



## IRISH SENIOR CUP (FOR THE BOB KERR TROPHY)

### 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 1<sup>st</sup> December in any year of the teams from their Provincial Unions who will be participating in the competition in the following season.
- b. **Reporting of Results** – All home teams should confirm with the Tournament Director in advance of all the match arrangements. In addition all winning clubs must communicate match results, with all sections fully completed, on a Results Form to **BOTH** the Tournament Director (details above) **AND** John Boomer either by email to [j.boomer@ntlworld.com](mailto:j.boomer@ntlworld.com), by post to 4 Stormont Park, Belfast BT4 3GX or by fax to 028 9087 6228. In addition, the home club must return a DLS Report, if DLS has been used to determine the result of the match, within seven days to both individuals as above. A paper copy of the results sheet can be found on page 18, alternatively an electronic copy is available on the CI website.  
Please note that failure to return result forms and/or DLS forms within seven days of the conclusion of the match will result in an automatic fine to the club of €40/£30. Clubs who have been fined on this basis shall be barred from competing in subsequent years' competitions (Irish Senior Cup and National Cup) until such fines are paid up in full.
- c. **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](http://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 the Irish Senior Cup must ensure he is confirmed as registered by their Provincial Union's registration committee (or similar authority).
- b. A player is only eligible to play for one club in the Irish Senior Cup and 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 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 ISC 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 31<sup>st</sup> May 2018.

- e. Cricket Ireland's Event Technical Committee reserves the right to disqualify any team(s) from the Irish Senior Cup or National Cup competitions 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. **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. **Final**

The venue for the 2018 Final will be NICSSA, Stormont and is scheduled for Saturday 1<sup>st</sup> September, starting at 11:30am. Cricket Ireland will make all arrangements for the Final. Note that there will be some variations to the Playing Conditions for the Final, but these will be communicated to the competing teams in advance of the match. The reserve date for the Final is Saturday 8<sup>th</sup> September.

5. **Match Arrangements**

Home clubs should make first contact with their visitors to confirm the match arrangements. Such contact should be made within one week of the draw being published on the Cricket Ireland 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.

6. **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. 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 Irish Senior Cup and all issues arising therefrom.

8. **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.

9. **Dates of Matches**

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

10. **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 11 (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.

11. **Venues**

- a. A club must have a venue acceptable to Cricket Ireland 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.

#### 12. **Duckworth-Lewis-Stern Method**

The most up to date version of the Duckworth-Lewis-Stern Method software (DLS Version 2) is to be used to determine the result of matches in which overs are lost – please contact your Provincial Union Secretary if you have not received this new software. The following provisions shall apply:

- a. The 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.

#### 13. **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.)

#### 14. **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.
- Powerplay Over – by rotating his arm in a large circle.

### **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, 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.

### **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 30 minutes, 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 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 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 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).
- 13.2.1.2 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).*
- 13.2.1.3 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.
- 13.2.1.4 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.
- 13.2.1.5 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.
- 13.2.1.6 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 (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 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 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 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 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, subject to the following:

### **28.1 Restrictions on the placement of fieldsmen**

In addition to the restrictions outlined in Law 28.4, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply are set out as follows:

- 28.1.1 Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field. (see Appendix 5). The fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5 yard (4.57 metres) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter. These discs shall not be fixed to the ground by means of a nail or other such sharp object.
- 28.1.2 At the instant of delivery:
- Powerplay 1 - no more than two (2) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 1 to 10 inclusive.



- Powerplay 2 - no more than four (4) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 11 to 40 inclusive
- Powerplay 3 - no more than five (5) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 41 to 50 inclusive

28.1.3 In circumstances when the number of overs of the batting team is reduced, the number of overs within each powerplay shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the first and second innings of the match.

Innings duration (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**

Law 41.6 is replaced by:

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

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

#### **Law 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**

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

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

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

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

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

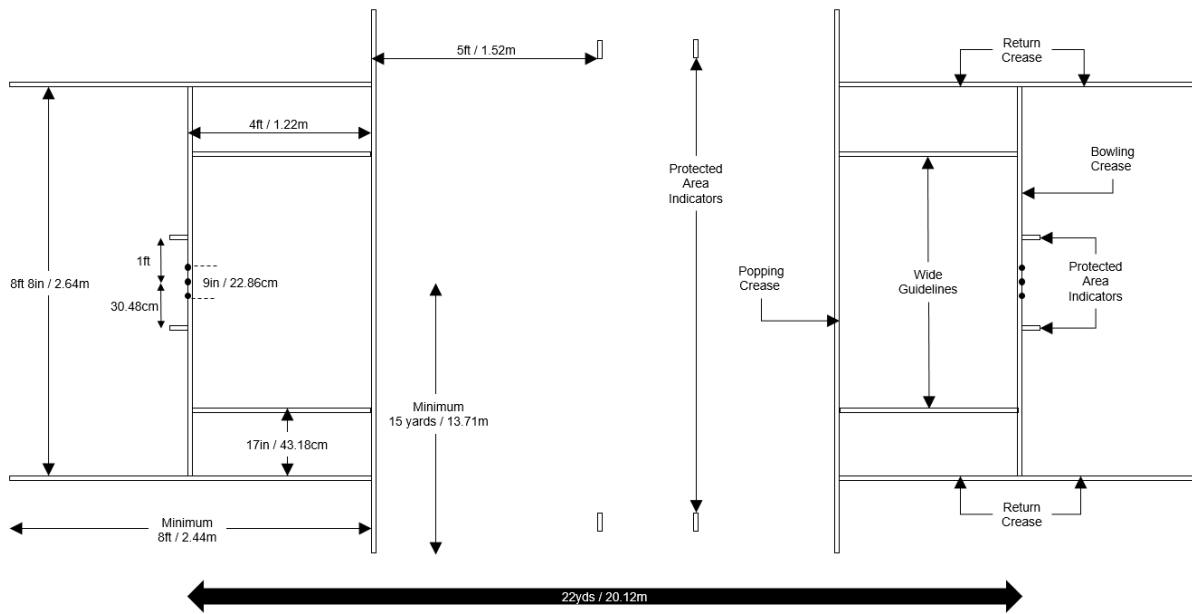
#### **Umpires' responsibility**

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

#### **BATTING DIRECTIVE**

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

## APPENDIX 2 – Pitch and Crease Markings



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

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

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

Example:

<b>RUNS SCORED FROM:</b>	<b>TEAM 1</b>	<b>TEAM 2</b>
<b>BALL 6</b>	1	1
<b>BALL 5</b>	4	4
<b>BALL 4</b>	2	1
<b>BALL 3</b>	6	2
<b>BALL 2</b>	0	1
<b>BALL 1</b>	2	6

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

#### APPENDIX 4 – 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

