

Graham Cup Rules (2018)

1. The cup shall be competed for annually on a knock-out basis. The Competitions Directorate shall control the competition and shall appoint an Honorary Cup Secretary to organise it.
2. All club players shall be registered in writing with the General Secretary before playing in the competition. No player shall play in the competition for more than one club in the same season. A player whose normal club has not entered may be specially registered by another club for this competition only, but only one specially registered player may play for a side in any match. Teams shall ensure that all their players are under 15 (girls under 17) on 1st September in the year before competition. Any team using a player over the age limit shall be disqualified.
3. The pitch, wickets and ball used shall be the dimension specified in the laws of cricket for adult cricket (i.e. pitch 22 yards; ball 5.5 ozs; stumps 28 inches. The maximum boundary shall be 50 yards.
4. A fielding circle as described in bye-law (h) shall be marked on the field of play. The radius of the fielding circle shall be 30 yards. At the instant of delivery, a minimum of four fieldsmen (plus the bowler and wicket-keeper) shall be within this area.
5. All matches shall be played on the dates published in the Fixture Book, the first-named team having choice of ground, except that:
 - (a) if both teams agree, a match may be played on an earlier date; and
 - (b) a match not started owing to rain or other unavoidable cause shall be played on the following Friday (or earlier if both teams agree), the visiting team if it has travelled having choice of ground.
 - (c) It is the responsibility of the Home team to arrange a fixture. If the clubs cannot agree a date the Competition Secretary will set a date.

Any match up to the semi-finals not started by the Friday following that published in the Fixture Book shall be decided by a bowl-out (Five players from each side shall bowl at a set of unguarded stumps. If the scores are still level the bowl-out will continue with the original bowlers bowling alternately until one side has scored more hits than the other from the same number of bowls).

Any team failing to fulfil a match, except for a reason beyond its control, shall be deemed to have lost the match.

6. All matches shall consist of one innings per side and each innings shall be a maximum of 30 overs. The maximum number of overs may be reduced if both clubs agree and no bowler may bowl more than one-fifth of the agreed number of overs. The team which scores the greater number of runs shall be the winner.

7. Where a match in the first and second rounds ends prematurely due to weather interruptions, the result will be calculated on the basis of the run rate per over achieved by each side, provided that each innings has reached a minimum of 10 overs. In the quarter-finals and later stages the match shall be replayed.
8. In a tied match, the winner shall be the team losing fewer wickets. If both teams have lost the same number of wickets a 'golden over' as per the knock-out stages of the league competitions shall be played'.
9. In the semi-finals the first named team shall have home advantage. A semi-final not played by reason of weather, or other reason by agreement of the Competition Secretary, shall be rearranged on a date set by the Competition Secretary. In the event of undue delay in completing a semi-final tie, the match shall be decided by lot carried out by the Competition Secretary.
10. If any match, other than the Final, starts but is not completed on the day(s) arranged it shall be continued on the next and each succeeding weekday (Saturday excepted) until a result is reached. In such cases play shall start no later than 6.30 p.m.
11. The Honorary Match Secretary of the winning team shall notify the Honorary Cup Secretary of the result of every match within four days of the scheduled date of the match, using an official Result Form, text or email.
12. In matches other than the Final a responsible official of each team shall act as Umpire. In the Final Official Umpires shall be appointed.
13. The Final shall be played as an afternoon match on a ground decided by the Competitions Directorate, the starting time and continuation arrangements being as specified by the Honorary Cup Secretary.

BANOGE (Under 13) CUP RULES

1. Eligibility – Boys Under 13 and girls U15 on 1st September in the year before competition.
2. 19.5-yard pitch and 4.75 oz. Ball.
3. Each innings shall be a maximum of 20 overs, each bowler is limited to a maximum of 1/5 of the agreed overs.
4. Boundaries shall be a maximum of 40 yards.
A fielding circle as described in bye-law (h) shall be marked on the field of play. The radius of the fielding circle shall be 20 yards. At the instant of delivery, a minimum of four fieldsmen (plus the bowler and wicket-keeper) shall be within this area.
5. Results are to be notified by the **WINNING** team to the Competition Secretary within four days of the scheduled date of the match, using an official Result Form, text or email.
6. All matches shall be played on the dates published in the Fixture Book, the first named team having choice of ground, except that:
 - (a) if both teams agree, a match may be played on earlier date; and
 - (b) a match not started owing to rain or other unavoidable cause shall be played on the following Friday (or earlier if both teams agree), the visiting team if it has travelled having choice of ground.
 - (c) it is the responsibility of the Home team to arrange a fixture. If the clubs cannot agree a date the Competitions Secretary will set a date.

Any match up to the semi-finals not started by the Friday following that published in the Fixture Book shall be decided by a bowl-out (Five players from each side shall bowl at a set of unguarded stumps. If the scores are still level the bowl-out will continue with the original bowlers bowling alternately until one side has scored more hits than the other from the same number of balls).

Any team failing to fulfil a match, except for a reason beyond its control, shall be deemed to have lost the match.

7. Where a match in the first and second rounds ends prematurely due to weather interruptions, the result will be calculated on the basis of the run rate per over achieved by each side, provided that each innings has reached a minimum of 10 overs.
In the quarter-finals and later stages the match shall be replayed.
8. In a tied match up to and including the semi-finals the winner shall be the team losing fewer wickets. If both teams have lost the same number of wickets a 'golden over' as per the knock-out stages of the league competitions will be played.
9. In the Semi-Finals the first named team shall have home advantage. A Semi-Final not played by reason of weather, or other reason by agreement of the Competition Secretary, shall be rearranged on a date set by the Competition Secretary. In the event of undue

delay in completing a Semi-Final tie, the match shall be decided by lot carried out by the Competition Secretary.

10. If any match, other than the Final, starts but is not completed on the day(s) arranged it shall be continued on the next and each succeeding weekday (Saturday excepted) until a result is reached. In such cases play shall start no later than 6.30 p.m.
11. Official Umpires will be appointed to the Final. If the Final is postponed by reason of weather or ground conditions, the Competition Secretary shall set a date for the rearrangement. In the event of a tie the trophy shall be shared, and the team to advance to the All-Ireland stages shall be determined as for a tied Semi-Final. In the event of undue delay in completing the Final, the trophy will not be awarded and the team to advance to the All-Ireland stages will be decided by lot carried out by the Competition Secretary.
12. The competing teams in the final shall toss a coin to decide choice of venue.

QUOILE (Under 11) CUP RULES

1. Eligibility – Boys Under 11 and girls U13 on 1st September in the year before competition.
2. 17.5- yard wicket and 4.75 oz. Ball.
3. Each innings shall be a maximum of 20 overs, each bowler is limited to a maximum of 1/5 of the agreed overs.
4. Boundaries shall be a maximum of 30 yards.
A fielding circle as described in bye-law (h) shall be marked on the field of play. The radius of the fielding circle shall be 20 yards. At the instant of delivery, a minimum of four fieldsmen (plus the bowler and wicket-keeper) shall be within this area.
5. Results are to be notified by the **WINNING** team to the Competition Secretary within four days of the scheduled date of the match, using an official Result Form, text or email.
6. All matches shall be played on the dates published in the Fixture Book, the first-named team having choice of ground, except that:
 - (a) if both teams agree, a match may be played on an earlier date; and
 - (b) a match not started owing to rain or other unavoidable cause shall be played on the following Friday (or earlier if both teams agree), the visiting team if it has travelled having choice of ground.
 - (c) It is the responsibility of the Home team to arrange a fixture. If the clubs cannot agree a date the Competition Secretary will set a date.

Any match up to the semi-finals not started by the Friday following that published in the Fixture Book shall be decided by a bowl-out (Five players from each side shall bowl at a set of unguarded stumps. If the scores are still level the bowl-out will continue with the original bowlers bowling alternately until one side has scored more hits than the other from the same number of balls).

Any team failing to fulfil a match, except for a reason beyond its control, shall be deemed to have lost the match.

7. Where a match in the first and second rounds ends prematurely due to weather interruptions, the result will be calculated on the basis of the run rate per over achieved by each side, provided that each innings has reached a minimum of 10 overs.
In the quarter-finals and later stages the match shall be replayed.
8. In a tied match, the winner shall be the team losing fewer wickets. If both teams have lost the same number of wickets a 'golden over' as per the knock-out stages of the league competitions shall be played.
9. The venue for the Quoile Cup Final will be Derriaghy CC.

10. If any match, other than the Final, starts but is not completed on the day(s) arranged it shall be continued on the next and each succeeding weekday (Saturday excepted) until a result is reached. In such cases play shall start no later than 6.30 p.m.

YOUNG CRICKETER DIRECTIVES 2018

These Directives are applicable to all competitions played under the Northern Cricket Union'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 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.

MINIMUM AGE

For young cricketers to play adult cricket they must be in second year of secondary education. The only exception would be that they are in the Union's reduced U13 inter-provincial squad. They must be in the named squad at the end of the RDS sessions in the spring leading into the summer. They must also be in secondary school education.

If any young cricketer in first year of secondary education is selected to play in adult cricket the club must obtain Union approval by writing to the General Secretary identifying the circumstances. The club must also ensure that all aspects of the Safeguarding Children guidelines are adhered to.

This ruling applies to young cricketers playing in women's cricket.

It is strongly recommended that a parent, guardian or other identified responsible adult is present whenever a player in the Under 13 age group or younger plays in an adult match. This could include the captain or other identified adult player taking responsibility for the young player.