



## 2025 NATIONAL CUP

### Tournament Director

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### 1. Notification and Reporting

- a. **Confirmation of entry into the competition** – Provincial Unions should notify the Tournament Director by 1<sup>st</sup> of December in any year of the teams from their Provincial Unions who will be participating in the competition in the following season.
- b. Provincial Unions reserve the right to withdraw any of their competing teams at their discretion.
- c. **Reporting of Results & Incidents** – All home teams must score online via NV Play.
- d. The draw will be completed on the Tuesday and released publicly on the Wednesday following the scheduled round.
- e. If there was an incident at the match which needs to be reported, please email the Tournament Director as notification to ensure the issue is looked at as soon as possible.

### 2. Eligibility

- a. The competition will be open to all players who have been registered for their clubs in their qualifying Provincial Union competitions. Any club wishing to play a player in the Irish National Cup must ensure they are confirmed as registered by their Provincial Union.
- b. Once a player plays their first game for a club in the Irish Senior Cup, National Cup, Men's All-Ireland T20 Semi-Final or Final, they will be ineligible to play for any other club in those competitions for that season.
- c. Any player currently banned by any of CI's affiliated Provincial Unions (CL, MCU, NCU, NWCUC, CCU), for an offence at Level 3 or above, will not be eligible to play in the ISC or NC for any club while the ban is in place, irrespective of the nature of the ban, i.e., period of time or number of matches. In cases of uncertainty or confusion as to the category of offence being punished, clubs should seek advice from their Provincial Union, 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.
- e. CI recognise the complexities of cross-border travel and the varying regulations beyond our control. All players and clubs must ensure they meet the necessary eligibility requirements for travel between ROI and UK.

Noting that while we strive to create an inclusive and accessible competition for all, logistical and regulatory constraints mean that requests to relocate fixtures from Northern Ireland to the Republic of Ireland due to individual travel restrictions cannot be accommodated to maintain the integrity of the competition.

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

### 3. Playing Conditions

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

#### 4. Match Arrangements

Home clubs should make first contact with their visitors to confirm the match arrangements. Such contact should be made as soon as possible after the draw has been published on the CI website.

Any delays in establishing contact or any problems with arrangements should be reported immediately by either club to the Tournament Director who should continue to be fully and promptly apprised of any continuing difficulties.

Please note that clubs are expected to fulfil all fixtures in this competition. Any team that fails to fulfil a fixture in this competition shall be excluded from the next Irish Senior Cup, or National Cup or Men's/Women's All-Ireland T20 competition for which they are eligible.

#### 5. Umpires

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

#### 6. Conduct of Players & Supporters

CI holds all competing clubs responsible for the behaviour of their players and also of their supporters both home and away. Team captains are responsible for ensuring that these Playing Conditions, the Spirit of Cricket, the Laws of Cricket and the CI Disciplinary Regulations are adhered to.

CI Disciplinary Regulations will apply in the event of any party facing charges of having been in breach of these regulations.. The rights of hearing and appeal will be in line with the Regulations and will be applied at the discretion of the CI Disciplinary Committee, in the interests of (a) natural justice and (b) the Spirit of Cricket. All decisions by the Committee, on appeal if necessary, will be final and binding in relation to the Irish Senior Cup, National Cup and AIT20 Cups and all issues arising therefrom.

#### 7. Match Start Time

Matches (except the Final) must be arranged to start no later than 1:30pm but may commence earlier by mutual consent of the Clubs.

#### 8. Dates of Matches

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

#### 9. Replay Dates

- a. Each round of the competition has a confirmed replay date. However, every effort must be made to complete matches on the originally scheduled date in accordance with the playing conditions.
- b. If, due to inclement weather, a match is not started on the original date, or starts but a result cannot be achieved, the following shall apply:
  - i. The match must be replayed on the published date.
  - ii. If a replay date is required, the venue for the replay will be the ground of the visiting team from the original match, providing the conditions of Appendix 6 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 40 overs a side, except the playing regulations provide that if there are interruptions, a valid result can be obtained in matches reduced down to a minimum of 10 overs per side.

#### 10. Venues

- a. Every effort must be made to ensure that all matches in the National Cup are played at venues suitable for this competition and, where possible, on grass pitches. For a venue to be suitable for use in this competition, it must have been approved by its Provincial Union for the playing of competitive domestic matches and, as a minimum, must be able to provide the facilities as detailed in appendix 6.
- b. In the event that such venue cannot provide these facilities, the club concerned must either play their home matches at an alternative venue or forfeit home advantage to their opponent. Under either circumstance, the club must confirm such arrangements with the Tournament Director.
- c. If a club has no grass pitch, but does have an artificial surface, the match may be played on the artificial surface, providing that the club concerned has advised the Tournament Director and the visiting team of this fact.

- d. Visiting teams scheduled to play at a venue with both a grass pitch and an artificial surface are asked to travel and be prepared to play on either surface.
- e. Umpires are encouraged to make best efforts to complete the match on the original date – if required, the match can be played on an artificial surface, if the grass pitch is unplayable but the rest of the ground is fit for play.
- f. Subject to the provisions of this regulation, the venue of any match other than the final may be switched by mutual agreement of the clubs involved.

#### 11. Duckworth-Lewis-Stern Method

The most up to date version of the Duckworth-Lewis-Stern Method software (**DLS Version 5.0**) is to be used to determine the result of matches in which overs are lost – please contact your Provincial Union if you have not received this new software. The following provisions shall apply:

- a. The home club shall ensure that there is available at the ground a computer loaded with the necessary software, a compatible and operational printer with a sufficient supply of paper and ink, and a proficient operator. Home Clubs should also ensure that the relevant hardware and software are operational before the start of the match.
- b. Prior to the scheduled commencement of the second innings, and at any subsequent interruption that results in overs being lost, the DLS operator shall produce an up-to-date par score printout, and shall provide copies to each captain, the umpires and the scorers. For the avoidance of doubt, DLS sheets should be issued to both teams and the umpires prior to the scheduled (or rescheduled) time for the start of the second innings. This applies even if conditions of GWL mean it is unlikely that DLS shall be required during the match. ‘
- c. At each interruption of play in the second innings where overs are lost the umpires shall inform the operator of the number of overs lost, allowing sufficient time before play is due to recommence for the production and distribution of the par score printouts. Umpires should allow no more than 10 minutes for the reprinting and distribution of new sheets to be completed.
- d. Where play is interrupted, and overs are lost, and the home club fails to provide the par score printouts as required above, it shall be deemed to have lost the match. In this case the umpires will award the match to the visiting team.

#### 12. Clothing & Equipment

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

#### 13. Over-Rate Penalties

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

## **Playing Conditions**

Except as varied hereunder, the Laws of Cricket 2017 Code (3rd edition 2022) shall apply.  
Note that Cricket Ireland's Young Cricketer and Head Protector Directives shall apply in this competition.

### **LAW 1 – THE PLAYERS**

Law 1 shall apply.

### **LAW 2 – THE UMPIRES**

In addition to Law 2, the following shall apply:

#### **2.13 – Signals**

The following signals will additionally be used by the umpires:

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

### **LAW 3 – THE SCORERS**

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

### **LAW 4 – THE BALL**

In addition to Law 4, the following shall apply:

For all matches up to and including the Quarter-Finals, each fielding team shall have one new ball for its innings.

Each club shall ensure that it has a supply of 6 spare white balls of the same brand as presented at the toss is available if required with more 156g/5 ½ oz quartered white cricket balls to be available if required.

In the Semi-Finals and Final, CI will provide all cricket balls (new and replacements) where the below will apply. each fielding team shall have two new balls for its innings, to be used in alternate overs, i.e. one from each end. In a match reduced to 20 overs or less per side before the first innings commences, each fielding team shall have only one new ball for its innings.

### **LAW 5 – THE BAT**

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

### **LAW 6 – THE PITCH**

Law 6 shall apply.

### **LAW 7 – THE CREASES**

In addition to Law 7, the following shall apply:

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

### **LAW 8 – THE WICKETS**

Law 8 shall apply.

### **LAW 9 – PREPARATION AND MAINTENANCE OF THE PLAYING AREA**

Law 9 shall apply

### **LAW 10 – COVERING THE PITCH**

Law 10 shall apply.

## LAW 11 – THE INTERVALS

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

Law 11.4 is replaced by:

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

**Note:** The length of the Interval may be reduced by the umpires should exceptional circumstances arise. However, the minimum length of interval shall not be less than 10 minutes.

## 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 2 hours 40 minutes each, separated by a 30 minute or 40 minute (by agreement) interval. Note also the availability of extra time, as outlined in playing condition 13.3.
- 12.1.2 If, in the sole opinion of the umpires, there have been delays beyond the control of the fielding side e.g. injury, lost ball etc, they may extend the cessation time by an equivalent amount of time to allow for such delays. Any time so added by the umpires shall be at their sole discretion and shall not be subject to retrospective negotiation.

### 12.2 Minimum over rates

12.2.1 The fielding side shall be in position to bowl the first ball of the final over of the innings by the scheduled (or re-scheduled) cessation time for the innings (calculated in accordance with clause 13.2). In delayed or interrupted matches where there has been a reduction of 3 or more overs pursuant to clause 13.2.2, the fielding side shall be in position to bowl the first ball of the penultimate over of the innings by the scheduled (or re-scheduled) cessation time for the innings.

12.2.2 Where this requirement is not met, clause 28.1 shall be varied and from the start of the next over after the point in time at which the cessation time is reached (and for the remainder of the innings) no more than 4 fielders shall be permitted outside the fielding restriction area referred to in clause 28.1.

12.2.3 Clause 12.2.2 shall not apply where a side's innings is completed prior to the scheduled (or re-scheduled) cessation time for the innings.

## 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 40 overs.

### 13.2 Length of Innings

#### 13.2.1 Uninterrupted matches

- 13.2.1.1 Each team shall bat for 40 overs, unless all out earlier.
- 13.2.1.2 If the team fielding first fails to bowl the required number of overs by the scheduled time for the cessation of the first innings, play shall continue until the required number of overs have been bowled. The team batting second shall receive its full quota of 40 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 40 overs, the team batting second shall be entitled to bat for 40 overs.
- 13.2.1.4 If the team batting second fails to bowl its 40 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 1:30pm, then this 30-minute allowance shall be increased by the actual time played before 1:30pm.
    - *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 35 overs (45/8 = 5 rounded down).*

- If the team fielding first fails to bowl the required number of overs by the scheduled time for the cessation of the first innings, play shall continue until the required number of overs have been bowled, or the innings is completed.
  - Penalties shall apply for slow over rates (see playing condition 12.2).
- 13.2.2.2 Delays or interruptions to the team batting second
- When playing time has been lost and, as a result, it is not possible for the team batting second to have the opportunity to receive 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.
  - 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.
- 13.2.2.3 To constitute a match, a minimum of 10 overs has to be bowled to the team batting second, subject to a result not being achieved earlier.
- 13.2.2.4 The team batting second shall not bat for a greater number of overs than the team batting first, unless the latter completed its innings in less than its allocated number of overs.
- 13.2.2.5 If the team fielding second fails to bowl the required number of overs by the scheduled time for the cessation of the second innings, play shall continue until the required number of overs have been bowled, or a result has been achieved.
- 13.2.2.6 Penalties shall apply for slow over rates (see playing condition 12.2).

### 13.3 Extra time

In matches scheduled to start at 1:30pm, 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 1:30pm, then the playing time up to 1:30pm will also be counted as extra time in the event of play being suspended.

*Example – if teams agree that a match starts at 1pm, 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 8 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.
- 16.1.2 In the event that runs scored are equal, then the winner shall be determined by a Super Over (see appendix 3). If the umpires decide that it is not possible to play a Super Over, the result shall be decided by way of a bowl-out (see appendix 4).

### 16.2 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, the match is tied. Otherwise the result is a victory, or defeat, by the margin of runs by which the score exceeds or falls short of the par score.

- 16.2.3 If the match is tied, the winner shall be determined by a Super Over (see appendix 3). If the Super Over is a tie, then unless exceptional circumstances arise (see paragraph 24 of Appendix 3) one subsequent Super Over shall be played to decide the winner. If this second Super Over ends in a tie, or if the umpires decide that it is not possible to play a Super Over, the result shall be decided by way of a bowl-out (see appendix 4).
- 16.2.4 In the originally scheduled match, a result can only be achieved if both teams have had the opportunity of facing a minimum of 10 overs. If a result cannot be achieved in the original match because both teams have not had an opportunity of facing a minimum of 10 overs, then the match shall be replayed on the published replay date.
- 16.2.5 In a replayed match, if a result cannot be achieved because both teams have not had the opportunity of facing a minimum of 10 overs, then the match shall be decided by a bowl-out (see appendix 4).

## **LAW 17 – THE OVER**

Law 17 shall apply.

## **LAW 18 – SCORING RUNS**

Law 18 shall apply.

## **LAW 19 – BOUNDARIES**

Law 19 shall apply.

## **LAW 20 – DEAD BALL**

Law 20 shall apply.

## **LAW 21 – NO BALL**

Except for Law 21.10, Law 21 shall apply and, in addition, the following shall also apply:

### **21.1 Free hit**

- 21.1.1 In addition to the above, the delivery following a No ball called (all modes of No ball) shall be a free hit for whichever batter 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 batter 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/her mode of delivery for the free hit delivery. In such circumstances Law 21.1 shall apply.

## **LAW 22 – WIDE BALL**

Law 22 shall apply. Law 22.1 shall be replaced by the following:

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

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

## **LAW 23 – BYE AND LEG BYE**

Law 23 shall apply.

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

Law 24 shall apply., subject to the following:

24.2.1 If a player is absent from the field for longer than 8 minutes, the following restrictions shall apply to their future participation in the match:

24.2.3.1 The player shall not be permitted to bowl in the match until he/she has either been able to field, or his/her team has subsequently been batting, for the total length of playing time for which the player was absent (hereafter referred to as Penalty Time). A player's unexpired Penalty Time shall be limited to a maximum of 100 minutes. If any unexpired Penalty Time remains at the end of an innings, it is carried forward to the next and subsequent innings of the match.

24.2.3.2 The player shall not be permitted in the match until his/her team's batting innings has been in progress for the length of playing time that is equal to the unexpired Penalty Time carried forward from the previous innings. However, once his/her side has lost five wickets in its batting innings, he/she may bat immediately. If any unexpired Penalty Time remains at the end of the first innings of the match, it is carried forward to the second innings.

## **LAW 25 – BATTER'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 fielders**

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) fielders shall be permitted outside this fielding restriction area. In an innings of 40 overs, these are overs 1 to 8 inclusive.
- Powerplay 2 - no more than four (4) fielders shall be permitted outside this fielding restriction area. In an innings of 40 overs, these are overs 9 to 32 inclusive
- Powerplay 3 - no more than five (5) fielders shall be permitted outside this fielding restriction area. In an innings of 40 overs, these are overs 33 to 40 inclusive
- In all three Powerplays, there may not be more than 5 fielders on the leg side.

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

| Innings duration (Overs) | Powerplay 1 | Powerplay 2 | Powerplay 3 |
|--------------------------|-------------|-------------|-------------|
| 10                       | 2           | 6           | 2           |
| 11                       | 2           | 7           | 2           |
| 12                       | 3           | 7           | 2           |
| 13                       | 3           | 8           | 2           |
| 14                       | 3           | 8           | 3           |
| 15                       | 3           | 9           | 3           |
| 16                       | 3           | 10          | 3           |
| 17                       | 4           | 10          | 3           |
| 18                       | 4           | 11          | 3           |
| 19                       | 4           | 11          | 4           |
| 20                       | 4           | 12          | 4           |
| 21                       | 4           | 13          | 4           |
| 22                       | 5           | 13          | 4           |
| 23                       | 5           | 14          | 4           |
| 24                       | 5           | 14          | 5           |
| 25                       | 5           | 15          | 5           |
| 26                       | 5           | 16          | 5           |
| 27                       | 6           | 16          | 5           |
| 28                       | 6           | 17          | 5           |
| 29                       | 6           | 17          | 6           |
| 30                       | 6           | 18          | 6           |
| 31                       | 6           | 19          | 6           |
| 32                       | 7           | 19          | 6           |
| 33                       | 7           | 20          | 6           |
| 34                       | 7           | 20          | 7           |
| 35                       | 7           | 21          | 7           |
| 36                       | 7           | 22          | 7           |
| 37                       | 8           | 22          | 7           |
| 38                       | 8           | 23          | 7           |
| 39                       | 8           | 23          | 8           |

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 40 over innings is interrupted after 7.3 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 18.3 overs. The final powerplay begins after 26 overs have been bowled.*

*A 40 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 BROKEN**

Law 29 shall apply.

## **LAW 30 – BATTER 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, subject to Laws 38.3.1 being replaced by the following:

38.3.1 If the non-striker is out of his/her ground at any time from the moment the ball comes into play until the instant when the bowler would normally have been expected to release the ball, the non striker is liable to be Run out by the bowler **attempting** to run the non-striker out. In these circumstances, the non- striker will be out Run out if he/she is out of their ground when their wicket is broken by the bowler throwing the ball at the wicket or by the bowler's hand holding the ball, whether or not the ball is subsequently delivered.

#### **LAW 39 – STUMPED**

Law 39 shall apply.

#### **LAW 40 – TIMED OUT**

Law 40 shall apply, subject to Law 40.1 being replaced by the following:

40.1.1 After the fall of a wicket or the retirement of a batter, the incoming batter must, unless Time has been called, be ready to receive the ball or for the other batter to be ready to receive the next ball within 2 minutes of the dismissal or retirement. If this requirement is not met, the incoming batter will be out, Timed out.

#### **LAW 41 – UNFAIR PLAY**

Law 41 shall apply, subject to the following:

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

41.3.1 The umpires shall make frequent and irregular inspections of the ball. In addition, they shall immediately inspect the ball if they suspect anyone of attempting to change the condition of the ball, except as permitted in clause 41.3.2.

41.3.2 It is an offence for any player to take any action which changes the condition of the ball.

Except in carrying out his/her normal duties, a batter is not allowed to wilfully damage the ball other than, when the ball is in play, in striking it with the bat. See also Law 5.5 (Damage to the ball).

A fielder may, however:

41.3.2.1 polish the ball on his/her clothing provided that no artificial substance is used, that the only natural substance used is sweat, and that such polishing wastes no time.

41.3.2.2 remove mud from the ball under the supervision of an umpire.

41.3.2.3 dry a wet ball on a piece of cloth that has been approved by the umpires.

41.3.3 The umpires shall consider the condition of the ball to have been unfairly changed if any action by any player does not comply with the conditions in clause 41.3.2.

41.3.4 If the umpires together agree that the condition of the ball has been unfairly changed by a member or members of either side, or that its condition is inconsistent with the use it has received, they shall consider that there has been a contravention of this clause and decide together whether they can identify the player(s) responsible for such conduct.

41.3.5 If it is possible to identify the player(s) responsible for changing the condition of the ball, the umpires shall:

41.3.5.1 Subject to clause 41.3.2 above, change the ball forthwith.

41.3.5.1.1 If the umpires together agree that the condition of the ball has been unfairly changed by a member or members of the fielding side, the batter at the wicket shall choose the replacement ball from a selection of six other balls of various degrees of usage (including a new ball) and of the same brand as the ball in use prior to the contravention.

41.3.5.1.2 If the umpires together agree that the condition of the ball has been unfairly changed by a member or members of the batting side, the umpires shall select and bring into use immediately, a ball which shall have wear comparable to that of the previous ball immediately prior to the contravention.

41.3.5.2 Additionally, the bowler's end umpire shall:

41.3.5.2.1 award 5 Penalty runs to the opposing side;

41.3.5.2.2 if appropriate, inform the batters at the wicket and the captain of the fielding side that the ball has been changed and the reason for their action; and

41.3.5.2.3 inform the captain of the batting side as soon as practicable of what has occurred.

41.3.5.3 The umpires shall then report the matter to the CI Match Referee (if applicable) or Cricket Ireland who shall take such action as is considered appropriate against the player(s) concerned.

41.3.6 If it is not possible to identify the player(s) responsible for changing the condition of the ball, the umpires shall:

41.3.6.1 Change the ball forthwith. The umpires shall choose the replacement ball for one of similar wear and of the same brand as the ball in use prior to the contravention;

41.3.6.2 The bowler's end umpire shall issue the captain with a first and final warning, and

41.3.6.3 Advise the captain that should there be any further instances of changing the condition of the ball by that team during the remainder of the match, clause 41.3.5.1.1 above will be adopted, with the captain deemed to be the player responsible for the contravention.

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

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

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

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

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

41.6.1.3 Should there be any further instance by the same bowler in that innings, the umpire shall - call and signal No ball

- when the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling - inform the other umpire for the reason for this action.

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

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

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

The umpires may then report the matter to the Match Referee (if present) or CI who shall take such action as is considered appropriate against the bowler concerned.

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

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

41.6.1.6 The umpire at the bowler's end shall advise the bowler and the batter on strike when each fast short pitched delivery has been bowled.

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

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

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

41.6.1.9 If a bowler delivers a third fast short pitched ball in an over, the umpire, after the call of No ball and when the ball is dead, shall caution the bowler, inform the other umpire, the captain of the fielding side and the batters at the wicket of what has occurred. This caution shall apply throughout the innings.

41.6.1.10 If there is a second instance of the bowler being No balled in the innings for bowling more than two fast short pitched deliveries in an over, the umpire shall advise the bowler that this is his/her final warning for the innings.

41.6.1.11 Should there be any further instance by the same bowler in that innings, the umpire shall -  
call and signal No ball

- when the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling - inform the other umpire for the reason for this action.

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

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

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

The umpires may then report the matter to the CI Match Referee (if applicable) or Cricket Ireland who shall take such action as is considered appropriate against the bowler concerned.

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

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

Note that Law 41.7 now applies in full.

### **LAW 42 – PLAYERS' CONDUCT**

Law 42 is replaced with the following:

#### **42.1 Serious misconduct**

42.1.1 The umpires shall act upon any serious misconduct. The relevant offences and the corresponding actions by the umpires are identified in playing condition 42.2.1 below. These offences correspond with Level 4 offences in CI's Disciplinary Regulations; level 1 to 3 offences will continue to be dealt with separately under CI's Disciplinary Regulations.

42.1.2 If either umpire considers that a player has committed one of these offences at any time during the match, the umpire concerned shall call and signal Dead ball. This call may be delayed until the umpire is satisfied that it will not disadvantage the non-offending side.

42.1.3 The umpire concerned shall report the matter to the other umpire and together they shall decide whether an offence has been committed. The umpires may also consult with the reserve umpire (if one has been appointed to the match).

42.1.4 If the offence is committed by a batter, the umpires shall summon the offending player's captain to the field. Solely for the purpose of this playing condition, the batters at the wicket may not deputise for their captain.

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

42.2.1 Any of the following actions by a player shall constitute a Level 4 offence:

- Threatening to assault an umpire
- Making inappropriate and deliberate physical contact with an umpire
- Physically assaulting a player or any other person
- Committing any other act of violence

42.2.2 If such an offence is committed, the 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/she 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/her 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 batter he/she is to be recorded as Retired – out in the current innings, unless he/she has been dismissed under any of Laws 32 to 39. If no further batter 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 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 and Cricket Ireland will determine the status of both teams in the rest of the competition.

### **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.



**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 batter 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.

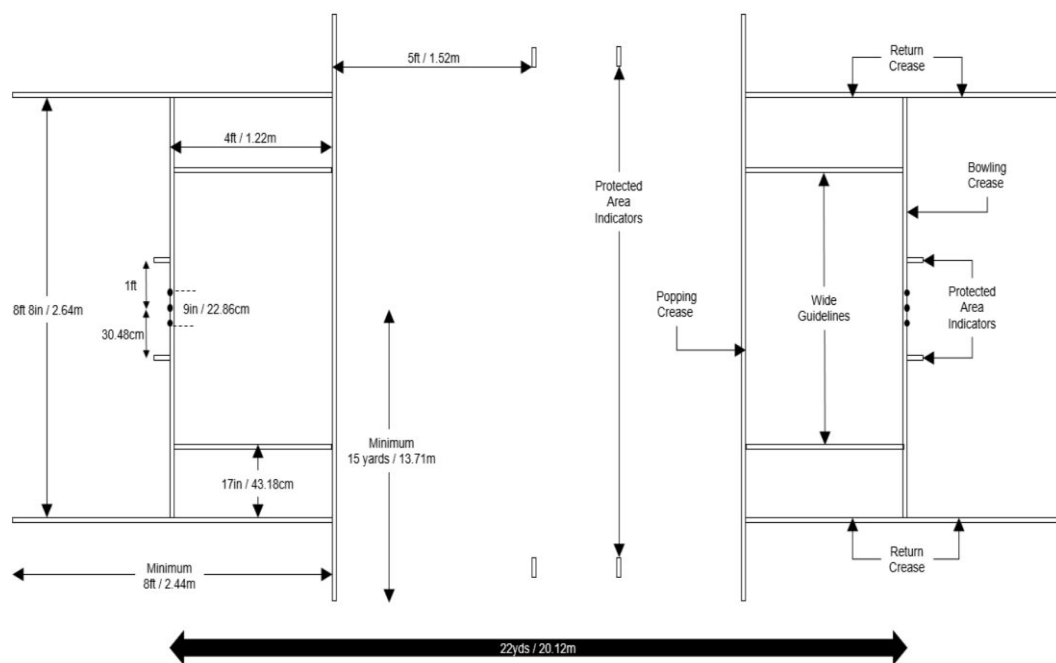
Once a bowler covered by these Directives has bowled in a match, he cannot exceed the maximum overs per day for his age group even if he subsequently bowls spin. He can exceed the maximum of overs per spell if bowling spin only, but cannot then revert to bowling fast until an equivalent number of overs 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 batter 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 batter to put on a helmet. If non-compliance continues, the umpire should not allow the match to continue.



### APPENDIX 3 – Procedure for a Super Over

The following procedure shall apply where the Playing Conditions provide for a Super Over to determine the winner of a tied match. Other than where expressly stated in this Appendix (or by necessary implication), all relevant Playing Conditions for the match shall apply to the Super Over.

1. A Super Over involves each team facing an over of six balls (unless ended earlier as provided for in paragraph 2), and the winner shall be the team scoring the greater number of runs, irrespective of the number of wickets lost.
2. The loss of two wickets shall end the batting team's one over innings.
3. If the first Super Over is a tie then a second Super Over will be played (maximum two Super Overs in the game) (subject to paragraph 24). If the second Super Over is also a tie then the match will be decided by a bowl out as per Appendix 4
4. Subject to weather conditions, the Super Over shall take place on the scheduled day of the match at a time to be determined by the CI Match Referee (if applicable). In normal circumstances it shall commence 5 minutes after the conclusion of the match.
5. The Super Over shall be played until completion, but if there are any delays or interruptions during the Super Over, extra time (taken from the start of the first Super Over) is allocated to complete the Super Over or any subsequent Super Overs. The amount of extra time allocated to the Super Over is the greater of;
  - a) the gap between the time at which the match ended and the time the original match would have been scheduled to finish had the entire extra time provision been utilized, or
  - b) 20 minutes.
6. Should play be delayed prior to or during the Super Over(s) once the playing time lost exceeds the extra time allocated, the Super Over(s) shall be abandoned (see paragraph 24 below).
7. The Super Over shall take place on the pitch allocated for the match, unless otherwise determined by the umpires in consultation with the Ground Authority and the CI Match Referee (if applicable).
8. Only nominated players in the match may participate in the Super Over.
9. Any penalty time being served in the match shall be carried forward to the Super Over
10. The umpires shall stand at the same end at which they finished the match.
11. The team batting second in the match shall bat first in the Super Over.
12. Each team shall use the ball (or one of the balls) that they used during their bowling innings.
13. The fielding side shall choose the end from which it is to bowl its one over.
14. The Super Over shall be played with the same fielding restrictions as would be applicable for the last over in an uninterrupted match.
15. The interval between the two overs in the Super Over shall be 5 minutes.

#### TIED SUPER OVER – REPEATING THE SUPER OVER

16. If the Super Over is tied, then one more Super Over shall be played to determine a winner (maximum two Super Overs in the game) (subject to paragraph 24).

17. In normal circumstances any subsequent Super Over shall start 5 minutes after the previous Super Over ends.
18. The team batting second in the previous Super Over shall bat first in the subsequent Super Over.
19. The balls used in the first Super Over will be used again in any subsequent Super Overs .
20. The fielding side shall bowl its over in a subsequent Super Over from the opposite end from which it bowled in the previous Super Over.
21. Any batter dismissed in any previous Super Over shall be ineligible to bat in any subsequent Super Over.
22. Any bowler who bowled in the previous Super Over shall be ineligible to bowl in the subsequent Super Over.
23. In all other ways the procedure for a subsequent Super Over shall be the same as for the initial Super Over.

#### SUPER OVER UNABLE TO BE COMPLETED

24. Where the Super Over or subsequent Super Over are abandoned for any reason prior to completion then the match shall be decided on a bowl out, as per Appendix 4

#### EXAMPLE OF SUPER OVER TIMINGS

1. A match starts at 1.30pm, with a 30 minute interval. The scheduled close of the match is 19.50 (160 mins for each innings, 30 mins extra time, 30 mins interval)

The match ends in a tie at 19.18. This is 32 mins before the scheduled close, so under paragraph 5 of the Super Over regulations, we have the greater of 32 mins and 20 mins extra time for the super over. If it starts raining during the Super Over (or subsequent Super Overs), the umpires should wait for 32 minutes . If it is still not possible to complete the super over, then the umpires will proceed to a bowl out.

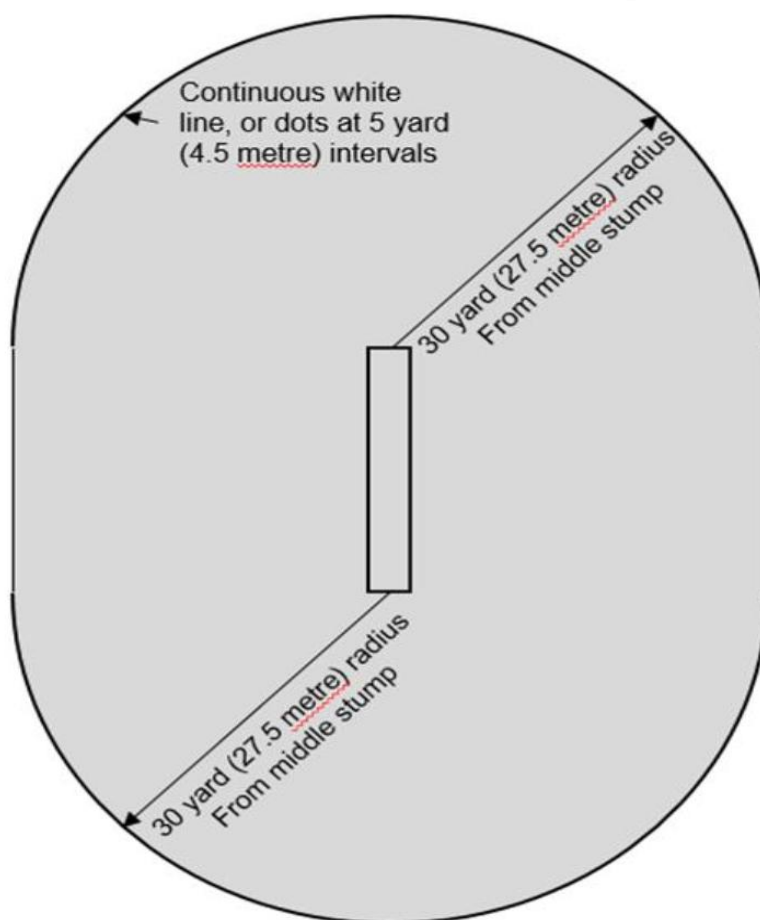
2. A match had a delayed start of 1.50 (originally planned for 1.30), with a 30 minute interval. The scheduled close of the match is 19.50 (160 mins for each innings, 10 mins remaining extra time, and 30 mins for the interval)

The match ends in a tie at 20.02. This is after the scheduled close, so under paragraph 5 of the Super Over regulations, we have 20 mins of extra time to use during the Super Over. If players have to leave the field during the Super Over, the umpires will progress to a bowl-out once 20 mins have elapsed.

NOTE - This Super Over extra time is not the time available to play the super over - that is technically unlimited. It is the maximum amount of time the players can be off the field (normally for rain) during the Super Over.

#### APPENDIX 4 – Procedure for a Bowl-Out

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



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

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

### **Pitches & Outfields:**

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

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

The outfield must have been closely mown, with no noticeable grass cuttings, weeds, ruts, holes or hazards. The fielding circle must be indicated, per the playing conditions above.

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

### **Scoreboard:**

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

Total runs

Wickets lost

Overs bowled and/or remaining

First Innings score and/or runs required to win

### **Facilities:**

Separate changing rooms for home and away teams

A separate changing room for the umpires

A covered area for scorers to score the match from

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



**1** In these Directives, the following definitions shall apply:

- A. "CIDC" means CI's Discipline Committee;
- B. "Compliant Headgear" shall mean head protectors or (for wicket-keepers only) face masks, which have been certified as compliant with the most recent BSI Standard specification for the size of ball that is being used in that Match, including any alterations to such headgear which are specifically permitted pursuant to Regulation 5;
- C. "Match" shall mean any match covered by Regulation 2 below;
- D. "Provincial Union" shall mean any Provincial Union which is a constituent member of CI;
- E. "Regulated Activity" shall mean each of those Match activities detailed in Regulation 3; and
- F. "Relevant Participating Cricketer" shall mean any player participating in a Match for a relevant team as detailed in Regulation 2, including but not limited to any substitute fielder.

**2** These Regulations shall apply to all cricketers undertaking any Regulated Activity for any team in the following matches (save where expressly limited below to cricketers from only one of the participating teams):

- A. for any Ireland international team in any of its matches (including Men's, Women's, Wolves and Under 19 teams);
- B. in Inter-Provincial Series matches;
- C. in Women's Super Series matches;

**3** It shall be mandatory for all Relevant Participating Cricketers to wear Compliant Headgear when undertaking the following activities in any Match:

- A. Batting against all types of bowling;
- B. Wicket-keeping when standing up to the wicket; and
- C. Fielding in a position closer than 8 yards from the batter's position on the popping crease on a middle stump line, with the exception of any fielding position behind square of the wicket on the off side.

**4** In respect of all Matches covered by Regulations 2a to 2c inclusive, the Match umpires shall have the following responsibilities and powers in respect of headgear pursuant to these Regulations:

- A. the Match umpires shall be responsible for ensuring that a head protector (or for wicket-keepers only a face mask) is worn by every Relevant Participating Cricketer when he/she is undertaking any of the Regulated Activities (but shall not be responsible for ensuring that the headgear being worn by the Relevant Participating Cricketer is Compliant Headgear); and
- B. in the event that a Relevant Participating Cricketer fails to wear a head protector or (for wicket-keepers only) a face mask when seeking to undertake a Regulated Activity, the Match umpires shall not allow the Match to continue.

**5** A head protector or face mask shall not be deemed to be Compliant Headgear if it is altered in any way which is inconsistent with any guidance or instructions provided by the relevant manufacturer or in a way which otherwise reduces the safety protection provided by the relevant head protector (for example, the removal of the chin-cup) or face protector

**6** It shall be the joint responsibility of each Relevant Participating Cricketer and Provincial Union or club (as applicable) for which he/she plays to ensure that he/she wears Compliant Headgear at all times when undertaking any Regulated Activity in any Match. Notwithstanding the umpire powers pursuant to Regulation 4, in the event that a Relevant Participating Cricketer is alleged to be in breach of Regulation 3 or fails to act immediately on an umpire's instruction to wear a head protector or face mask (as applicable) pursuant to Regulation 4, the Relevant Participating Cricketer and his/her Provincial Union, team or club (as applicable) may be referred to the CIDC for disciplinary proceedings in accordance with the CIDC Regulations.

*As of 1st April 2016 the latest BSI Standard specification for head protectors for cricketers is BS7928:2013 and the latest BSI Standard specification for facemasks is BS7928-2:2009. To be compliant for Women's cricket a head protector must have been certified as compliant with the most recent BSI Standard specification against both the men's and junior sized ball. Further guidance regarding head protectors can be found at: <http://www.ecb.co.uk/helmets> including the list of known head protectors that have met BS7928:2013*

*In addition to the mandatory requirements on Relevant Participating Cricketers in Matches under these Regulations, it is strongly recommended that all Relevant Participating Cricketers and their coaches wear Compliant Headgear in any practice environments which are similar or equivalent to any of the Regulated Activities (including without limitation the throwing or feeding of practice balls to a batter from less than the length of a pitch).*

#### **CI Guidance Note: Safety measures for helmets within recreational cricket**

*The purpose of this brief note is to assist Leagues and Clubs at the recreational level to understand these changes and what they mean.*

##### Players over the age of 18

CI and all Provincial Unions strongly recommend that all adult recreational cricketers should wear a head protector for certain activities, preferably which meet the most recent British Safety Standard (see below). This recommendation applies to batting against all types of bowling, wicket-keepers standing up to the wicket (who may as an alternative wear face protectors) and fielders fielding closer than eight yards from the batter's middle stump, except behind the wicket on the off side.

[Refer to laws of cricket regarding head protectors and consequences of non-compliance].

##### Under 18s

The position in relation to U18s currently remains unchanged, and is governed by CI's 'Young Cricketer Directives'. In essence all batters, and wicket-keepers standing up to the stumps, must wear head protection when playing or practicing. That Directive should be referred to in full for the position in relation to U18s.

##### British Safety Standard

The latest British Safety Standard is **BS7928:2013** (for both adults and juniors). The full list of helmets/head protectors meeting this standard is available at [www.ecb.co.uk/helmets](http://www.ecb.co.uk/helmets). For wicket-keeping face protectors, the relevant British Safety Standard is **BS7929-2:2009** (again, for both adults and juniors).

CI understands that there is currently no specific women's head protector and as a consequence no specific standard for women's cricket head protector. As the size of the standard women's cricket ball is between the standard men and junior balls, it is recommended that women use head protectors that have been tested against both the men's and junior sized ball, or at least against the junior size ball (as that could potentially get through the gap above the face guard on a men's head protector).

#### **What do Leagues and Clubs need to do?**

Whilst it is strongly recommended that all adult recreational cricketers wear head protectors in the on-field circumstances detailed above, it is not mandatory for them to do so. For the avoidance of doubt, Leagues or Clubs do not need to go above and beyond CI's recommendation by forcing their cricketers to wear head protectors.

However, Leagues and Clubs in recreational cricket should ensure that their cricketers are made aware of CI's above recommendation in relation to head protectors, including the need to check that any newly purchased head protectors meet the latest British Safety Standard. CI recommends that Leagues and Clubs bring the link above (i.e [www.ecb.co.uk/helmets](http://www.ecb.co.uk/helmets)) to the attention of their cricketers and encourage all cricketers to carefully consider their own health and safety regarding head protector use.

Leagues and Clubs should always ensure that they have adequate public liability insurance.