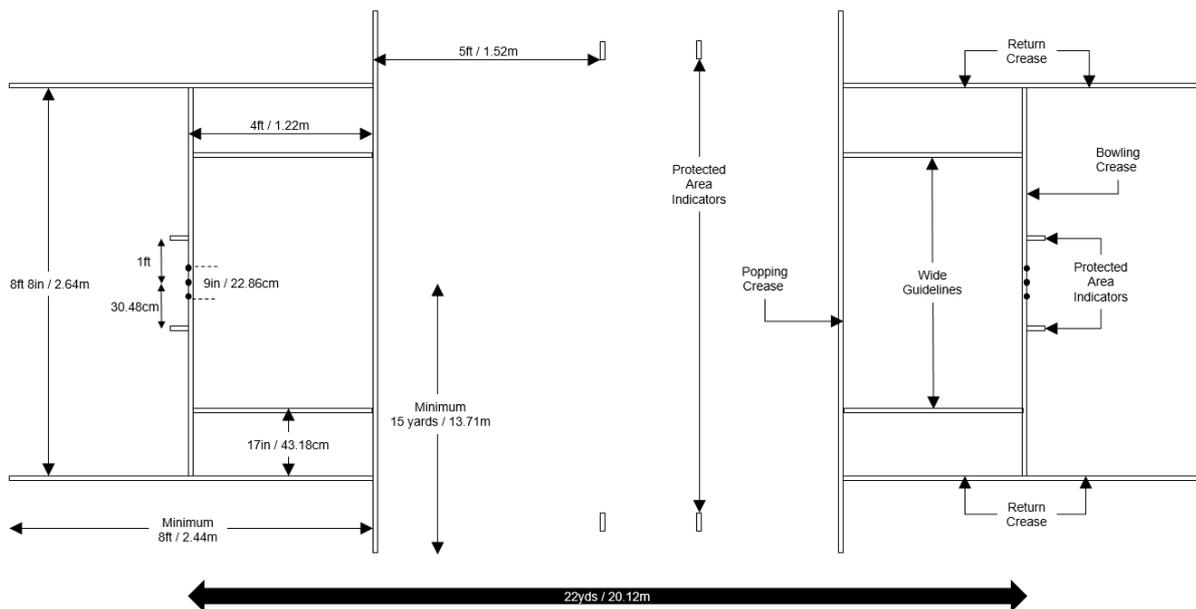
Umpires' responsibility

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 One Over Per Side Eliminator (OOPSE)

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

- 1 The OOPSE will take place as soon as possible on the pitch allocated for the match, unless otherwise determined by the umpires in consultation with the ground authority.
- 2 Prior to the commencement of the OOPSE, each team will nominate three batsmen and one bowler to the umpires, and only nominated players in the main match may participate in the one over per side eliminator.
- 3 The umpires shall stand at the same end as that in which they finished the match, and they shall choose from which end bowling will take place for both teams.
- 4 If a fielder returned to the field of play following an absence in the main match, and is unable to bowl in accordance with Law 2.5(c), then any remaining time to be served in the main match shall be carried forward to the one over per side eliminator.
- 5 Each team's over is played with the same fielding restrictions as apply for Powerplay 3.
- 6 The team batting second in the match will bat first in the one over eliminator.
- 7 The same ball (or a ball of similar age if the original ball is out of shape or lost) used at the end of each team's respective innings shall be used in each team's respective OOPSE over.
- 8 The loss of two wickets in the over ends the team's one over innings.
- 9 In the event of the teams having the same score after the one over per side eliminator has been completed, if the original match was a tie under the DLS method, clause 10 below immediately applies. Otherwise, the team whose batsmen hit the most number of boundary sixes combined from its two innings in both the main match and the OOPSE shall be the winner. If the number of boundary sixes hit by both teams is equal, then the team that hit the most boundary fours in both innings combined shall be the winner; if still equal the team who took more combined wickets in the main match and OOPSE shall be the winner.
- 10 If still equal, a count-back from the final ball of the OOPSE shall be conducted. The team with the higher scoring delivery shall be the winner. If a team loses two wickets during its over, then any unbowled deliveries will be counted as dot balls. Note that for this purpose, the runs scored from a delivery is defined as the total team runs scored since the completion of the previous legitimate ball, i.e. including any runs resulting from Wides, No balls or penalty runs.

Example:

RUNS SCORED FROM:	TEAM 1	TEAM 2
BALL 6	1	1
BALL 5	4	4
BALL 4	2	1
BALL 3	6	2
BALL 2	0	1
BALL 1	2	6

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

APPENDIX 4 – Procedure for a Bowl-Out

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

