



2026 FUTURE SERIES TWO DAY

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 & 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

7. 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 (Third 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 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 and the Head Protector directives.
- 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 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 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 or Team Manager;
- 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 or Team Manager believes or suspects that the player has sustained a concussion as a result of the incident specified in 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 when possible
- 1.2.7.2 The Concussion Replacement Request must be submitted as soon as possible after the incident specified in 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 as per 1.2.7.1.3.4
- 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 1.2.7.1.3, request any such further information as may be required in order to make the determination required under 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 Weight and size

The ball, when new, shall weigh not less than 5.5 ounces/155.9 g, nor more than 5.75 ounces/163 g, and shall measure not less than 8.81 in/22.4 cm, nor more than 9 in/22.9 cm in circumference.

2.2 Approval and control of balls

- 2.2.1 Dukes Special County – Grade 1– Red – 156g balls shall be used in FS Two Day matches and spare balls, for changing during a match, shall also be of the same brand and specification.
- 2.2.2 The fielding captain or his nominee may select the balls with which he wishes to bowl from the supply provided. Such selection must take place in the presence of the Umpires.
- 2.2.3 The Umpires shall retain possession of the match ball(s) throughout the duration of the match, when play is not actually taking place or the ball being used from one end is not in use.

- 2.2.4 During play umpires shall periodically and irregularly inspect the condition of the ball and shall retain possession of it at the fall of a wicket, a drinks interval, or any other disruption in play.

2.3 New Ball

- 2.3.1 One new ball shall be used at the start of each innings

2.4 New Ball available after 80 overs

- 2.4.1 The captain of the fielding side may demand a new ball when the number of overs, excluding any part overs, bowled with the old one is equal to or greater than 80 overs. The umpire shall inform the other umpire and indicate to the batters and the scorers whenever a new ball is taken into play.

2.5 Ball lost or becoming unfit for play

- 2.5.1 The Umpires may deem a ball that has become wet and soggy or unusually soft to be “unfit for play”. The Umpires alone will select the replacement ball from the supply of approved replacements and shall inform the batters at the wicket and the fielding captain.
- 2.5.2 Either bowler or batter may raise the matter with the Umpires, and the Umpires’ decision as to a replacement or otherwise shall be final.

2.6 Sightscreens and Player Clothing

- 2.6.1 Sightscreens should be white in colour and player clothing should be white

3 THE PITCH

3.1 Area of pitch

The pitch is a rectangular area of the ground 22 yards/20.12 m in length and 10 ft/3.05 m in width. It is bounded at either end by the bowling creases and on either side by imaginary lines, one each side of the imaginary line joining the centres of the two middle stumps, each parallel to it and 5 ft/1.52 m from it. If the pitch is next to an artificial pitch which is closer than 5 ft/1.52 m from the middle stumps, the pitch on that side will extend only to the junction of the two surfaces.

3.2 Fitness of pitch for play

The umpires shall be the sole judges of the fitness of the pitch for play.

3.3 Selection and preparation

Before the match, the Ground Authority shall be responsible for the selection and preparation of the pitch. During the match, the umpires shall control its use and maintenance.

- 3.3.1 The Ground Authority shall ensure that during the period prior to the start of play and during intervals, the pitch area shall be roped off so as to prevent unauthorised access. (The pitch area shall include an area at least 2 metres beyond the rectangle made by the crease markings at both ends of the pitch).
- 3.3.2 The match officials shall ensure that, prior to the start of play and during any intervals, only authorised staff, the CI match officials, players, team coaches and authorised television personnel shall be allowed access to the pitch area.

Such access shall be subject to the following limitations:

- 3.3.2.1 Only captains and team coaches may walk on the actual playing surface of the pitch area (outside of the crease markings).
- 3.3.2.2 Access to the pitch area by television personnel shall be restricted to one camera crew (including one or two television commentators) of the official licensed television broadcaster(s) (but not news crews).
- 3.3.2.3 No spiked footwear shall be permitted.
- 3.3.2.4 No one shall be permitted to bounce a ball on the pitch, strike it with a bat or cause damage to the pitch in any other way.
- 3.3.2.5 Access shall not interfere with pitch preparation.
- 3.3.2.6 In the event of any dispute, the CI Match Referee/Third Umpire/Match Officials will rule, and his/her ruling will be final.

3.4 Changing the pitch

- 3.4.1 If the on-field umpires decide that it is dangerous or unreasonable for play to continue on the match pitch, they shall stop play and immediately advise the CI Match Referee/Third Umpire/Match Officials.
- 3.4.2 The on-field umpires and the CI Match Referee/Third Umpire/Match Officials shall then consult with both captains.
- 3.4.3 If the captains agree to continue, play shall resume.
- 3.4.4 If the decision is not to resume play, the on-field umpires together with the CI Match Referee/Third Umpire/Match Officials shall consider whether the existing pitch can be repaired, and the match resumed from the point it was stopped. In considering whether to authorise such repairs, the CI Match Referee/Third Umpire/Match Officials must consider whether this would place either side at an unfair advantage, given the play that had already taken place on the dangerous pitch.
- 3.4.5 If the decision is that the existing pitch cannot be repaired, then the match is to be abandoned with the following consequences:
 - 3.4.5.1 In the event of the required number of overs to constitute a match having been completed at the time the match is abandoned, the result shall be determined according to the provisions of Law 16.5.2.
 - 3.4.5.2 In the event of the required number of overs to constitute a match not having been completed, the match will be abandoned as a no result.
- 3.4.6 If play continues and the umpires deem the pitch unsafe/dangerous, they will have the authority to abandon the match.
- 3.4.7 Throughout the above decision-making processes, the CI Match Referee/Third Umpire/Match Officials shall keep informed both captains and the head of the Ground Authority. The head of the Ground Authority shall ensure that suitable and prompt public announcements are made.

3.5 Non-turf pitches

Only natural turf pitches and hybrid 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 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.

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 90 minutes 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:

First & Second Day

Start – 10:30

Lunch – 12:30 to 13:00

Tea – 15:00 to 15:20

Scheduled Close of Play – 17:50

Start – 10:30

Lunch – 12:30 to 13:00

Tea – 15:00 to 15:20

Scheduled Close of Play – 17:50

Play shall normally commence at 10:30 on each day unless otherwise agreed by the two teams (and umpires informed) who can delay the start up to 11:00. In this case all subsequent timings will be moved on as appropriate (i.e. for an uninterrupted game starting at 11.00, lunch will normally be at 13:00, tea at 15:30 and close of play at 18:20).

- 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 In matches where the start is delayed or play suspended:
If less than a total of 30 minutes play is lost on either day the minimum requirement of 98 overs in a day shall remain. Once a total of 30 minutes play has been lost, one over per 4 minutes lost will be deducted from the day's minimum allocation of overs (see 7.4)
- 7.5 The Scheduled Close of Play on each day shall be 17:50. 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.
- 7.6 On the last day there will be a minimum of 83 overs (or 15 overs per hour) for playing time other than the last hour. If any of the minimum of 83 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 second 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 4 minutes
- 7.7 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 INNINGS

- 8.1 Number of Innings
 - 8.1.1 A match shall be two innings for each side.
- 8.2 Alternate Innings

Each side shall take their innings alternately except in the cases provided for in clause 14 (The follow-on) or in clause 15.2 (Forfeiture of an innings).
- 8.3 Completed Innings

A side's innings is to be considered as completed if any of the following applies

 - 8.3.1 the side is all out.
 - 8.3.2 at the fall of a wicket or the retirement of a batter, further balls remain to be bowled but no further batter is available to come in.
 - 8.3.3 the captain declares the innings closed.
 - 8.3.4 the captain forfeits the innings.
- 8.4 Duration of Innings
 - 8.4.1 In an uninterrupted match: There will be a minimum of 98 overs bowled in a day. The required over rate shall be 15 an hour (one over per 4 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.

- 8.4.2 Where there is a change of innings during a day's play (except where the change of innings occurs at lunch or tea or when play is suspended for any reason) 2 overs will be deducted from the minimum number of overs to be bowled.

8.5 Intervals for Drinks

- 8.5.1 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.

8.6 The Follow-On

- 8.6.1 The side which bats first and leads by at least 100 runs shall have the option of requiring the other side to follow their innings.
- 8.6.2 A captain shall notify the opposing captain and the umpires of his intention to take up this option. Once notified, the decision cannot be changed.

8.7 Declaration and Forfeiture

- 8.7.1 The captain of the side batting may declare an innings closed, when the ball is dead, at any time during the innings. A declared innings shall be considered to be a completed innings.
- 8.7.2 A captain may forfeit either of his side's innings at any time before the commencement of that innings. A forfeited innings shall be considered to be a completed innings.
- 8.7.3 A captain shall notify the opposing captain and the umpires of any decision to declare or to forfeit an innings. Once notified, the decision cannot be changed.

8.8 Number of Overs per Bowler

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

- 8.8.1 Maximum Number of Overs to be Bowled in a Day
- 8.8.1.1 No bowler shall bowl more than 18 overs per day.
- 8.8.1.2 No bowler shall bowl more than 10 overs per spell (regardless of change of innings).
- 8.8.1.3 A bowler's spell will be reset at the end of a day's play
- 8.8.1.4 Underage bowling limitations apply as per Appendix A - Young Cricketer Directives

9 THE RESULT

- 9.7.1 For a **win, 10 points**, plus any points scored in the first innings.
- 9.7.2 In a tie, each side to score **8 points**, plus any points scored in the first innings.
- 9.7.3 In a **drawn match**, each side to score **3 points**, plus any points scored in the first innings.
- 9.7.4 First Innings Points (retained whatever the result of the match).
- 9.7.4.1 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
- 9.7.4.2 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

- 9.7.5 If a match is abandoned without a ball being bowled, each side to score 5 points.
- 9.7.6 **-1 match** point per two full overs that was not completed in the scheduled time across the match will be deducted from the team's match points as per 16. Over-Rate Penalties; and
 - 9.7.6.1 In determining whether a team has fallen short of the target number of overs, umpires may take into account any factor they consider relevant, including whether inclement weather has adversely affected the ability of the team to comply with the required over rate.
 - 9.7.6.2 In the event of a match finishing within the first day scheduled, penalties for not achieving the required over rates shall not apply, regardless of the hours played on those days.
- 9.7.7 A team can return a negative value in points in a match
- 9.8 Should any sides be level on points, tie-breakers shall be applied in the following order – Points/Wins/Losses/Head to Head/Wickets/Runs

10 FIELDER'S ABSENCE; SUBSTITUTES

- 10.1 Substitute fielders (players outside of the nominated 12)
 - 10.1.1 The umpires shall allow a substitute fielder
 - 10.1.1.1 if they are satisfied that a fielder has been injured or become ill and that this occurred during the match, or
 - 10.1.1.2 for any other wholly acceptable reason. In all other circumstances, a substitute is not allowed.
 - 10.1.2 A substitute shall not bowl or act as captain but may act as wicket-keeper only with the consent of the umpires.
 - 10.1.3 A nominated player may bowl or field even though a substitute has previously acted for her, subject to 10.2
 - 10.1.4 Squad members of the fielding or batting team who are not playing in the match and who are not acting as substitute fielders shall be required to wear a team training bib whilst on the playing area (including the area between the boundary and the perimeter fencing).
- 10.2 Fielder absent or leaving the field of play
 - 10.2.1 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, are they to be regarded as having left the field of play.
 - 10.2.2 If a fielder fails to take the field at the start of play or at any later time, or leaves the field during play,
 - 10.2.2.1 an umpire shall be informed of the reason for this absence.
 - 10.2.2.2 they shall not thereafter come on to the field of play during a session of play without the consent of the umpire. The umpire shall give such consent as soon as it is practicable.
 - 10.2.3 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 Umpires are notified as per 10.2.2.1 and 10.2.2.2, b) not in contravention of 1.1

11 NO BALL

11.1 Mode of delivery

- 11.1.1 The umpire shall ascertain whether the bowler intends to bowl right handed or left handed, over or round the wicket, and shall so inform the striker. It is unfair if the bowler fails to notify the umpire of a change in his mode of delivery. In this case the umpire shall call and signal No ball.
- 11.1.2 Underarm bowling shall not be permitted.

11.2 Fair delivery – the arm

For a delivery to be fair in respect of the arm the ball must not be delivered with an Illegal Bowling Action.

An Illegal Bowling Action is defined as a bowling action where a bowler's Elbow Extension exceeds 15 degrees, measured from the point at which the bowling arm reaches the horizontal until the point at which the ball is released (any Elbow Hyperextension shall be discounted for the purposes of determining an Illegal Bowling Action).

Should either umpire suspect that a bowler has used an Illegal Bowling Action, they shall complete the CI Bowling Action Report Form at the conclusion of the match, as set out in the CI Regulations for Bowlers with Suspected Illegal Bowling Actions.

11.2 Ball thrown or delivered underarm – action by umpires

11.3.1 If, in the opinion of either umpire, the ball has been thrown (where such mode of delivery does not correspond to the bowler's normal bowling action) or delivered underarm, he/she shall call and signal No ball and, when the ball is dead, inform the other umpire of the reason for the call.

The bowler's end umpire shall then

- warn the bowler, indicating that this is a first and final warning. This warning shall apply to that bowler throughout the innings.
- inform the captain of the fielding side of the reason for this action.
- inform the batters at the wicket of what has occurred.

11.3.2 If either umpire considers that, in that innings, a further delivery by the same bowler is thrown (where such mode of delivery does not correspond to the bowler's normal bowling action) or delivered underarm, he/she shall call and signal No ball and when the ball is dead inform the other umpire of the reason for the call.

The bowler's end umpire shall then

- direct the captain of the fielding side to suspend the bowler immediately from bowling. The over shall, if applicable, be completed by another bowler, who shall neither have bowled the previous over or part thereof nor be allowed to bowl any part of the next over. The bowler thus suspended shall not bowl again in that innings.
- inform the batters at the wicket and, as soon as practicable, the captain of the batting side of the reason for this action

11.3.3 The umpires together shall report the occurrence as soon as possible after the match to the CI Match Referee, who shall take such action as is considered appropriate against the bowler concerned.

11.4 Bowler throwing towards striker's end before delivery

If the bowler throws the ball towards the striker's end before entering the delivery stride. However, the umpire shall call and signal dead ball.

11.5 Fair delivery – the feet

For a delivery to be fair in respect of the feet, in the delivery stride

11.5.1 the bowler's back foot must land within and not touching the return crease appertaining to his stated mode of delivery.

11.5.2 11.5.2 the bowler's front foot must land with some part of the foot, whether grounded or raised

- on the same side of the imaginary line joining the two middle stumps as the return crease
- behind the popping crease.

11.6 Bowler breaking wicket in delivering ball

Either umpire shall call and signal No ball if, other than in an attempt to run out the non-striker under Law 38.3 (Non-striker leaving his/her ground early), the bowler breaks the wicket at any time after the ball comes into play and before completion of the stride after the delivery stride. This shall include any clothing or other object that falls from his person and breaks the wicket.

11.7 Ball bouncing more than once, rolling along the ground or pitching off the pitch

The umpire shall call and signal No ball if a ball which he/she considers to have been delivered, without having previously touched bat or person of the striker,

- bounces more than once or rolls along the ground before it reaches the popping crease.
- or pitches wholly or partially off the pitch before it reaches the line of the striker's wicket.

11.8 Ball causing the striker to leave the pitch or ball coming to rest in front of striker's wicket

If a ball delivered by the bowler comes to rest in front of the line of the striker's wicket or is so far from the pitch that the striker would need to leave the pitch to attempt to play the ball, without having previously touched the bat or person of the striker, the umpire shall call and signal No ball and immediately call and signal Dead ball.

11.9 Fielder intercepting a delivery

If, except in the circumstances of Law 27.3 (Position of wicket-keeper) a ball delivered by the bowler, makes contact with any part of a fielder's person before it either makes contact with the striker's bat or person, or it passes the striker's wicket, the

umpire shall call and signal No ball and immediately call and signal Dead ball.

11.10 Ball bouncing over head height of striker

See Law 22.1.1.2, Law 41.6.4 and Law 41.6.5.

11.11 Call of No ball for infringement of other Playing Conditions

In addition to the instances above, No ball is to be called and signalled as required by the following Laws:

Law 27.3 – Position of wicket-keeper

Law 28.4 – Limitation of on side fielders (no more than 6 on the leg side and no more than 2 behind square on the leg side)

Law 28.5 – Fielders not to encroach on pitch

Law 41.6 – Bowling of dangerous and unfair short pitched deliveries

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

Law 41.8 – Bowling of deliberate front foot no ball.

11.12 Revoking a call of No ball

An umpire shall revoke the call of No ball if Dead ball is called under any of Laws 20.4.2.4, 20.4.2.5, 20.4.2.6, 20.4.2.8 or 20.4.2.10 (Umpire calling and signalling Dead ball).

11.13 No ball to over-ride Wide

A call of No ball shall over-ride the call of Wide ball at any time.

11.14 Ball not dead

The ball does not become dead on the call of No ball.

11.15 Penalty for a No ball

A penalty of one run shall be awarded instantly on the call of No ball. Unless the call is revoked, the penalty shall stand even if a batter is dismissed. It shall be in addition to any other runs scored, any boundary allowance and any other runs awarded for penalties.

11.16 Runs resulting from a No ball – how scored

The one run penalty shall be scored as a No ball extra and shall be debited against the bowler. If other Penalty runs have been awarded to either side these shall be scored as stated in Law 41.17 (Penalty runs). Any runs completed by the batters or any boundary allowance shall be credited to the striker if the ball has been struck by the bat; otherwise they shall also be scored as Byes or Leg byes as appropriate.

11.17 No ball not to count

A No ball shall not count as one of the over.

11.18 Out from a No ball

When No ball has been called, neither batter shall be out under any of the Playing Conditions except Law 34 (Hit the ball twice), Law 37 (Obstructing the field) or Law 38 (Run out).

12 WIDE BALL

12.1 Judging a Wide

12.1 If the bowler bowls a ball, not being a No ball, the umpire shall adjudge it a Wide if, according to the definition in Law 22.1.2

12.1.1. The ball passes wide of where the striker is standing and which also would have passed wide of the striker standing in a normal guard position.

12.1.2. The ball passes above the head height of the striker standing upright at the popping crease.

- 12.1.3. The ball will be considered as passing wide of the striker unless it is sufficiently within reach for him to be able to hit it with the bat by means of a normal cricket stroke.
- 12.1.4. For bowlers attempting to utilise the rough outside a batter's leg stump, not necessarily as a negative tactic, the strict limited over Wide interpretation shall be applied.
- 12.1.5. For bowlers whom umpires consider to be bowling down the leg side as a negative tactic, the strict limited over Wide interpretation shall be applied.

12.2. Call and signal of Wide ball

If the umpire adjudges a delivery to be a Wide he/she shall call and signal Wide ball as soon as the ball passes the striker's wicket. It shall, however, be considered to have been a Wide from the instant that the bowler entered his delivery stride, even though it cannot be called Wide until it passes the striker's wicket.

12.3. Revoking a call of Wide ball

- 12.3.1. The umpire shall revoke the call of Wide ball if there is any contact between the ball and the striker's bat or person before the ball comes into contact with any fielder.
- 12.3.2. The umpire shall revoke the call of Wide ball if a delivery is called a No ball.

12.4. Delivery not a Wide

- 12.4.1. The umpire shall not adjudge a delivery as being a Wide, if the striker, by moving, either causes the ball to pass wide of him, as defined in Law 22.1.2 or brings the ball sufficiently within reach to be able to hit it by means of a normal cricket stroke.
- 12.4.2. The umpire shall not adjudge a delivery as being a Wide if the ball touches the striker's bat or person, but only as the ball passes the striker.

12.5. Ball not dead

The ball does not become dead on the call of Wide ball.

12.6. Penalty for a Wide

A penalty of one run shall be awarded instantly on the call of Wide ball. Unless the call is revoked, see Law 22.3, this penalty shall stand even if a batter is dismissed, and shall be in addition to any other runs scored, any boundary allowance and any other runs awarded for penalties.

12.7. Runs resulting from a Wide – how scored

All runs completed by the batters or a boundary allowance, together with the penalty for the Wide, shall be scored as Wide balls. Apart from any award of 5 Penalty runs, all runs resulting from a Wide shall be debited against the bowler.

12.8. Wide not to count

A Wide shall not count as one of the over.

12.9. Out from a Wide

When Wide ball has been called, neither batter shall be out under any of the Playing Conditions except Law 35 (Hit wicket), Law 37 (Obstructing the field), Law 38 (Run out) or Law 39 (Stumped).

12.10. Bowling of dangerous and unfair short pitched deliveries

- 12.10.1. Notwithstanding Law 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 41.6.1:

- 12.10.1.1. 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.
- 12.10.1.2. 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.
- 12.10.1.3. 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 inform 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 who shall take such action as is considered appropriate against the bowler concerned.
- 12.10.2. A bowler shall be limited to two fast short-pitched deliveries per over.
- 12.10.3. 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.
- 12.10.4. 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.
- 12.10.5. In addition, a ball that passes above head height of the batter, standing upright at the popping crease, that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a Wide.
- 12.10.5.1. For the avoidance of doubt any fast short pitched delivery that is called a Wide under this playing condition shall also count as one of the allowable short pitched deliveries in that over.
- 12.10.6. In the event of a bowler bowling more than two fast short-pitched deliveries in an over as defined in Law [41.6.3](#), 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.
- 12.10.7. If a bowler delivers a third fast short pitched ball in an over, the umpire, after the call of No ball and when the ball is dead, shall caution the bowler, inform the other umpire, the captain of the fielding side and the batters at the wicket of what has occurred. This caution shall apply throughout the innings.
- 12.10.8. 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 final warning for the innings.
- 12.10.9. 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 inform 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 who shall take such action as is considered appropriate against the bowler concerned.
- 12.10.10. Should the umpires initiate the caution and warning procedures set out in Laws 41.6.1.3, 41.6.9, and 41.7, such cautions and warnings are not to be cumulative.

12.11. Bowling of dangerous and unfair non-pitching deliveries

- 12.11.1. Any delivery, which passes or would have passed, without pitching, above waist height of the striker standing upright at the popping crease, is to be deemed to be unfair, whether or not it is likely to inflict physical injury on the striker. If the bowler bowls such a delivery the umpire shall immediately call and signal No ball.
- If, in the opinion of the umpire, such a delivery is considered likely to inflict physical injury on the batter by its speed and direction, it shall be considered dangerous. When the ball is dead the umpire shall caution the bowler, indicating that this is a first and final warning. The umpire shall also 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.
- 12.11.2. Should there be any further instance (where a dangerous non-pitching delivery is bowled and is considered likely to inflict physical injury on the batter) 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.
- Additionally, 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 who shall take such action as is considered appropriate against the bowler concerned.
- 12.11.3. The warning sequence in Law 41.7.1 and 41.7.2 is independent of the warning and action sequence in Law 41.6.
- 12.11.4. If the umpire considers that a bowler deliberately bowled a high full-pitched delivery, deemed to be dangerous and unfair as defined in Law 41.7.1, then the caution and warning in Law 41.7.1 shall be dispensed with. The umpire shall
- immediately call and signal No ball.
 - when the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling and 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.
- report the occurrence to the batters and, as soon as practicable, to the captain of the batting side.
- The umpires together shall report the occurrence to the CI Match Referee who shall take such action as is considered appropriate against the bowler concerned.

12.12. Bowling of deliberate front-foot No ball

If the umpire considers that the bowler has delivered a deliberate front-foot No ball, he/she shall:

- immediately 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.

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

The umpires together shall report the occurrence to the CI Match Referee who shall take such action as is considered appropriate against the bowler concerned.

13 RUNNERS

Runners shall not be permitted.

14 GENERAL PROVISIONS

14.1 Mode of Delivery

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

- 14.1.1 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.
- 14.1.2 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.
- 14.1.3 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.

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

15 PLAYERS' CONDUCT

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

15.2 Level 4 offences and action by umpires

15.2.1 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.

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

15.2.2.1 The Umpire shall call Time.

15.2.2.2 Together the Umpires shall summon and inform the offending player's captain that an offence at this level has occurred.

15.2.2.3 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.

15.2.2.4 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

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

15.3 Captain refusing to remove a player from the field

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

15.3.2 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.

16 OVER-RATE PENALTIES

- 16.1 The appointed umpires will determine that any shortfall in the minimum number of overs bowled and provide this information to the match referee.
- 16.2 A match referee may alter any decision provided by the umpires, that such alteration is made promptly. This apart, the decision, once made, is final.
- 16.3 The appointed match referee will indicate in their Match Report that a penalty shall apply, and advise the captain or head coach of the bowling team, on that day, of that penalty or reduction. In the absence of the captain or head coach, the match referee must advise the tournament director in writing within one working day of the match's completion

17 ONE-DAY REGULATIONS

The below will apply when no play is possible on the first day

17.1 Each match shall consist of two sessions of 3 1/2 hours each, with a 30 minute interval between innings.

17.1.2 Timings of matches shall be as follows:

First Innings – 10:30am to 2:00pm

Second Innings – 2:30pm to 6:00pm

17.2 Overs – One Day Regulations Only

- 17.2.1 100 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 14.28 overs an hour with one over deducted for each full 4.2 min playing time lost, refer to the Appendix B – Calculations (One Day Only)
- 17.2.2 No overs should be deducted for the 10 minutes between innings as this is built into the Hours of Play (above).
- 17.2.3 Each team shall bat for 50 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.

17.3 Delayed Start – One Day Regulations Only

- 17.3.1 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.
- 17.3.2 Bonus points will still be available as outlined above.
- 17.3.3 The side batting second must face at least 20 overs to constitute a match.

17.4 No Ball – One Day Regulations Only

No changes to the interpretation of 9. No Ball will be made for games reduced to a one day match.

17.5 Wide Ball - Judging a Wide – One Day Regulations Only

No changes to the interpretation of 10. Wide Ball will be made for games reduced to a one day match.

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.

Appendix B - Head Protector Directives



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;
- D. Future Series matches
- E. Youth Inter-Provincial 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. 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) 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.

Appendix C – Calculations (One Day Only)

Table 1: Calculation sheet for use when a delay or interruptions occur in the First Innings

Time

Net playing time available at start of the match	420 minutes (A)
Time innings in progress	_____ (B)
Playing time lost	_____ (C)
Extra time available	_____ (D)
Time made up from reduced interval	_____ (E)
Effective playing time lost $[C - (D + E)]$	_____ (F)
Remaining playing time available $(A - F)$	_____ (G)
G divided by 4.2 (to 2 decimal places)	_____ (H)
Max overs per team $[H/2]$ (round up fractions)	_____ (I)
Maximum overs per bowler $[I / 5]$	_____
Duration of 1 st , 2 nd and 3 rd Powerplay Overs	____ + ____ + ____

Rescheduled Playing Hours

First session to commence or recommence	_____ (J)
Length of innings $[I \times 4.2]$ (round up fractions)	_____ (K)
Rescheduled first innings cessation time $[J + (K - B)]$	_____ (L)
Length of interval	_____ (M)
Second innings commencement time $[L + M]$	_____ (N)
Rescheduled second innings cessation time $[N + K]$	_____ *(O)

* Ensure that the match is not finishing earlier than the original or rescheduled cessation time by applying clause 13.7.2. If so, add at least one over to each team and recalculate (I) to (O) above to prevent this from happening.

Table 2: Calculation sheet to check whether an interruption during the First Innings should terminate the innings

Proposed re-start time	_____ (P)
Rescheduled cut-off time allowing for full use of any extra time provision	_____ (Q)
Minutes between P and Q	_____ (R)
Potential overs to be bowled $[R / 4.2]$ (round up fractions)	_____ (S)
Number of complete overs faced to date in first innings	_____ (T)
If S is greater than T then revert to Table 1	
If S is less than or equal to T then the first innings is terminated - go to Table 3	

Table 3: Calculation sheet for the start of the Second InningsMaximum overs to be bowled:

(If first innings was terminated, S from Table 2)	_____ (A)
Scheduled length of innings: $[A \times 4.2]$ (round up fractions)	_____ (B)
Start time	_____ (C)
Scheduled cessation time $[C + B]$	_____ (D)

Overs per bowler and fielding restrictions

Maximum overs per bowler $[A / 5]$	_____ overs
Duration of 1 st , 2 nd and 3 rd Powerplay Overs	_____ + _____ + _____

Table 4: Calculation sheet for use when interruption occurs after the start of the Second InningsTime

Time at start of innings	_____ (A)
Time at start of interruption	_____ (B)
Time innings in progress	_____ (C)
Restart time	_____ (D)
Length of interruption $[D - B]$	_____ (E)
Additional time available: (Any unused provision for 'Extra Time' or for earlier than scheduled start of second innings)	_____ (F)
Total playing time lost $[E - F]$	_____ (G)

Overs

Maximum overs at start of innings _____ (H)

Overs lost $[G / 4.2]$ (rounded down) _____ (I)

Adjusted maximum length of innings $[H - I]$ _____ (J)

Rescheduled length of innings $[J \times 4.2]$ (rounded up) _____ (K)

Amended cessation time of innings $[D + (K - C)]$ _____ (L)

Overs per bowler and Fielding Restrictions

Maximum overs per bowler $[J / 5]$ _____ overs

Duration of Powerplay overs (initial, batting side) _____ + _____ overs