



Cricket Ireland Future Series

Two-Day Competition

Administrative Regulations & Playing Conditions

Administrative Regulations

1. **Competition Format**

The competition will be played over a Two-Day format, with points earned in all matches counting towards a single table. Points shall be awarded as detailed in playing condition 8.2

The side that achieves the highest aggregate of points at the end of the competition shall be the winners.

First innings points will be in effect for matches See 8.2.4

2. **Playing Conditions**

It is the responsibility of all teams to make sure that their officials and players understand the Playing Conditions, which follow below.

3. **Match Officials & Scorers**

Cricket Ireland will arrange all umpire and scorer appointments for all matches. CI will also arrange payment directly with those officials through 'Who's The Umpire'.

4. Conduct of participants

Respect for property: Players must treat hotel and/or any other relevant property with care and refrain from causing any damage. Any damages incurred will be the responsibility of the player and/or his/her province.

Players are responsible for covering all additional charges incurred during their stay, including but not limited to room service, mini-bar purchases, and any other amenities or services utilized. These charges will be added to the player's hotel bill and must be settled upon checkout. Failure to settle outstanding charges may result in additional fees or penalties, and Cricket Ireland or the relevant Provincial Union reserves the right to take appropriate action to collect payment.

5. Conduct of Supporters

Cricket Ireland holds all competing teams 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 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.

6. Clothing and equipment

- a. Matches are to be played using a red ball.
- b. Sight screens are to be white or covered in a white material.
- c. Playing shirts, sweaters, trousers and pads shall be white/cream.

Preamble - The Spirit of Cricket

Cricket owes much of its appeal and enjoyment to the fact that it should be played not only according to the Laws (which are incorporated within these Playing Conditions), but also within the Spirit of Cricket.

The major responsibility for ensuring fair play rests with the captains, but extends to all players, match officials and, especially in junior cricket, teachers, coaches and parents.

Respect is central to the Spirit of Cricket.

Respect your captain, team-mates, opponents and the authority of the Match Officials.

Play hard and play fair.

Accept the umpire's decision.

Create a positive atmosphere by your own conduct, and encourage others to do likewise. Show self-discipline, even when things go against you.

Congratulate the opposition on their successes, and enjoy those of your own team.

Thank the officials and your opposition at the end of the match, whatever the result.

Cricket is an exciting game that encourages leadership, friendship and teamwork, which brings together people from different nationalities, cultures and religions, especially when played within the Spirit of Cricket.



Eligibility Criteria and Squad Selections

- Teams may register an unlimited number of players, with only registered players being able to participate.
- Age eligibility for Cricket Leinster, NWCU, and NCU teams is Under 23; players must be born on or after 1st September 2001. Munster Cricket may select from any age group.
- Players will be eligible for the province to which they are affiliated to through their club registration.
- Registered professional players are not permitted to participate, unless they are classified as deemed nationals under the *Cricket Ireland Eligibility Criteria*.
- Exiled (Irish qualified players based abroad) are permitted to play, in agreement with Cricket Ireland and the relevant province.
- A minimum of 10 players in the match-day 12 must be Irish-qualified or deemed nationals under the *Cricket Ireland Eligibility Criteria*.
- Teams may include a maximum of two non-Irish-qualified players in their starting 12, provided they are Under 23.



Playing Conditions & Competition Rules

The Laws of Cricket (2017 Code 3rd Edition - 2022) shall apply with the following exceptions:

1. Players

Law 1.1 shall be replaced by:

A match is played between two sides, each of **twelve** players, one of whom shall be captain. One nominated player is not allowed to bowl. The indicated wicketkeeper cannot be the nominated player who won't bowl. One nominated player is not allowed to bat. All 12 players can act as fielders but not exceeding the total amount of 11 players from one side on the field of play at one time. [If a team decides not to avail of 12 players per side, they must indicate that prior to the match on the team sheet].

1.2 Nomination and replacement of players

1.2.1 Each captain shall nominate 12 players in writing to the Match Officials before the toss. In addition to the nominated players, substitutes shall also be named on the team sheet. Other than set out in clause 1.2.7, no player (member of the playing 12) may be changed after the nomination and prior to the start of play without the consent of the opposing captain.

1.2.2 Only those nominated as substitute fielders shall be entitled to act as substitute fielders during the match, unless the Match Officials, in exceptional circumstances, allow subsequent additions.

1.2.3 All those nominated including those nominated as substitute fielders, as well as any Concussion Replacements, must be eligible to play for that particular team and by such nomination the nominees shall warrant that they are so

eligible.

1.2.4 In addition, by their nomination, the nominees shall be deemed to have agreed to abide by all the applicable CI Regulations pertaining to the Inter-Provincial Series and, in particular, the Clothing and Equipment Regulations, Disciplinary Regulations, the Anti-Racism Code, the Anti-Doping Code and Anti-Corruption Code.

1.2.5 A player or player support personnel who has been suspended from participating in a match shall not, from the toss of the coin and for the remainder of the match thereafter:

1.2.5.1 Be nominated as, or carry out any of the duties or responsibilities of a substitute fielder, or

1.2.5.2 Enter any part of the playing area (which shall include the field of play and the area between the boundary and the perimeter boards) at any time, including any scheduled or unscheduled breaks in play.

1.2.6 A player who has been suspended from participating in a match shall be permitted from the toss of the coin and for the remainder of the match thereafter be permitted to enter the players' dressing room provided that the players' dressing room (or any part thereof) for the match is not within the playing area described in clause 1.2.5.2 above (for example, the player is not permitted to enter the on-field 'dug-out').

1.2.7 **Concussion Replacement**

1.2.7.1 If a player sustains a concussion or suspected concussion as a result of a head or neck injury during the course of the relevant match, a Concussion Replacement may be permitted in the following circumstances:

1.2.7.1.1 the head or neck injury must have been sustained during play and within the playing area described in clause 1.2.5.2 above;

1.2.7.1.2 a concussion or suspected concussion must have been formally diagnosed by the Team Medical Representative;

1.2.7.1.3 the Team Medical Representative or Team Manager shall submit a Concussion Replacement Request to the Match Officials on a standard form, which shall:

1.2.7.1.3.1 identify the player who has sustained the concussion or suspected concussion;

1.2.7.1.3.2 specify the incident in which the concussion or suspected concussion was sustained, including the time at which it occurred;

1.2.7.1.3.3 confirm that, following an examination, the Team Medical Representative believes or suspects that the

player has sustained a concussion as a result of the incident specified in clause 1.2.7.1.3.2 above; and

1.2.7.1.3.4 identify the requested Concussion Replacement, who shall be a like-for-like replacement for the player who has sustained the concussion or suspected concussion.

- 1.2.7.2 The Concussion Replacement Request must be submitted as soon as possible after the incident specified in clause 1.2.7.1.3.2 if a Concussion Replacement is to be permitted.
- 1.2.7.3 The Match Officials should ordinarily approve a Concussion Replacement Request if the replacement is a like-for-like player whose inclusion will not excessively advantage his team for the remainder of the match.
- 1.2.7.4 In assessing whether the nominated Concussion Replacement should be considered a like-for-like player, the Match Officials should consider the likely role the concussed player would have played during the remainder of the match, and the normal role that would be performed by the nominated Concussion Replacement.
- 1.2.7.5 If the Match Officials believes that the inclusion of the nominated Concussion Replacement, when performing their normal role, would excessively advantage their team, the Match Officials may impose such conditions upon the identity and involvement of the Concussion Replacement as he/she sees fit, in line with the overriding objective of facilitating a like-for-like replacement for the concussed player.
- 1.2.7.6 The Match Officials may, in reviewing a Concussion Replacement Request made in accordance with clause 1.2.7.1.3, request any such further information as may be required in order to make the determination required under clauses 1.2.7.4 and 1.2.7.5.
- 1.2.7.7 The decision of the Match Officials in relation to any Concussion Replacement Request shall be final and neither team shall have any right of appeal.
- 1.2.7.8 Once the Concussion Replacement has been approved by the Match Officials, the replaced player shall play no further part in the match.
- 1.2.7.9 Both the Concussion Replacement and the replaced player shall be considered to have played in the match for records and statistical purposes

2. THE BALL

2.1 Approval and control of balls

2.1.1 shall be replaced by the following: CI shall provide Grade 1 Dukes cricket balls and spare used balls for changing during a match, which shall also be of the same brand. A new ball must be used at the start of each innings

3. The Pitch

Only natural turf pitches may be used in this competition.

4. Fitness for play

4.1.1 It is solely for the umpires together to decide whether either conditions of ground, weather or light or exceptional circumstances mean that it would be dangerous or unreasonable for play to take place.

4.1.2 Conditions shall not be regarded as either dangerous or unreasonable merely because they are not ideal.

4.1.3 The fact that the grass and the ball are wet does not warrant the ground conditions being regarded as unreasonable or dangerous.

4.1.4 Conditions shall be regarded as dangerous if there is actual and foreseeable risk to the safety of any player or umpire.

4.1.5 Conditions shall be regarded as unreasonable if, although posing no risk to safety, it would not be sensible for play to proceed.

4.1.6 If the umpires consider the ground is so wet or slippery as to deprive the bowler of a reasonable foothold, the fielders of the power of free movement, or the batters of the ability to play their strokes or to run between the wickets, then these conditions shall be regarded as so bad that it would be dangerous and unreasonable for play to take place.

5. Suspension of play in dangerous or unreasonable circumstances

5.1.1 All references to ground include the pitch. See Law 6.1 (Area of pitch).

5.1.2 If at any time the umpires together agree that the conditions of ground, weather or light, or any other circumstances are dangerous or unreasonable, they shall immediately suspend play, or not allow play to start or to recommence. The decision as to whether conditions are so bad as to warrant such action is one for the umpires alone to make, following consultation with the CI Match Referee.

5.1.3 If circumstances are warranted, the umpires shall stop play and instruct the Ground Authority to take whatever action they can and use

whatever equipment is necessary to remove as much dew as possible from the outfield when conditions become unreasonable or dangerous. The umpires may also instruct the ground staff to take such action during scheduled and unscheduled breaks in play.

5.1.4 The umpires shall disregard any shadow on the pitch from the stadium or from any permanent object on the ground.

5.1.5 Light metres

It is the responsibility of CI to supply light metres to the match officials to be used in accordance with these playing conditions.

5.1.5.1 All light metres shall be uniformly calibrated.

5.1.5.2 The umpires shall be entitled to use light meter readings as a guideline for determining whether the light is fit for play in accordance with the criteria set out in clause 5.1.2 above.

5.1.5.3 Light meter readings may accordingly be used by the umpires:

5.1.5.3.1 To determine whether there has been at any stage a deterioration or improvement in the light.

5.1.5.3.2 As benchmarks for the remainder of a match.

5.1.6 When there is a suspension of play it is the responsibility of the umpires to monitor conditions. They shall make inspections as often as appropriate, unaccompanied by any players or officials. Immediately the umpires together agree that the conditions are no longer dangerous or unreasonable they shall call upon the players to resume play.

5.1.7 The safety of all persons within the ground is of paramount importance to CI. In the event that of any threatening circumstance, whether actual or perceived (including for example weather, pitch invasions, act of God, etc.), then the umpires, on the advice of the CI Match Referee, should suspend play and all players and officials should immediately be asked to leave the field of play in a safe and orderly manner and to relocate to a secure and safe area (depending on each particular threat) pending the satisfactory passing or resolution of such threat or risk to the reasonable satisfaction of the umpires, the CI Match Referee, the head of the relevant Ground Authority, the head of ground security and/or the police as the circumstances may require.

5.1.8 Where play is suspended under clause 5.1.7 above the decision to abandon or resume play shall be the responsibility of the CI Match Referee who shall act only after consultation with the head of ground security and the police.

6. Match Officials

6.1 Appointment and attendance

6.1.1 The Match Officials shall control the game as required by these Playing Conditions, with absolute impartiality and shall be present at the ground at least 1 hour before the scheduled start of play.

6.1.2 CI shall appoint all Match Officials for each match.

7. Hours of Play

7.1 All matches shall be of two days duration and normal timings will be:

1st & 2nd day

Start – 10:45

Lunch – 13:00 to 13:40

Tea – 15:55 to 16:15

Scheduled Close of Play – 18:15

Play shall normally commence at 10:45 on each day unless otherwise agreed by the two teams (and umpires informed) who can delay the start up to 11:15. In this case all subsequent timings will be moved on as appropriate (i.e. for an uninterrupted game starting at 11.15, lunch will normally be at 13:30, tea at 16:25 and Close of Play at 18:45).

7.2 Lunch may be varied if, owing to the weather or state of the ground, an alteration has been agreed upon by the captains and the umpires.

7.3 In a match where play is delayed or suspended, the tea interval may be altered

or waived altogether with the agreement of both captains.

7.4 The Scheduled Close of Play on each day shall be 18:15. The playing time on each day shall be extended by the amount of time lost on that day and/or on the previous day (this does not include any playing time lost in the final hour of the match on the 2nd day) up to a maximum of 1 hour. For the 1st day, time lost may be made up at the end of the day. For the 2nd day, time lost on previous day may be made up at the start of the day only. A maximum of 1 hour may be added.

7.5 On the last day there will be a minimum of 88 overs (or 16 overs per hour) for playing time other than the last hour. If any of the minimum of 88 overs, or as recalculated, have not been bowled when one hour of scheduled playing time remains, the last hour of the match shall be the hour immediately following the completion of those overs. Law 12.6 and 12.7 will apply except that a minimum of 16 six ball overs shall be bowled in the last hour of the match, on the 2nd day only, and all calculations with regard to suspensions of play or the start of a new innings shall be based on one over for each full 3 minutes 45

seconds.

7.6 Play will continue until Close of Play on the 2nd day unless both captains (the batters at the wicket may act for their captain) accept that there is no prospect of either side achieving a victory, they may agree to finish the match at any time after the time for the commencement of the last hour has been reached (regardless of the number of overs remaining to be bowled).

8. Match Details

8.1 Duration of Innings

8.1.1 In an uninterrupted match: There will be a minimum of 104 overs bowled in a day. The required over rate shall be 16 an hour (one over per 3.75 min approximately). Play will continue, subject to conditions of light, ground and weather, beyond the scheduled Close of Play until the minimum number of overs have been bowled for that day.

There will be no reduction in overs for a change of innings. Allowances of 2 minutes given for each wicket taken, unless the fall of wicket is at the end of a session and/or innings.

The first innings for both teams shall last no longer than 70 overs.

8.1.2 In matches where the start is delayed or play suspended: If less than a total of 60 minutes play is lost on either day the minimum requirement of 104 overs in a day shall remain. Once a total of 60 minutes play has been lost, one over per 3 minutes 45 seconds lost will be deducted from the day's minimum allocation of overs (see 7.4)

8.1.3 The follow-on figure for this 2-day cricket will be 100 runs.

8.2 The Result

8.2.1 For a **win, 10 points**, plus any points scored in the first innings.

8.2.2 In a tie, each side to score **8 points**, plus any points scored in the first innings.

8.2.3 In a **drawn match**, each side to score **3 points**, plus any points scored in the first innings.

8.2.4 First Innings Points (retained whatever the result of the match).

8.2.4.1 A maximum of four batting points to be available as under:

125 to 174 runs 1 point

175 to 224 runs 2 points

225 to 274 runs 3 points

275 runs or over 4 points

8.2.4.2 A maximum of four bowling points to be available as under:

- 3 to 4 wickets taken 1 point**
- 5 to 6 wickets taken 2 points**
- 7 to 8 wickets taken 3 points**
- 9 to 10 wickets taken 4 points**

8.2.5 If a match is abandoned without a ball being bowled, each side to score **5 points.**

8.2.7 A team cannot return a negative value in points in a match. In any such cases, the return will be 0 points.

8.3 Should any sides be level on points, tie-breakers shall be applied in the following order – Points/Wins/Losses/Head to Head/Wickets/Runs

8.4 Number of Overs per Bowler

Cricket Ireland Fast Bowling directives will apply to all matches in this Competition (see Appendix A)

8.4.1 Maximum Number of Overs to be Bowled in a Day

No bowler shall bowl more than 14 overs per innings.

No seam bowlers shall bowl more than 10 overs per spell.

8.5 Runners shall not be permitted.

8.6 Fielder absent or leaving the field of play

8.6.1 A player going briefly outside the boundary while carrying out any duties as a fielder is not absent from the field of play nor, for the purposes of this clause, is she to be regarded as having left the field of play.

8.6.2 If a fielder fails to take the field at the start of play or at any later time, or leaves the field during play, 8.6.2.1 an umpire shall be informed of the reason for this absence.

8.6.2.2 she shall not thereafter come on to the field of play during a session of play without the consent of the umpire. See clause 24.4. The umpire shall give such consent as soon as it is practicable.

8.6.3 There shall be no time penalties imposed on players leaving the field. As these matches are played as 12 players per side, players may alternate on the provision that a) the Match Officials are notified as per 8.6.2.1 and 8.6.2.2, b) not in contravention of 1.1

8.6 Intervals for Drinks

One interval for drinks per session will be taken halfway through each session unless a wicket falls in the over before a scheduled drinks break, in which case the interval will be taken immediately. If a new innings has commenced before the scheduled interval there will only be one drinks interval which will be taken at the end of the over when half of the overs remaining to be bowled after the scheduled interval have been completed.

An individual player may be given a drink either on the boundary edge or, at the fall of a wicket, on the field providing that no playing time is wasted. No other drinks shall be taken on to the field without the permission of the umpires except that under conditions of extreme heat the umpires may permit extra intervals for drinks. Any player taking drinks on to the field shall be dressed in proper cricket attire.

9. One-Day Regulations

To apply when No Play is possible on the First Day

9.1 Hours of Play

Start 10:30 Lunch 12:50

Resume 13:30 Tea 16:00

Resume 16:20 Close of Play 18:40

9.2 Overs

9.2.1 104 overs requirement for the day unless team(s) are all out before they have completed their total allocated overs (see 9.2.3). Play will finish when the overs for the day have been bowled.

The required over-rate is 17 overs an hour with one over deducted for each full 3.5 min playing time lost.

9.2.2 No overs should be deducted for the 10 minutes between innings as this is built into the Hours of Play (above).

9.2.3 Each team shall bat for 52 overs unless all out earlier. The object in matches where the start is delayed or play is suspended shall always be to re-arrange the number of overs so that both teams have the opportunity of batting for the same number of overs. If the team batting first is all out before their allocated overs, the unused overs are not added to the innings of the team batting second.

9.3 **Delayed Start**

When the match does not commence until there are 80 overs or less remaining, the match will become a limited over contest with the aim for the two sides to bat for the same number of overs. No additional fielding restrictions will apply but the bowlers are limited to one-fifth of the overs, rounded-up as necessary.

Bonus points will still be available as outlined above.

The side batting second must face at least 20 overs to constitute a match.

9.4 **Wide Ball - Judging a Wide - Delayed Start Matches only**

In addition to Law 22 the following will apply:

Umpires are instructed to apply a very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket.

Any offside or legside delivery which in the opinion of the umpire does not give the batter a reasonable opportunity to score shall be called a wide. For guidance purposes, a legside wide shall be called if a ball passes on the legside outside the pads of the batter standing in a normal batting position.

9.5 **No Ball - Delayed Start Matches**

Law 41.6 (Bowling of dangerous and unfair short pitched deliveries) shall apply

with the following additions:

9.5.1 Regardless of how wide of the striker a delivery is, there shall be no more than two deliveries per over that after pitching pass or would have passed clearly over shoulder height of the striker standing upright at the popping crease.

9.5.2 The umpire shall make it clear to the bowler (and any bowler called upon to complete an over) and the batters at the wicket when a delivery within the limit in 9.5.1 has been bowled. It is unfair if the limit is exceeded and the umpire shall call and signal No ball on each such occasion and consider it as part of the warning sequence in Laws 41.6.3 and 41.6.4.

9.5.3 If the bowler exceeds their limit of short pitched deliveries in an over not only must the Umpire call No Ball but they must invoke the procedures of Law 41.6.3 in regard to cautioning the bowler. If a bowler is No Balled a second time in the innings for the same offence the Umpire is to invoke Law 41.6.4 and the bowler shall be removed forthwith and shall not be allowed to bowl again in that innings.

Note: For the avoidance of doubt the warnings detailed in Laws 41.6.1, 41.6.2 and those above in 4.8.1 are cumulative.

9.5.4 Law 41.7 (Bowling of dangerous and unfair non-pitching deliveries)

shall apply.

10. **General Provisions**

10.1 Mode of Delivery

Law 41.6 (Bowling of dangerous and unfair short pitched deliveries) shall apply with the following additions:

10.1.1 Regardless of how wide of the striker a delivery is, there shall be no more than two deliveries per over that after pitching pass or would have passed clearly over shoulder height of the striker standing upright at the popping crease.

10.1.2 The umpire shall make it clear to the bowler (and any bowler called upon to complete an over) and the batters at the wicket when a delivery within the limit in 10.1.1 has been bowled. It is unfair if the limit is exceeded and the umpire shall call and signal No ball on each such occasion and consider it as part of the warning sequence in Laws 41.6.3 and 41.6.4.

10.1.3 If a bowler is No Balled a second time in the innings for the same offence the Umpire is to invoke Law 41.6.4 and the bowler shall be removed forthwith and shall not be allowed to bowl again in that innings.

Note: For the avoidance of doubt the warnings detailed in Laws 41.6.1, 41.6.2 and those above in 10.1.1 and 10.1.2 are cumulative.

10.2.4 Law 41.7 (Bowling of dangerous and unfair non-pitching deliveries) shall apply.

11. **Players' Conduct**

11.1 Umpires shall act upon any unacceptable conduct. Level 1 to 3 offences will continue to be dealt with separately under the CI Disciplinary Regulations.

11.2 **Level 4 offences and action by umpires**

11.2.1 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.

11.2.2 If such an offence is committed, the following action shall be taken:

11.2.2.1 The Umpire shall call Time.

11.2.2.2 Together the Umpires shall summon and inform the offending

player's captain that an offence at this level has occurred.

11.2.2.3 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 any subsequent innings in which his team is the batting side
- 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 is to be recorded as Retired-out in the current innings, unless he has been dismissed under any of Laws 32 to 39, and at the commencement of any subsequent innings in which his team is the batting side. If no further batter is available to bat, the innings is completed.

11.2.2.4 As soon as practicable, the Umpire shall:

- Award 5 Penalty runs to the opposing team
- Signal the Level 4 Penalty to the scorers
- Call Play

11.2.2.5 The Umpires shall then report the matter under CI's Disciplinary Regulations.

11.3 Captain refusing to remove a player from the field

11.3.1 If a captain refuses to carry out an instruction under Playing Condition 11.2.2.3 above, the Umpires shall in consultation with the Match Referee award the match to the team not in contravention mentioned level 4 offence(s).

11.3.2 If both captains refuse to carry out instructions under Playing Condition 11.2.2.3 above, in respect of the same incident, the Umpires shall instruct the players to leave the field. The match is not concluded and there shall be no result.

12. Over-Rate penalties

N/A

Appendix A - 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 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

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

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

If there is an interruption in play, whether scheduled or not, he will be allowed to count time off the field as part of his 'rest time'. During this interruption, the bowler may count every 7 minutes of the interruption as being equivalent to 1 over at each end. If play is interrupted for any reason for less than 40 minutes, any spell in progress at the time of the interruption can be continued after the interruption up to the maximum number of overs per spell for the appropriate age group. In this case, the bowler cannot claim any time off the field as rest time and his spell will still be in progress even though play is suspended. If the spell is not continued after the interruption, the bowler cannot bowl again, from either end, until the equivalent number of overs to the length of his spell before the interruption has been bowled from the same end. If the interruption is of 40 minutes duration or more, whether scheduled or not, the bowler can commence a new spell immediately.

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

Umpires' responsibility

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

BATTING DIRECTIVE

Any 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.