

## **JUNIOR COMPETITION REGULATIONS 2009**

### **LAWS OF CRICKET 2000 CODE – JUNIOR CRICKET:**

Please note this is the code applying in Junior Competitions.

#### **1 LEAGUES**

##### **1.1 Grades**

There are nine grades of Junior Cricket: Senior 2, Senior 3, Middle A, Middle B, Intermediate A, Intermediate B, Junior A, Junior B, Junior C.

##### **1.2 Fixtures**

In all leagues, with the exception of Dublin University and Ireland Women, each side shall arrange two fixtures with each other in its grade on a home and away basis. Dublin University and Ireland Women shall each arrange one fixture with other teams in their respective leagues.

#### **2 PROMOTION AND RELEGATION**

For Senior 2 to Junior C leagues inclusive, the two teams finishing at the top of a league table will normally be promoted to the next highest league for the following season and the two teams finishing at the bottom of a league will normally be relegated to the next lowest league for the following season. However the Junior Branch Committee may rule against a particular promotion for such reasons as the unsuitability of a ground for a particular league or the undesirability of having two teams from a club in the same league. Also the Junior Branch Committee may promote or relegate team(s) other than those in the top or bottom two places and/or may promote or relegate more or less than two teams should they feel such action merited and/or in the interest of maintaining balanced league structures. Similarly the Committee may promote or relegate a team more than one league up or down respectively should they deem it appropriate.

Notwithstanding the above, at the end of the 2009 season a restructuring of all leagues (including those currently designated Senior) will take place to give divisions each containing not more than 8 teams. The divisions shall be numbered sequentially.

A document showing the mechanism by which such a structure is to be reached is shown below.

A consequential restructuring of cup competitions for the 2010 season will also take place during 2009.

PROPOSED LEAGUE STRUCTURES 2010						
	DIVISION 1	DIVISION 2	DIVISION 3	DIVISION 4		
1	1st Sect A '09	Dublin University	3rd Senior 2 '09	10th Senior 2 '09		
2	2nd	7th Sect A '09	4th	2nd Senior 3 '09		
3	3rd	3rd Section B '09	5th	3rd		
4	4th	4th	6th	4th		
5	5th	5th	7th	5th		
6	6th	6th	8th	6th		
7	1st Sect B '09	1st Senior 2 '09	9th	7th		
8	2nd Sect B '09	2nd Senior 2 '09	1st Senior 3 '09	8th		
	DIVISION 5	DIVISION 6	DIVISION 7	DIVISION 8		
1	9th Senior 3 '09	7th Middle A '09	5th Middle '09	4th Inter A '09		
2	10th Senior 3 '09	8th Middle A '09	6th	5th		
3	1st Middle A '09	9th	7th	6th		
4	2nd	10th	8th	7th		
5	3rd	1st Middle B '09	9th	8th		
6	4th	2nd	1st Inter A '09	9th		
7	5th	3rd	2nd	10th		
8	6th	4th	3rd	1st InterB '09		
	DIVISION 9	DIVISION 10	DIVISION 11	DIVISION 12		
1	2nd Inter B '09	10th Inter B '09	8th Junior A '09	5th Junior B '09		
2	3rd	1st Junior A '09	9th	6th		
3	4th	2nd	10th	7th		
4	5th	3rd	1st Junior B '09	8th		
5	6th	4th	2nd	9th		
6	7th	5th	3rd	10th		
7	8th	6th	4th	1st Junior C '09		
8	9th	7th				
	DIVISION 13	* How these two positions are to be filled has not yet been agreed. What is shown is a proposal. Whatever happens two teams currently in Junior cricket will make up the numbers in Division 2. The make-up of Divisions 3 and 4 may therefore be affected by what is finally decided.				
1	2nd Junior C '09					
2	3rd					
3	4th					
4	5th					
5	6th					
6	7th					
7	8th					
8						

### 3 PLAYING REGULATIONS SENIOR 2 AND SENIOR 3 LEAGUES

**3.1** Games are of 100 overs duration. No bowler may bowl more than 10 overs except as in 3.2 (b) and 3.3 (d) below.

**3.2 (a) Innings Limitations:** The side batting first may not bat for more than 50% of the stipulated number of overs. The side batting second may bat for the balance of the complete overs remaining after the end of the first innings.

**(b) Exception to bowling limitation:** Where a side batting second has more than 50% of the overs available to it, the limitation on bowlers applies only up to the 50% point being reached. Thereafter a bowler, who has reached the limit, may bowl again.

#### **3.3 Delayed Starts – Reduction in overs**

Where the start of play is delayed the following provisions shall apply, subject to regulation 6.2 below (where the delay is due to reasons other than weather):

- (a)** The duration of the game shall be reduced by 2 overs for every 8 minutes of playing time lost. Should the point be reached where play has not commenced and the available overs have fallen below 50, the game shall be abandoned as null and void. Where a reduced overs game is being played, the timing of the tea interval shall be by agreement of the captains and it shall be permissible, if so desired, to take tea before the start of play with no reduction in overs applying during it and a ten minute break between innings thereafter.
- (b)** If it proves possible to commence play under 3.3 (a), each side shall be entitled to bat for 50% of the overs then remaining. Regulation 3.2 (a) in relation to overs not used by the side batting first shall also apply.
- (c)** Once play commences no further reduction in overs shall be made. Should there be further interruptions, such that play is abandoned with less than 50% of the revised number of overs bowled, the game shall be regarded as null and void. Should play be abandoned with more than 50% but less than 100% of the revised number of overs bowled or with less than 50% of the overs bowled but the second innings having commenced, it shall be deemed a draw (no result) and points awarded accordingly.
- (d) Limitation on bowlers:**  
Where a reduced overs match is played under this regulation, the limitations on bowlers given in 3.1 above shall be reduced by 1 over per bowler for every 10 overs lost from the game. The provision whereby in the second innings a bowler may bowl again once 50% of the available overs have been bowled shall apply.

### 3.4 Starting Times/Tea Interval

League	No. of overs in match	Max. overs 1 <sup>st</sup> innings	On or Before 23/05/08		24/05/08 - 15/08/08		16/08/08 - 29/08/08		From 30/08/08	
			Starting Time	Tea	Starting Time	Tea	Starting Time	Tea	Starting Time	Tea
Senior 2, 3	100	50	1230	1550 - 1620*	1300	1620 - 1650*	1230	1550 - 1620*	1200	1520 - 1550*

- NB Tea times are subject to Regulation 3.4 c below
  - (a) Day matches (as detailed in above table. There is no finishing time. Play shall continue until the end of the match except where a game is abandoned for weather or other causes.
  - (b) 2 evening matches shall commence at 5.45 pm. Finishing Times: First night - play shall cease at the end of the first innings if this occurs after 8.30 pm. If it occurs before 8.30 pm, play shall continue until 9.00 pm. Second night - play shall continue until end of match or abandonment for weather or other reasons.
  - (c) Tea Interval. This shall be of 30 minutes duration. The time of tea may be altered by agreement of the captains. Also in all league or cup matches if an innings ends, or a stoppage occurs within 30 minutes of the scheduled or agreed time for the tea interval, tea shall be taken immediately. If at the scheduled or agreed time for tea, nine wickets are down, play shall continue for a period not exceeding 30 minutes, or until the innings is concluded.
  - (d) Alterations: The Official Starting Time, as shown above and in the LCU Handbook, cannot under any circumstances or by any form of agreement by Captain(s) be changed except with the specific prior permission of the Junior Branch. The Starting Time shall be recorded in the Scorebook and signed by the Captains for future reference.

**3.5 Result:** The side scoring most runs wins the match. If runs are equal the match is a tie irrespective of the number of wickets lost by each side. If a game is abandoned for weather or other reasons when more than 50% of the overs have been bowled (or less than 50% bowled but the second innings having commenced) the game will be regarded as "no result".

**3.6 Declarations:** Should a side, whether batting first or second, declare their innings closed before the available number of overs has been bowled, they will be deemed to have lost all their wickets.

**3.7 Permitted Time Allocation:** The Bowling side must complete its 50 overs in a period of three hours and twenty minutes playing time which shall be the Permitted Time Allocation. In the event of a reduction in overs for weather reasons (3.3 above), the umpires shall recalculate the Permitted Time Allocation on the basis of 4 minutes per over per innings. For the purposes of determining the number of overs bowled at the conclusion of the Permitted Time Allocation, an over in progress at that time shall be deemed completed. If, in the sole opinion of the Umpires, there have been unusual delays during the course of the Permitted Time Allocation, they may add an equivalent amount of time, at their absolute discretion, to what would otherwise be the end of the permitted period to allow for such delays before determining if a penalty arises.

**Applicable to side fielding first**

Where the fielding side fails to complete its overs within the Permitted Time Allocation, the fielding side shall be penalised by

- (a) Continuing to bowl until the side batting first has completed its full complement of overs (or has been bowled out); and
- (b) Subtracting the number of overs remaining to be bowled after the expiry of the Permitted Time Allocation from the actual number bowled at the expiry of that time to determine the number of overs available to them when batting. This regulation to apply only when the side batting first is not bowled out by the expiry of the Permitted Time Allocation.

**Applicable to side fielding second**

Where the fielding side fails to complete its complement of overs within the Permitted Time Allocation, the fielding side shall be penalised by

- (a) Continuing to bowl until the side batting second has completed its full complement of overs, or has passed the total of the side batting first or has been bowled out; and
- (b) Subtracting the number of overs remaining to be bowled after the expiration of the Permitted Time Allocation from the actual number bowled in the innings of the side batting second at the expiration of that period. The resultant figure determines the number of overs applicable to the side batting first when batting. The total of the team batting first is then adjusted to the score it had achieved at the expiration of this adjusted number of overs. This regulation to apply only when the side batting second is not bowled out by the expiration of the Permitted Time Allocation.

Example: If the side bowling second has only bowled 48 overs by the expiration of the Permitted Time Allocation, then it continues to bowl to the side batting second until that side has either passed the target set (as adjusted by this rule) or has been dismissed. The score of the team batting first is recalculated based on its actual score at the end of the 46th over received when it was batting, and that, plus one, is the target score for the side batting second.

**3.8 Points**

- (a) Win 20 points
- (b) Tie as defined in playing regulation 3.5 - 10 points each side
- (c) Abandoned match in which weather, or other reasons, prevented a positive result being achieved - 10 points each side.

**Bonus Points**

Bonus Points will be awarded in respect of each match where there is a win/lose result, on the following basis:

- (i) There will be an allocation of 5 Bonus Points to each Match.
- (ii) These points will be allocated between the two sides, depending on the margin of victory in the match. This allocation will operate as follows:

Margin of Victory		Winner	Loser
Runs	Wickets		
100 +	9/10 Wickets	5	0
80/99 Runs	7/8 Wickets	4	1
60/79 Runs	5/6 Wickets	3	2
40/59 Runs	3/4 Wickets	2	3
20/39 Runs	2 Wickets	1	4
<20 Runs	1 Wicket	0	5

League positions will be determined on a percentage basis. Where there is a win/lose result, the percentage achieved by each side will be calculated out of 25 points. In cases of a tie or an abandoned match, as in 3.8 (b) or (c) above, the percentage achieved by each side will be calculated out of 20 points.

**3.9 One Day Wides** In judging a Wide, Umpires are instructed to apply a very strict and consistent interpretation in regard to Law 25.1 in order to prevent negative bowling wide of the wicket. As a guide if the ball passes either side of the wicket sufficiently wide to make it virtually impossible for the striker to play a "normal cricket stroke" both from where he is standing and from where he should normally be standing at the crease, the Umpire should call and signal "Wide". This will not apply if the Batsman makes contact with the ball.

**3.10 Restriction on Placement of Fielders** At the instant of delivery a minimum of four fielders (plus the bowler and wicket-keeper) must be within an area bounded by two semi-circles centred on each middle stump (each with a radius of 30 yards) and joined by 2 parallel lines on each side of the pitch. This area shall be known as the fielding circle. In the event of an infringement, the Striker's End umpire shall call No Ball. The fielding circle should be marked by painted white dots at five-yard intervals. Each dot must be covered by a white plastic or rubber disc seven inches in diameter.

#### 4. PLAYING REGULATIONS MIDDLE, INTERMEDIATE & JUNIOR LEAGUES

**4.1** Middle A and Middle B - games are of 90 overs duration

**4.2** , Intermediate A, Intermediate B, Junior A, B and C – games are of 80 overs duration.

**4.3 Limitation on bowlers:** No bowler may bowl more than 10 overs (Middle A/B) and 8 overs (Intermediate A to Junior C) save as in 4.4 (b) and 4.5 (d) below:

**4.4 (a) Innings Limitations:** In all games, the side batting first may not bat for more than 50% of the stipulated number of overs. The side batting second may bat for the balance of the complete overs remaining after the end of the first innings.

**(b) Exception to bowling limitation:** Where a side batting second has more than 50% of the overs available to it, the limitation on bowlers applies only up to the 50% point being reached. Thereafter a bowler, who has reached the limit, may bowl again.

#### 4.5 Delayed Starts

In all leagues where the start of play is delayed, the following provisions shall apply, subject to regulation 6.2 below (where the delay is due to reasons other than weather):

**(a)** The duration of the game shall be reduced by 2 overs for every 10 minutes of playing time lost. Should the point be reached where play has not commenced and the available overs have fallen below, 44 for Middle A/B or 40 for Intermediate A to Junior C, the game shall be abandoned as null and void. Where a reduced overs game is being played, the timing of the tea interval shall be by agreement of the captains and it shall be permissible, if so desired, to take tea before the start of play with no reduction in overs

applying during it and a ten minute break between innings thereafter.

- (b) If it proves possible to commence play under 4.5 (a), each side shall be entitled to bat for 50% of the overs then remaining. Regulation 4.4 in relation to overs not used by the side batting first shall also apply.
- (c) Once play commences no further reduction in overs shall be made. Should there be further interruptions, such that play is abandoned with less than 50% of the revised number of overs bowled, the game shall be regarded as null and void. Should play be abandoned with more than 50% but less than 100% of the revised number of overs bowled or the second innings having commenced, it shall be deemed a draw (no result) and points awarded accordingly.
- (d) **Limitation on bowlers:**  
Where a reduced overs match is played under this regulation, the limitations on bowlers given in 4.3 above shall be reduced by 1 over per bowler for every 10 overs lost from the game. The provision whereby in the second innings a bowler may bowl again once 50% of the available overs have been bowled shall apply.
- (e) **Bonus Points:**  
Where the duration of a game is reduced under this regulation, batting and bowling points maxima shall each be reduced by 1 for every 10 overs lost from the game. Percentages achieved will be calculated accordingly.

#### 4.6 Starting Times/Tea Interval

League	No. of overs in match	Max. overs 1 <sup>st</sup> innings	On or Before 23/05/08		24/05/08 - 15/08/08		16/08/08 - 29/08/08		From 30/08/08	
			Starting Time	Tea	Starting Time	Tea	Starting Time	Tea	Starting Time	Tea
Middle A, B	90	45	1330	1600 - 1630*	1330	1600 - 1630*	1300	1530 - 1600*	1230	1500 - 1530*
Intermediate A, B	80	40	1330	1600 - 1630*	1330	1600 - 1630*	1300	1530 - 1610*	1230	1500 - 1530*
Junior A, B, C	80	40	1330	1600 - 1630*	1330	1600 - 1630*	1300	1530 - 1610*	1230	1500 - 1530*

\*NB Tea times in all leagues are subject to regulation 4.6 (c) below

- (a) **Day matches** (as detailed in above table). There is no finishing time. Play shall continue until the end of the match except where a game is abandoned for weather or other causes.
- (b) **2 evening matches** shall commence at 6.00 pm. Finishing Times: First night - play shall cease at the end of the first innings if this occurs after 8.30 pm. If it occurs before 8.30 pm, play shall continue until 9.00 pm. Second night - play shall continue until end of match or abandonment for weather or other reasons.
- (c) **Tea Interval.** This shall be of 30 minutes duration. The time of tea may be altered by agreement of the captains. Also in all league or cup matches if an innings ends, or a stoppage occurs within 30 minutes of the scheduled or agreed time for the tea interval,

tea shall be taken immediately. If at the scheduled or agreed time for tea, nine wickets are down, play shall continue for a period not exceeding 30 minutes, or until the innings is concluded.

**(d) Alterations:** In all leagues the Official Starting Time, as shown above and in the LCU Handbook, cannot under any circumstances or by any form of agreement by Captain(s) be changed except with the specific prior permission of the Junior Branch. The Starting Time shall be recorded in the Scorebook and signed by the Captains for future reference.

**4.7 Result:** The side scoring most runs wins the match. If runs are equal the match is a tie irrespective of the number of wickets lost by each side. If a game is abandoned for weather or other reasons when more than 50% of the overs have been bowled (or less than 50% bowled but the second innings has commenced) the game will be regarded as “no result”.

**4.8 Declarations:** Should a side, whether batting first or second, declare their innings closed before the available number of overs have been bowled, they will be deemed to have lost all their wickets.

#### **4.9 Points:**

**(a)** Win 16 points

**(b)** Tie 10 points

**(c)** No result 10 points

**(d) Bonus Points** are calculated for all games except those that are void on the following basis::

**Batting** - Middle Leagues - one point for every 20 runs scored over 50, Intermediate and Junior League - one point for every 20 runs scored over 40.

Maximum batting points are 7 in all leagues. For a side batting second that wins or ties, batting points will be calculated as above or as follows whichever is the greater.

A side shall be deemed to have 7 points when starting their innings and shall lose one point at the fall of each wicket from the 4th to the 10th.

**Bowling.** All Leagues: one point for each wicket taken from 3rd to 9th (inclusive). Maximum 7 points.

**(e) Dublin University, Ireland Women.** Points will awarded as above but percentages will be calculated out of 264 (Dublin University 2nds) and 297 (Ireland Women and Dublin University 3rds).

### **THE REMAINING REGULATIONS SHALL APPLY TO ALL SENIOR 2 AND 3 MIDDLE, INTERMEDIATE AND JUNIOR LEAGUES**

#### **5. UNFAIR PLAY**

In addition to the provisions of Law 42.6 of the Laws of Cricket, the following shall apply. Bowling of Short Pitched Balls. If the ball passes, or would have passed, above the shoulder height of the striker standing upright at the crease, the umpire at the bowler's end shall call and signal no-ball irrespective of the pace at which the ball is delivered.

#### **6. AVOIDABLE DELAYS**

**6.1 Timeliness:** Teams are expected to show discipline in starting matches and returning after intervals promptly and in maintaining a reasonable over rate so that the designated overs are completed within a reasonable period. Persistent complaints about a team's performance in this regard may lead to penalties being imposed. (Note that in Senior 2 and 3 there are specific regulations regarding slow play for application during a match.)

**6.2 Late arrivals:** If a team is not in a position to take the field of play within 30 minutes of the scheduled starting time, the side present may choose to claim a walkover. If they choose to play, they shall be deemed to have won the toss and play will start as soon as practicable with the match reduced in line with regulations 3.3 or 4.5 depending on the grade involved.

## 7. REFIXING OF POSTPONED GAMES

**7.1 Weather causes** - League matches not started or terminated as void owing to rain or other weather causes shall not be refixed except if the match involves Dublin University or Ireland Women. In the latter cases, the match must be refixed. In other cases, if both fixtures involving two clubs are postponed in this way one of them must be refixed. It shall normally be the one which would have taken place first.

**7.2 Other Causes** - All games postponed for reasons other than weather causes should be refixed. The process of agreeing a new date should begin at the time of the postponement and should be completed within 14 days. The Hon. Secretary of the Junior Branch should immediately be advised in writing by both clubs of new agreed dates or of failure to agree a date. Points may be withheld if refixed games are played without verification by the Junior Branch. Where the Branch Committee is satisfied that reasonable attempts have been made without success to find a new date, it may declare the fixture void. Where the Branch Committee is not satisfied that all reasonable attempts have been made, it may fix a date for the refixture or penalise one or both clubs.

**7.3 Penalties for non-refixture of matches** - Where at the end of a season, a team has played less than 75% of its scheduled fixtures as a result of the non-refixing of games that could legitimately have been refixed, the following penalty will apply. Their final percentage will be calculated on the basis of points obtained in the matches actually played divided by the number of points possible if 75% of the scheduled fixtures had been played.

If, as a result of bad weather, a team could not legitimately have played 75% of its fixtures, the Junior Branch Committee shall have the power to set an appropriate lower percentage figure at which this regulation shall apply and/or to make such other allowances as it may see fit.

The Committee may also decide to waive any penalty under this regulation if it is satisfied that mitigating factors were present. Where 75% is not an even number of matches fractions will be rounded up to give the required number.

## 8. POSTPONEMENTS

The procedure for seeking a postponement shall be as follows:

- 8.1 (a)** A club seeking a postponement shall contact the Junior Branch Secretary stating its reason for so doing. If the Junior Branch Secretary consents to the postponement the club shall contact the opposing club and advise of the position. The Junior Branch Secretary may however leave the matter of consent to the opposing club.
- (b)** If the Junior Branch Secretary and the opponent agree to the postponement the match shall be rearranged and the onus of making the re-fixture shall be on the club which sought the postponement.
- (c)** If the opponent refuses to agree to the postponement, it will contact the Junior Branch Secretary giving its reasons for opposing the postponement.

- 8.2 (a)** If the Junior Branch Committee is satisfied with the explanations of the Club which sought the postponement it may order the match to be re-arranged and place the onus of making the re-fixtures on that club.
- (b)** If the said Committee is not satisfied with the explanation of the club which sought the postponement or if no explanation is forthcoming the following procedure shall apply:
- (i)** If the Committee is satisfied that for weather reasons the postponed match could not have taken place on the appointed day it shall award no points to either club but the match shall count as a game played in the record of the club in default only. The record of the inconvenienced club shall not be affected.
  - (ii)** If the Committee is satisfied that the postponed match could have taken place on the appointed day it shall regard the match as a game played and shall award walkover points in accordance with regulation 6.7 below.
  - (iii)** In considering whether the match could have been played on the appointed day the Committee will have regard to other matches played on that day in the area where the postponed match was due to have been played. In order to constitute a game played at least 50% of the overs would have to have been bowled in those other matches or in most of them.

**8.3 Late Postponements** - if a club fails to fulfil a fixture and has not given its opponents at least three days notice (i.e. Wednesday for Saturday, Thursday for Sunday) then, in addition to any points conceded, the defaulting club may be at the discretion of the Junior Branch subject to a minimum fine of £10 payable to the union. The Junior Branch committee may impose a higher fine if it is felt that the circumstances warrant it and/or may order the defaulting club to make good any expenses incurred by the inconvenienced club. Where a club is giving notice of a cancellation it must ensure that such notice is given directly to a responsible and identifiable official of the opposing club. Where fines remain unpaid at the end of a season the club concerned will not be permitted to make fixtures until payment is received.

**8.4 Cancellation of fixtures through inability to field a team** - Where a club has a number of fixtures scheduled for the same day and finds that it is unable to field all sides, it is the lower/lowest fixture(s) which must be cancelled first. Only in exceptional circumstances and with prior permission of the Junior Branch Committee, will a team be allowed to fulfil a fixture and earn points if a higher team fixture has been cancelled through inability to field a side. This will apply also with regard to the making of re-fixtures.

**8.5 Persistent failure to fulfil fixtures** – Where a team (or a club) is adjudged by the Junior Branch Committee to be persistent offenders in cancelling games without adequate reason or notice, the Committee has the power to impose a points deduction penalty equal to and in addition to any walkover points penalty applied. (This provision will apply in particular to cancellation of fixtures which involve travel to or from venues outside the main Dublin area).

## 9 RESULT CARDS - PROTESTS AND CLAIMS

- 9.2 Result Cards:** Result Cards in respect of all competition games, including no result games, shall be completed and returned showing the full team that played. Particulars of individual performances and starting time as referred to in regulations 3.4 (d) and 4.6 (d) must be furnished on result cards. Where no play is possible a listing of players due to take part shall be given. Where a game is cancelled for reasons other than weather (e.g. fixture clashes), the Hon. Secretary of the Junior Branch shall be informed accordingly when the cancellation occurs and of the new date in accordance with 7.2 above
- 9.3 Penalty:** Where a card is not received within ten days of completion of a game 5 points may be deducted from the record of the defaulting side or such other penalty as the Junior Branch Committee may decide to impose.
- 9.4 Umpires Report Forms:** For all games where the Leinster Cricket Umpires & Scorers' Association has provided umpires, clubs should complete and return grading report forms to Martin Russell, 75 Mounse View, Skerries, Co Dublin. The Junior Branch Committee shall be entitled to deduct points from teams whom the LCUA report as having failed to return these forms within ten days of the match in question.
- 9.5 Protests/Claims:** All protests and claims for points should be sent in writing to reach the Junior Branch Secretary and the secretary of the opposing club, within 7 days of the match to which they relate. Full details of the case should be specified and result cards are not appropriate for use for this purpose.
- 9.6 Walkovers:** Where a walkover is awarded by the Junior Branch Committee the side receiving it will be awarded 20 senior 2/3, 16 other leagues points out of a possible 20/16 (ie. bonus points will not enter into the calculation). However the side conceding the walkover will get 0 points out of a possible 25/30.
- 9.7 End of Season:** Sunday the 24th September is the final date for all league games in all grades. Points will not be awarded for games played after this date except where they have been specifically sanctioned by the Junior Branch Committee.

## 10 UMPIRING

The Leinster Cricket Umpires & Scorers' Association will provide umpires for all Senior 2 and 3 league matches and Senior 2 cup matches unless clubs are specifically advised otherwise. In addition the Association will also provide umpires for the semi-finals and finals of the Middle, Middle 2, Intermediate, Junior and Minor Cups. For Middle, Intermediate and Junior League matches, all cup matches at these grades prior to the semi-finals and any games where the LCUSA have advised that it cannot provide umpires, the following applies.

Before the April meeting of the Junior Branch Committee, each club shall supply the Secretary of the Junior Branch with a list of its members who are prepared to act as umpires in games involving their club at Middle, Intermediate, Junior or Minor level. It would be expected that initial lists would have a maximum of twice the number of teams to be covered but there is no general maximum. Amendments (including additions) may be submitted to subsequent Junior Branch meetings as for starting lists. A name may also be added to the list at any point but only with the prior approval of the Hon Secretary of the Junior Branch and no person may umpire without such approval. Clubs are entitled to access each others lists.

For league or cup matches at grades below Senior 3, each club shall provide an umpire from their approved list. The persons so chosen must umpire the entire match. Neither can take any part as a player and cannot at any point be replaced by a player in the match. Failure to provide an

umpire will result in a penalty of 5 league points for the team in default. If one of the team selected to play in the match is an approved umpire (as per above) and umpires the entire match with only ten players being used, the team will avoid penalty.

The names of the persons who have umpired must be given on the result card submitted by each team. Where this is not done satisfactorily, the above penalty will apply.

The Junior Branch Committee will examine lists submitted and approve them or otherwise and advise the club accordingly. The Committee will also, as it sees fit, put in place mechanisms for monitoring the performance of nominated umpires and shall have authority to remove an individual from a list if it feels so justified.

Persons listed should make every effort to attend training courses provided by the Leinster Cricket Umpires and Scorers' Association. They should ensure they have a good knowledge of the competition regulations and whether or not certain laws apply. For example they should note that the one day wide law does not apply in the grades being covered.

## 11 CUP COMPETITIONS

### Duration, Delayed Starts, Continuations, Postponements

**11.1** (a) Senior 2 Cup matches are 50 overs per side with a maximum of 10 overs per bowler.

(b) Only Senior 2 cup matches shall be subject to regulations 3.9 and 3.10 (above) regarding One Day Wides and fielding restrictions

(c) Cup matches at all other grades are 40 overs per side with a maximum of 8 overs per bowler.

**11.2** Starting and interval times are as detailed in the table below.

Cup Competition	Overs per Side	Max Overs per Bowler	Start of Play	Lunch	Tea
Senior 2	50	10	1300	n/a	1600 - 1630*
Middle Middle 2 Intermediate	40	8	1300	n/a	1600 - 1630*
Junior Minor	40	8	1300 Final 1230	n/a	1600 - 1630* Final 1530 - 1600*

\*Tea times for Senior 2 and lower cup competitions are subject to league regulations 3.4 c and 4.6 c respectively with regard to the end of the first innings.

### 11.3 Cup Matches not completed on the scheduled date due to weather or other causes (other than the final).

**Under no circumstances shall any league fixture be cancelled to facilitate a continuation or refixture of a cup match. The following shall apply in the various possible circumstances.**

(a) If there is no play or less than 25 (Senior 2) .or 20 (other cups) overs of the first innings are not bowled, the match shall be refixed on the same ground as a

25 - Senior 2, 20 – other cups overs a side match for a midweek evening before the scheduled date of the next round. Should this match also not be completed, a bowl-out will take place.

- (b) If more than 25 (Senior 2) or 20 (other cups) overs have been bowled but the first innings has not been completed, the game will continue over two midweek evenings before the scheduled date of the next round. If by the second such evening, a result has not been achieved, a bowl-out will take place. Alternatively, if both captains agree, the arrangement in a) may apply.
- (c) If the first innings has been completed, the game will continue on a mid week evening before the scheduled date of the next round. If it is not possible to conclude the match on the selected evening, a bowl-out (see 11.4) will take place to settle the tie.
- (d) In any of a) b) or c) above, if the captains agree, a bowl-out to settle the tie may be held on the first date.
- (e) Where any of the following clubs are involved and it is not possible to complete a match on the first date, a bowl-out must take place – Avondale, Bagenalstown, Ballaghadereen, Ballyeighan, Halverstown, Knockharley, Laois, Mullingar, North Wicklow – if game is at Oakhill, Wexford Wdrs,

If where any of these clubs are so involved and a team has not travelled, the clubs are responsible for resolving the matter by some mechanism prior to the date of the next round. The secretary of the Junior Branch should be advised immediately as to what has been agreed or of difficulties in reaching agreement.

- (f) For evening refixtures/continuations starting time shall be 6.00 p.m. unless otherwise agreed by the captains.

## **Final**

The game will start/continue at a date, time and venue set by the secretary of the Junior Branch after consultation with the captains and the host club..

**11.4 Bowl Outs** Where a bowl out is to take place it will be played according to the following regulations:

- (a) It will initially involve all 11 members of each team bowling (overarm) in turn at the wicket at one end of the pitch under the supervision of the umpires. They will alternate in pairs one from each team. The team which has broken the wicket most often shall be the winner.
- (b) If the teams are level after each member has bowled then a sudden-death play -off will apply with players from each side alternating in their original order until a winner has emerged.
- (c) A no ball or wide shall count as a ball bowled but shall not count as a wicket.
- (d) If a player from the side which took part in or was declared for the match is not available to take part in the Bowl Out, then such player(s) shall be deemed to have, bowled and missed the wicket.

## **12 SENIOR 2 COMPETITIONS - BATTING AND BOWLING AVERAGES**

The averages shall be based on performances in the Senior 2 League and Cup only. The minimum end of season qualifications for the awards are as follows: Bookman Cup (batting) 300 runs. Oulton Cup (bowling) - 25 wickets. Webster Trophy (All

Rounder) - 200 runs and 15 wickets. Also the players concerned must have batted (Bookman) or bowled (Oulton) or done either (Webster) in Senior 2 cup and league matches to a total equal to 50% plus one match of the team's scheduled League programme. In the absence of any player reaching the qualifying mark, the Junior Branch Committee shall decide on the minimum qualifications. Nominations for the above cups giving full details of the nominee's record should be submitted to the Honorary Secretary of the Junior Branch before the 1<sup>st</sup> October in each year. In the absence of any specific nominations, the winners of the trophies shall be determined by the Junior Branch Committee solely on the basis of the statistics recorded by the Secretary.

### 13 YOUTHS AND SAFETY

a) The Leinster Cricket Union has adopted the ECB directives regarding safety in youth cricket as best practice for all competitive matches under its aegis. In matches where official umpires are present, it is the responsibility of the umpires to ensure that they are enforced as regulations. Umpires should therefore ensure that team lists given to them prior to the start of play clearly identify the precise ages of any players under 18 years of age. In matches where no official umpires are present to enforce the regulation, team captains should make every effort to ensure that the directives are followed as best practice. Clubs should therefore ensure that their team captains are familiar with this practice.

b) The directives 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.

#### c) Fielding Restrictions

No young player in the under 15 age group or younger shall be allowed to field closer than 8 yards (7.3m) from the middle stump, except behind the wicket on the off side, until the batsman has played at the ball.

For those in the under 13 age group and below, the distance is 11 yards (10m).

These minimum distances apply even if the player is wearing a helmet.

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 helmet, 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.

#### d) Wicket-keepers

Any wicket-keeper under the age of 18 (on the day of the match) must wear a helmet 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 wicket-keeper to put on a helmet, or stand back from the stumps.

#### e) Bowling Restrictions

For the purpose of these Directives, 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

Age Max overs per spell Max overs per day

Up to 13	4 overs per spell	8 overs per day
U14, U15	5 overs per spell	10 overs per day
U16, U17	6 overs per spell	18 overs per day
U18, U19	7 overs per spell	21 overs per day

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, only when officially appointed, 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.

#### f) Batting Directive

Any batsman under the age of 18 (on the day of the match) must wear a helmet when batting. Non-compliance with this Directive will result in the umpires stopping the game immediately and instructing the batsman to put on a helmet.

g) Clubs should adopt the following ECB directives for practice sessions.

#### ECB Fast Bowling Directives for Practice Sessions

Age	Maximum Balls per session	Maximum sessions per week
Up to 13	30 balls per session	2 sessions per week
U14, U15	36 balls per session	2 sessions per week
U16, U17	36 balls per session	3 sessions per week
U18, U19	42 balls per session	3 sessions per week

The figures for the match and practice sessions are based on players bowling in no more than 3 matches or practice sessions per week for age groups up to and including U15,

and 4 matches or practice sessions per week for age groups up to and including U19. Players can play in other matches provided that they do not bowl.

#### Nets - Outdoor

The emphasis should be on quality rather than quantity. These Directives encourage young fast bowlers to focus their efforts on shorter, more intensive spells. Consequently, young fast bowlers should be made aware of the importance of warming up and warming down as part of their preparation.

#### Nets - Indoor

In the period between the end of the season and Christmas, indoor practice for fast bowlers should be kept to a minimum.

### **14 NON TURF WICKETS**

Cup or league matches in all grades below Senior may be played on non turf wickets. Clubs should at the start of the season notify opposing teams that certain cup and league scheduled fixtures will be played on non turf wickets. In the case of subsequent cup matches, notice should be given when the fixture is confirmed. If, for weather or other reasons, a home club subsequently wishes to change a fixture from grass to a non-turf wicket (or vice versa) they should notify the opposition at least two days before the day of the match. If, on the day of the match, the scheduled surface is unplayable and the alternative is, then play may only commence with the agreement of both captains.