



**Munster Cricket Union
Season 2017**

**Competition Regulations and
Laws of Cricket.**

**MCU Playing Regulations
and Administration
for League Premier Division, Division 1,
and Division 2**

Published: 02 April 2017

THE LAWS OF CRICKET

THE PREAMBLE – THE SPIRIT OF CRICKET

Cricket is a game that owes much of its unique appeal to the fact that it should be played not only within its Laws but also within the Spirit of the Game. Any action which is seen to abuse this spirit causes injury to the game itself. The major responsibility for ensuring the spirit of fair play rests with the captains.

1. There are two Laws which place the responsibility for the team's conduct firmly on the captain.

Responsibility of captains

The captains are responsible at all times for ensuring that play is conducted within the Spirit of the Game as well as within the Laws.

Player's conduct

In the event of a player failing to comply with instructions by an umpire, or criticising by word or action the decisions of an umpire, or showing dissent, or generally behaving in a manner which might bring the game into disrepute, the umpire concerned shall in the first place report the matter to the other umpire and to the player's captain, and instruct the latter to take action.

2. Fair and unfair play

According to the Laws the umpires are the sole judges of fair and unfair play. The umpires may intervene at any time and it is the responsibility of the captain to take action where required.

3. The umpires are authorised to intervene in cases of:

- Time wasting
- Damaging the pitch
- Dangerous or unfair bowling
- Tampering with the ball
- Any other action that they consider to be unfair

4. The Spirit of the Game involves RESPECT for:

- Your opponents
- Your own captain and team
- The role of the umpires
- The game and its traditional values

5. It is against the Spirit of the Game:

- To dispute an umpire's decision by word, action or gesture
- To direct abusive language towards an opponent or umpire
- To indulge in cheating or any sharp practice, for instance:
 - i) to appeal knowing that the batsman is not out
 - ii) to advance towards an umpire in an aggressive manner when appealing
 - iii) to seek to distract an opponent either verbally or by harassment with persistent clapping or unnecessary noise under the guise of enthusiasm and motivation of one's own side

6. Violence

There is no place for any act of violence on the field of play.

7. Players

Captains and umpires together set the tone for the conduct of a cricket match. Every player is expected to make an important contribution to this.

The players, umpires and scorers in a game of cricket may be of either gender and the Laws apply equally to both. The use, throughout the text, of pronouns indicating the male gender is purely for brevity. Except where specifically stated otherwise, every provision of the Laws is to be read as applying to women and girls equally as to men and boys.

The Code of Conduct for players in matches played under the aegis of the Munster Cricket Union (2012) and the Munster Cricket Disciplinary Procedures as available at <http://www.munstercricket.ie/discipline> also apply.

Competition Regulations

Based on Laws of Cricket [2000 Code 6th Edition – 2015]

Based on Standard One-Day International Match Playing Conditions

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LAW 1 THE PLAYERS

1.1 A match is played between two sides. Each side shall consist of 11 players, one of whom shall be captain.

1.2 *Nomination of Players*

1.2.1 The toss shall take place not earlier than 30 minutes and not later than 15 minutes before the start of play, in the presence of both umpires. Each captain shall nominate 11 players in writing to the umpires no later than 15 minutes before the start of the match. No player may be changed after the nomination without the consent of the opposing captain. The above requirements also apply where no umpires are appointed for matches. The names of the players contained in these lists should be as registered by each club and should include their official MCU registration number – just giving first names or other names for these players is not acceptable.

1.2.2 In addition to the requirements of **Law 1.2 Number of Players** – the minimum number of players on a side shall be 8. If a team is unable to field the minimum number of players at the start of a match they shall be deemed to have conceded a walk-over to the opposing side, which in the case of a league fixture, shall be awarded full points for the fixture. If neither team can field the minimum number of players, the fixture shall be deemed to be null and void and no points shall be awarded for the fixture.

1.3 *Captain*

1.3.1 If at any time the captain is not available, a deputy shall act for him.

(a) If a captain is not available during the period in which the toss is to take place, then the deputy must be responsible for the nomination of the players, if this has not already been done, and for the toss.

(b) At any time after the nomination of the players, only a nominated player can act as deputy in discharging the duties and responsibilities of the captain as stated in these Laws.

1.4 *Responsibility of Captains*

The captains are responsible at all times for ensuring that play is conducted within the spirit and traditions of the game as well as within the Laws. See The Preamble – The Spirit of Cricket and Law 42.1 (Fair and unfair play – responsibility of captains).

The captains are also reminded of their particular responsibilities under the Code of Conduct for players in matches played under the aegis of the Munster Cricket Union (2012) and the Munster Cricket Disciplinary Procedures

LAW 2 SUBSTITUTES AND OTHER THINGS

Law 2 shall apply to all matches subject to the following

2.1 *Law 2.5 – Fielder absent or leaving the field shall be replaced by the following:*

If a fielder fails to take the field with his side at the start of the match or at any later time, or leaves the field during a session of play, the umpire shall be informed of the reason for his absence, and he shall not thereafter come on to the field during a session of play without the consent of the umpire. (See Law 2.6 as modified). The umpire shall give such consent as soon as practicable.

2.2 Substitute fielders shall only be permitted in cases of injury, illness or other wholly acceptable reasons. 'Wholly acceptable reasons' should be limited to extreme circumstances and should not include what is commonly referred to as a 'comfort break'.

2.3 If the player is absent from the field for longer than **8 minutes**:

(a) the player shall not be permitted to bowl in that innings after his return until he has been on the field for at least that length of playing time for which he was absent.

(b) the player shall not be permitted to bat unless or until, he has returned to the field and/or his side's innings has been in progress for at least that length of playing time for which he has been absent or, if earlier, when his side has lost five wickets.

For example, a player is off the field for 30 minutes, he returns and is on the field for 15 minutes before the innings ends; then he cannot bat until at least 15 minutes of his side's innings has elapsed, or his side has lost 5 wickets before that time has elapsed.

The restriction in Clauses 2.3 above shall not apply if the player has suffered an external blow (as opposed to an internal injury such as a pulled muscle) whilst participating earlier in the match and consequently been forced to leave the field. Nor shall it apply if the player has been absent for very exceptional and wholly acceptable reasons (other than injury or illness).

In the event of a fieldsman already being off the field at the commencement of an interruption in play through ground, weather or light conditions or for other exceptional circumstances, he shall be allowed to count any such stoppage time as playing time, provided that he personally informs the umpires when he is fit enough to take the field had play been in progress.

- 2.4** In all league and cup competitions sub-fielders are allowed in accordance with the laws of cricket but shall be of the same grade or lower than the player leaving the field. Exceptions to this may be agreed by the captain of the batting side who shall not withhold consent unreasonably.

LAW 3 THE UMPIRES

- 3.1** If the appointed umpires are not present 15 minutes prior to the appointed starting time, or if no umpires have been appointed, both captains shall agree on the appointment and changing of umpires. In such cases each captain is responsible for ensuring those appointed are competent. The use of inexperienced young players (i.e. those under 18 years of age) must be avoided.

LAW 4 THE SCORERS

- 4.1** To meet the requirements of **Law 4**, at the same time as teams are nominated to the umpires for the match, each team must inform the umpires who the designated scorer is for the match. Each nominated scorer must be present for the entire game. It is permitted to designate two scorers, who between them must be in place for the entire game. Where no appointed umpires are standing, this requirement shall be deemed to have been met by the captains identifying their scorers for the match.
- 4.2** To meet the requirements of **Law 4.2 (Correctness of the scores)**, **Law 21.8 (Correctness of the result)**, **Law 21.9 (Mistakes in scoring)** and **Law 21.10 (Result not to be changed)**, where appointed umpires are not standing, it shall be the responsibility of both captains to fulfil the duties and requirements of the umpires as specified in the relevant Laws.

LAW 5 THE BALL - shall apply as per the Laws of Cricket.

LAW 6 THE BAT - shall apply as per the Laws of Cricket.

LAW 7 THE PITCH - shall apply as per the Laws of Cricket.

LAW 8 THE WICKETS - shall apply as per the Laws of Cricket.

LAW 9 CREASE MARKING.

- 9.1** The following shall apply in addition to Law 9:
As a guideline to the umpires for the calling of wides on the offside the crease markings detailed in Appendix 1 shall be marked in white at each end of the pitch.

LAW 10 PREPARATION AND MAINTENANCE OF THE PLAYING AREA - shall apply as per the Laws of Cricket.

LAW 11 COVERING THE PITCH - shall apply as per the Laws of Cricket (in Club grounds where covers are available)

11.1 *Law 11.1 - Before the match*

The following shall apply in addition to **Law 11.1**:
The pitch shall be entirely protected against rain up to commencement of play.

11.2 *Law 11.2 - During the match*

Law 11.2 shall be replaced by the following:
The pitch shall be entirely protected against rain up to the commencement of play and for the duration of the period of the match. The covers must totally protect the pitch.

11.3 *Law 11.3 - Covering bowlers' run ups*

Law 11.3 shall be replaced by the following:
Whenever possible the bowler's run-ups shall be covered in inclement weather in order to keep them dry.

LAW 12 INNINGS

The following shall replace **Law 12**

12.1 *Duration of Matches [Overs]*

All matches will consist of one innings per side, as set out in the table under.

Competition	Maximum Overs
League Premier Division	50 overs per side
League Division 1	45 overs per side
League Division 2	40 overs per side

12.2 *Permitted Time Allocations*

12.2.1 All sides are expected to be in position to bowl the first ball of the last of their overs within the Permitted Time Allocation. Over-rate penalties shall apply for teams who fail to bowl their complement of overs by the scheduled or re-scheduled cut-off time – see 12.2.4 below.

12.2.2 If, in the sole opinion of the umpires, there have been delays beyond the control of the fielding side e.g. injury, lost ball etc., they may extend the cut-off time by an equivalent amount of time to allow for such delays before determining if a penalty should be applied. Note that any time so added by the umpires shall be at their absolute discretion and shall not be subject to retrospective negotiation.

12.2.3 If a side is bowled out within the time determined for that innings pursuant to these playing conditions (taking into account any time allowances as above), the fielding side will be deemed to have complied with the required over-rate.

12.2.4 *Over-Rate Penalties*

- (a) In the event of a side failing to complete their scheduled number of overs within the Permitted Time Allocation (as adjusted if necessary under 12.2.2, the full quota of overs will be completed, and the batting side will be credited with 6 runs for every whole over that has not been bowled. This will apply to both innings of the match. If the side batting second is credited with runs in this way and this consequently takes their score to or past their victory target then the match shall be deemed to be won by the side batting second.
- (b) All penalties in this regard will be imposed immediately the ball first becomes dead after the scheduled or re-scheduled cessation time for the innings.
- (c) If the innings is terminated before the scheduled or re-scheduled cut-off time, no over-rate penalty shall apply. If the innings is interrupted, the over-rate penalty will apply based on the re-scheduled cessation time for that innings.
- (d) The Umpires shall inform the fielding team Captain when taking the field for the first time and on every subsequent occasion if play is interrupted by the weather, the scheduled cessation time for that innings. The Umpire at the bowler's end will inform the fielding Captain, the batsman and his fellow Umpire of any time allowances as and when they arise. (This matter will not be subject to retrospective negotiation).
- (e) In addition, in all reduced overs matches, the fielding team will be given one over's leeway. For the avoidance of doubt, one over's leeway means that the fielding side must be in position to bowl the first ball of the penultimate over by the scheduled or rescheduled cut off time.

12.3 *Starting Times and Intervals*

12.3.1 The starting times and Permitted Time Allocations for the different competitions are set out in the table under.

Competition	Starting Time	Permitted Time Allocation	Tea
Premier Division	12:00	3 hrs 20 mins	15:20 – 15:50
Division 1	12:00	3 hrs	15:00 – 15:30
Division 2	12:00	2 hrs 40 mins	14:40 – 15:10

12.3.2 Tea Interval.

Tea is taken at the conclusion of the first innings, unless there is more than 30 minutes to scheduled interval, in which case the side fielding first must bat until the scheduled tea time, given the 10 minute period for the change of innings.

12.4 Number of overs per bowler

12.4.1 No bowler shall bowl more than one-fifth of the total overs allowed in an innings.

12.4.2 In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed. Where this leads to a fraction of an over, it shall be rounded up.

12.4.3 In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be allowed by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

LAW 13 THE FOLLOW-ON - shall not apply

LAW 14 DECLARATION AND FORFEITURE - shall not apply

LAW 15 INTERRUPTED MATCHES/DELAYED STARTS

Law 15 shall apply except as varied as follows

15.1 Delayed Starts**(a) Weather delays**

The duration of the game shall be reduced by:

- 2 overs (1 over per side) for every 8 minutes of playing time lost during the first innings
- 1 over for every 4 minutes lost during the second innings.

Applies to Premier Division only

If less than 30 minutes is lost in a Premier Division league no time will be deducted and the match will not be shortened and D/L will not come into play i.e. D/L only comes into play after 30 minutes has been lost.

15.2 Minimum Overs to Constitute a Match

Each side shall have a minimum of 10 overs available to them to bat. Should the point be reached where play has not commenced and the available overs have fallen below **20** overs the game shall be abandoned as null and void.

15.3 Limitation on first innings

If it proves possible to commence play after the start time, the side batting first shall be entitled to bat for 50% of the overs then remaining.

15.4 Intervals

Where a reduced overs game is being played, the timing of the tea interval shall be by agreement of the captains and umpires and it shall be permissible, if so desired, to take tea either before the start of play or after the match, with no reduction in overs applying during it and a ten minute break between innings.

15.5 Bowlers' Allocations

Where a reduced overs match is played under this regulation, the limitations on bowlers given above shall be reduced on a pro-rata basis. Where this leads to a fraction of an over, it shall be rounded up.

LAW 16 START OF PLAY; CESSATION OF PLAY - shall apply subject to the following:

16.1 Start and Cessation Times – as per clause 12.3 above

16.2 Laws 16.6, 16.7 and 16.8 shall not apply.

16.3 *Laws 16.9, 16.10, and 16.11 shall apply in so far as they are relevant to a one innings limited overs type match.*

LAW 17 PRACTICE ON THE FIELD - *shall apply*

LAW 18 SCORING RUNS - *shall apply*

LAW 19 BOUNDARIES - *shall apply*

LAW 20 LOST BALL - *shall apply*

LAW 21 THE RESULT

Law 21 shall apply subject to the following:

21.2 *Law 21.2 - A win - one innings match*

Law 21.2 shall apply in addition to the following:

21.2.1 Save for circumstances where a match is awarded to a team as a consequence of the opposing teams refusal to play (Law 21.3), a result can be achieved only if both teams have had the opportunity of batting for at least 10 overs, unless one team has been all out in less than 10 overs or unless the team batting second scores enough runs to win in less than 10 overs.

21.3 *Law 21.3 – Umpire awarding a match*

Law 21.3 shall be replaced by the following:

A match shall be lost by a side which either

a) concedes defeat or

b) in the opinion of the Umpires refuses to play and the Umpires shall award the match to the other side.

21.4 *Law 21.4 - A Tie*

Law 21.4 shall apply in addition to the following:

21.4.1 If the scores are equal, the result shall be a tie and no account shall be taken of the number of wickets which have fallen.

21.5 *Law 21.5 - A Draw*

Law 21.5 shall not apply

21.6 *Prematurely Terminated Matches - Calculation of the Target Score*

Applies in Premier Division only

21.6.1 *Interrupted Matches - Calculation of the Target Score*

If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum of 10 overs available), then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing. This revised target is to be calculated using the current Duckworth-Lewis-Sterns (DLS) method using DLS Edition 2016 (Version 2.0). The target set will always be a whole number and one run less will constitute a Tie.

21.6.2 In Divisions, other than Premier Division, matches of unequal innings (due to weather) the team with the highest nett run rate will be declared the winner.

For this purpose, a team's Nett run rate will be based on overs available to it and not on the number of overs in which it was dismissed or after which it declared. Run rate shall be calculated correct to two places of decimal (rounding up).

Applies Premier Division only

21.6.3 *Prematurely Terminated Matches*

If the innings of the side batting second is suspended and it is not possible for the match to be resumed, the match will be decided by comparison with the DLS 'Par Score' determined at the instant of the suspension by the DLS method (refer DLS Regulations). If the score is equal to the par score, the match is a Tie. Otherwise the result is a victory, or defeat, by the margin. The Duckworth/Lewis computerised system shall determine the

result of the match.

21.7 Correctness of result

Any query on the result of the match as defined in Laws 21.2, 21.3, 21.4, 21.8 and 21.10 (as modified by these regulations) shall be resolved as soon as possible and a final decision made by the umpires at close of play.

21.8 Points

[a] Result Points

Win: 20 points to the winner

Tie: 12.5 points to each side

No Result: 10 points

[b] 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:-

In matches where there has been no reduction in overs or where the overs available to each side has been 41 or more:-

Margin of Victory		Bonus Points	
Runs	Wickets	Winner	Loser
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

(iii) Where less than 41 overs have been available to either side the allocation will operate as follows:

a) Matches of 31 – 40 overs *

Margin of Victory		Bonus Points	
Runs	Wickets	Winner	Loser
70+	9/10 Wickets	5	0
50/69 runs	7/8 Wickets	4	1
30/49 runs	5/6 Wickets	3	2
10/29 runs	3/4 Wickets	2	3
5/9 runs	2 Wickets	1	4
<5 runs	1 Wicket	0	5

b) Matches of 20 – 30 overs *

Margin of Victory		Bonus Points	
Runs	Wickets	Winner	Loser
40+	9/10 Wickets	5	0
30/39 runs	7/8 Wickets	4	1
20/29 runs	5/6 Wickets	3	2
10/19 runs	3/4 Wickets	2	3
5/9 runs	2 Wickets	1	4
<5 runs	1 Wicket	0	5

*Where interruptions result in the final allocated length of the two innings being of different lengths, the lower of the two figures will determine the bonus point scheme that will apply.

21.9 Walkovers

21.9.1 A walkover arises where a team does not fulfil a fixture and the reasons put forward for the failure to do so are not considered adequate by the MCU Cricket Committee. In circumstances of this nature the following shall apply:

21.9.2 The offending team shall forfeit the match;

21.9.3 It shall be deducted League points on an incremental basis - losing 5 points on first offence, 10 on the second. If any team fails to fulfil three fixtures in a season they shall be deemed to have withdrawn from the league and all their results shall be void. The club on behalf of the said team shall then have to re-apply to the MCU to enter the team concerned in the relevant league the following season;

21.9.4 The club may be subject to a fine of €65, to be imposed by the Cricket Committee;

21.9.5 The club may be levied the costs of the non-offending side, to be imposed by the Cricket Committee;

21.9.6 The non-offending side shall be awarded the 'win' points plus maximum bonus points (i.e. 25 points in total).

LAW 22 THE OVER - *shall apply*

LAW 23 DEAD BALL - *shall apply*

LAW 24 NO BALL

Law 24 shall apply subject to the following:

24.1 Law 24.1 (b) Mode of delivery

Law 24.1 (b) shall be replaced by the following:

The bowler may not deliver the ball underarm. If a bowler bowls a ball underarm the umpire shall call and signal no ball.

24.2 Free Hit

In addition to the above, the delivery following a no ball called (all modes of no ball) shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball) then the next delivery will become a free hit for whichever batsman is facing it.

For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called wide ball.

Field changes are not permitted for free hit deliveries unless there is a change of striker (the provisions of clause 41.2 shall apply).

The umpires will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

LAW 25 - WIDE BALL

25.1 Law 25.1 - *Judging a Wide*

Law 25 shall apply with the following addition to Law 25.1:

25.2 Leg side.

Any ball passing down the leg side and not touching the batsman will be called a wide, except in the case where the ball passes between the batsman and the wicket.

Off side.

The umpire will be guided by the 17" line in determining what is a fair ball.

A penalty of one run for a wide shall be scored. This penalty shall stand in addition to any other runs which are scored or awarded. All runs, which are run or result from a wide ball, which is not a no ball, shall be scored wide balls.

LAW 26 BYE AND LEG BYE	- shall apply
LAW 27 APPEALS	- shall apply
LAW 28 THE WICKET IS DOWN	- shall apply
LAW 29 BATSMAN OUT OF HIS GROUND	- shall apply
LAW 30 BOWLED	- shall apply
LAW 31 TIMED OUT	- shall apply
LAW 32 CAUGHT	- shall apply
LAW 33 HANDLED THE BALL	- shall apply
LAW 34 HIT THE BALL TWICE	- shall apply
LAW 35 HIT WICKET	- shall apply
LAW 36 LEG BEFORE WICKET	- shall apply
LAW 37 OBSTRUCTING THE FIELD	- shall apply

LAW 38 RUN OUT

38.1 As a variation to the provisions in the **Law 28**, a bowler who notices that a batsman has a tendency to leave his ground before he (the bowler) enters his delivery stride, shall be required to warn the batsman once before attempting to run him out under this Law

LAW 39 STUMPED	- shall apply
LAW 40 THE WICKET-KEEPER	- shall apply

LAW 41 – THE FIELDER

Law 41 shall apply subject to the following:

41.1 Protective equipment

The following shall apply in addition to Law 41.1:

The exchanging of protective equipment between members of the fielding side on the field shall be permitted provided that the umpires do not consider that it constitutes a waste of playing time.

41.2 Restrictions on the placement of fieldsmen

41.2.1 At the instant of delivery, there may not be more than 5 fieldsmen on the leg side.

41.2.2 Two semi-circles shall be drawn on the field of play. The semicircles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semicircles shall be 30 yards (27.43 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field. (Refer attached appendix 2). These fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5 yard (4.57 metres) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter. These discs must NOT be fixed to the ground by means of a nail/pin or any other dangerous/sharp object.

41.2.3 No more than 4 fieldsmen shall be permitted outside the fielding restriction area referred to in clause 41.2.2 above.

41.2.4 Fielding restriction during Powerplay Overs

In addition, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply (herein referred to as Powerplay Overs are detailed in the following clauses 41.2.5 to 41.2.10.

41.2.5 At the instant of delivery -

- Powerplay 1 – no more than two fieldsmen shall be permitted outside this fielding restriction area. In a 50 over innings, these are overs 1 to 10 inclusive; for 45 over innings – overs 1 to 9 incl; for 40 over matches – overs 1 to 8 incl.
- Powerplay 2 – no more than four fieldsmen shall be permitted outside this fielding restriction area. In a 50 over innings, these are overs 11 to 40 inclusive; for 45 over innings – overs 10 to 36 incl; for 40 over matches – overs 9 to 32 incl.
- Powerplay 3 – no more than five fieldsmen shall be permitted outside this fielding restriction area. In a 50 over innings, these are overs 41 to 50 inclusive; for 45 over innings – overs 37 to 45 incl; for 40 over matches – overs 33 to 40 incl.

41.2.6 In circumstances where the number of overs of the batting team is reduced, the number of overs within each Powerplay shall be reduced in accordance with the table below. For the avoidance of doubt, this table shall apply to both the first and second innings of the match.

Innings Duration	Powerplay 1	Powerplay 2	Powerplay 3
10	2	6	2
11	2	7	2
12	3	7	2
13	3	8	2
14	3	8	3
15	3	9	3
16	3	10	3
17	4	10	3
18	4	11	3
19	4	11	4
20	4	12	4
21	4	13	4
22	5	13	4
23	5	14	4
24	5	14	5
25	5	15	5
26	5	16	5
27	6	16	5
28	6	17	5
29	6	17	6
30	6	18	6
31	6	19	6
32	7	19	6
33	7	20	6
34	7	20	7
35	7	21	7
36	7	22	7
37	8	22	7
38	8	23	7
39	8	23	8
40	8	24	8
41	8	25	8
42	9	25	8
43	9	26	8
44	9	26	9
45	9	27	9
46	9	28	9
47	10	28	9
48	10	29	9
49	10	29	10

If play is interrupted during an innings, and the table above is applied, subsequent powerplays take immediate effect. Note that this applies even if an interruption might have occurred mid-over.

Illustrations of 41.2.6

A 50 over innings is interrupted after 8.3 overs and reduced to 32 overs. The new powerplays are 7+19+6. Therefore the middle powerplay takes immediate effect when play resumes and last for a further 17.3 overs. The final powerplay begins after 26 overs have been bowled.

A 50 over innings is interrupted after 18.5 overs and reduced to 22 overs. The new powerplays are 5+13+4.

When play resumes, the final powerplay applies for the remaining 3.1 overs.

41.2.7 At the commencement of the second and third Powerplays, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle.

41.2.8 Where possible, the scoreboard shall indicate the current Powerplay in progress.

41.2.9 In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal 'No ball'

41.2.10 Each block of Powerplay overs must commence at the start of an over.

Law 42 - Fair and Unfair Play

Law 42 shall apply subject to the following:

42.4.1 Applies to Premier Division only

Law 42.6 (a) - *The Bowling of Fast Short Pitched Balls*

Law 42.6 (a) shall be replaced by the following:

- a) A bowler shall be limited to two fast short-pitched deliveries per over.
- b) A fast short-pitched delivery is defined as a ball that passes or would have passed above the shoulder height of the striker standing upright at the popping crease..
- c) The umpire at the bowlers end shall advise the bowler and the batsman on strike when each fast short pitched delivery has been bowled.
- d) In addition, for the purpose of this regulation and subject to Clause 42.4.1 (f) below, a ball that passes above head height of the batsman, that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called **a wide**.
- e) For the avoidance of doubt any fast short pitched delivery that is called a wide under this playing condition shall also count as an allowable short pitched delivery in that over.
- f) In the event of a bowler bowling more than two fast short-pitched deliveries in an over as defined in Clause 42.1.1 (b) above, the umpire at the bowlers 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.
- g) 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 batsmen at the wicket of what has occurred. This caution shall apply throughout the innings.
- h) 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.
- i) Should there be any further instance by the same bowler in that innings, the umpire shall call and signal no ball and when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.
- j) The bowler thus taken off shall not be allowed to bowl again in that innings.
- k) The umpire will report the occurrence to the other umpire, the batsmen at the wicket and as soon as possible to the captain of the batting side together with the other umpire report the occurrence as soon as possible after the match to the Executive of the fielding side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain and bowler concerned.

42.4.1 For Divisions other than Premier Division

Law 42.6 (a) - *The Bowling of Fast Short Pitched Balls*

Law 42.6 (a) shall be replaced by the following:

A fast short-pitched delivery is defined as a ball which, after pitching, passes or would have passed above the shoulder height of the striker standing upright at the crease, irrespective of the pace at which the ball was bowled shall be regarded as dangerous and unfair, and the bowler's end umpire shall call and signal no ball for each such delivery. The provisions contained in Regulations 42.5.1 and Law 42.5.2 below shall also apply in this situation.

42.4.2 For all Divisions

Law 42.6 (b) *Bowling of High Full Pitched Balls*

Law 42.6 (b) shall be replaced by the following:

- a) Any delivery, regardless of the pace at which it was delivered, which passes or would have passed on the full above waist height of the striker standing upright at the crease is deemed unfair, whether or not it is likely to inflict physical injury on the striker.
- b) In the event of a bowler bowling a high full pitched ball as defined in Clause 42.4.2 (a) above, the umpire at the bowler's end shall call and signal no ball.
- c) If, in the opinion of the umpire, such a delivery is considered likely to inflict physical injury on the batsman, the umpire at the bowler's end shall, in addition to calling and signalling no ball, when the ball is dead, caution the bowler and issue a first and final warning. The umpire shall inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred.
- d) Should there be any further instance (where a high full pitched ball is bowled and is considered likely to inflict physical injury on the batsman) by the same bowler in that innings, the umpire shall in addition to calling and signalling no ball, when the ball is dead, direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.
- e) The bowler thus taken off shall not be allowed to bowl again in that innings.
- f) The umpire will report the occurrence to the other umpire, the batsman at the wicket and as soon as possible to the captain of the batting side together with the other umpire report the occurrence as soon as possible after the match to the Executive of the fielding side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain and bowler concerned.

Law 42.7 - *Dangerous and Unfair Bowling - Action by the umpire*

Law 42.7 shall be replaced by the following:

Regardless of any action taken by the umpire as a result of a breach of Clauses 42.4.1, 42.4.2 and 42.6 the following shall apply at any time during the match:

42.5.1 - The bowling of fast short pitched balls is unfair, if in the opinion of the umpire at the bowler's end, he considers that by their repetition and taking into account their length, height and direction, they are likely to inflict physical injury on the striker, irrespective of the protective clothing and equipment he may be wearing. The relative skill of the striker shall also be taken into consideration.

42.5.2 In the event of such unfair bowling, the umpire at the bowler's end shall adopt the following procedure:

- a) In the first instance the umpire shall call and signal no ball, caution the bowler and inform the other umpire, the captain of the fielding side and the batsmen of what has occurred.
- b) If this caution is ineffective, he shall repeat the above procedure and indicate to the bowler that this is a final warning.
- c) Both the above caution and final warning shall continue to apply even though the bowler may later change ends.
- d) Should there be any further instance by the same bowler in that innings, the umpire shall call and signal no

ball and when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof. See Law 22.8. (*Bowler Incapacitated or Suspended during an Over*).

- g) The bowler thus taken off shall not be able to bowl again in that innings.
- h) The umpire will report the occurrence to the other umpire, the batsmen at the wicket, and as soon as possible, to the captain of the batting side and together with the other umpire report the occurrence, as soon as possible after the match, to the Executive of the fielding side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain and bowler concerned.

42.6 Law 42.8 - Deliberate bowling of High Full Pitched Balls

Law 42.8 shall be replaced by the following:

If the umpire considers that a high full pitch delivery which is deemed unfair as defined in Clause 42.4.2 was deliberately bowled, then the caution and warning process shall be dispensed with.

The umpire at the bowler's end shall:

42.6.1 Call and signal no ball.

42.6.2 When the ball is dead, direct the captain to take the bowler off forthwith.

42.6.3 Not allow the bowler to bowl again in that innings.

42.6.4 Ensure that the over is completed by another bowler, provided that the bowler does not bowl two overs or part thereof consecutively.

42.6.5 Report the occurrence to the other umpire, to the captain of the batting side together with the other umpire report the occurrence as soon as possible after the match to the Executive of the fielding side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain and bowler concerned.

42.7 Action by the umpires for dangerous and unfair Bowling

Should the umpires initiate the caution and warning procedures set out in Clauses 42.4.1, 42.4.2, 42.5 and 42.6 such cautions and warnings are not to be cumulative.

42.8 Law 42.9 - Time Wasting by the Fielding Side

Law 42.9 shall apply subject to Law 42.9 (b) being replaced by the following:

If there is any further waste of time in that innings, by any member of the fielding side the umpire shall:

- a) Call and signal dead ball if necessary, and;
- b) Award 5 penalty runs to the batting side (see Law 42.17) – this provision does not apply when there is no umpire appointed by the MCU&SA officiating (see Regulation 48.1 below)
- c) Inform the other umpire, the batsmen at the wicket and as soon as possible the captain of the batting side of that has occurred together with the other umpire report the occurrence as soon as possible after the match to the Executive of the fielding side and to any Governing Body responsible for the match, who shall take such action as is considered appropriate against the captain and bowler concerned.

Also under Law 42, the following shall apply

Switch Hits

- (i) The batsman's grip and stance should be the same from the start of the bowler's run up until the beginning of the bowler's delivery stride.
- (ii) The batsman can utilise any grip, as long as he does not change it while the bowler is running in to bowl.
- (iii) From the beginning of the delivery stride (defined as the moment that the bowler's back foot lands in the delivery stride), the batsman, if he chooses, may start to play the switch-hit stroke.

- (iv) If the bowler sees the batsman alter his grip or stance before he enters his delivery stride, he is not compelled to deliver the ball.
- (v) If the bowler does not deliver the ball, in this instance, the umpire shall give the striker an informal warning.
- (vi) The second time this happens, the striker should be formally warned that he is wasting time under Law 42.10 (*Batsman wasting time*). This shall constitute a first and final warning, and be applicable to any batsman in that innings. Any subsequent instances shall result in 5 penalty runs being awarded to the fielding side. This provision does not apply when there is no umpire appointed by the MCU officiating (see Regulation 48.1 below)
- (vii) The bowler, having seen the batsman change his grip and/or stance, may decide to bowl at the batsman, and is entitled to do so. The umpires should allow that option.
- (viii) When a switch-hit is attempted then for the purposes of appeals for LBW the umpire will consider the striker's leg side to be the leg side of his original stance. For the purposes of judging a wide the 17" line will be used as a guide on both sides of the wicket as the striker is now considered to have 2 'off-sides'.

43 CODE OF ETHICS AND SAFETY OF YOUNG PLAYERS

- 43.1** The Munster Cricket Union accepts fully, as a basis for the management and welfare of young cricketers, the Code of Ethics and Good Practice for Children's Sport in Ireland as outlined in APPENDIX 3 which shall apply to all matches.
- 43.2** For safety reasons, players eligible to play at U-11 level, that is those who are under 11 years of age on 1 September on the previous year shall not participate in adult cricket matches in any capacity, that is as players or umpires.

44 UMPIRING AND SCORING

- 44.1** The Munster Cricket Umpires & Scorers' Association will aim to provide umpires for Premier Division, Divisions 1 and 2 Leagues and related cup matches unless clubs are specifically advised otherwise. This aim is subject to, and restricted by, the availability of sufficient umpires for such purposes.
- 44.2** Each team must provide a scorer for the match who should be notified to the umpires before the start of the game. That scorer must be present for the entire game. It is permitted to designate two scorers, who between them must be in place for the entire game. In addition in matches where the Duckworth-Lewis-Stern can be used, there must be at least one person available throughout the match who is capable of applying this method. DLS Edition 2016 (Version 2.0) is to be used in all matches where necessary. A computer and printer must be available with printouts being provided between innings and at any interruption in play.
- 44.3** The umpires shall be the sole arbiters as to whether the pitch is playable and/or the suitability of, ground, weather and light. Umpires should liaise vigilantly with the scorers in recording time lost and the number of overs bowled at any time during the match. Scorers are required to mark the score at the end of each over of each innings.
- 44.4** Cancelling of matches:
Both sides must be at the ground prior to the specified start time and must wait until either:-
 - (i) An appointed MCU&SA Umpire calls the game off; or
 - (ii) A minimum 10 overs each side game is not possible in the remaining time. (For matches scheduled for starting at 12:00, the latest times to start the minimum overs is Premier Division – 17:40; Division 1 – 17:00; Division 2 – 16:20)

If it not possible to play the game it shall be re-fixed (see Regulation 45 below for more on re-fixtures).
- 44.5** Umpires shall move to the wicket 5 minutes before play is due to commence. The fielding side and opening batsmen shall take the field immediately after the umpires to ensure a prompt start to the game.
- 44.6** If appointed MCU&SA umpires are not present 30 minutes before the official starting time then the responsibility falls on both captains who must agree on the appointment of umpires to ensure a prompt start

to a match. Umpires may be selected from participating players or spectators. If subsequently official umpire(s) arrive, then they may, if both teams agree, take over for the remainder of the match.

45 RE-FIXTURES

45.1 Applies to Premier League

If a match is not played on the appointed day, the Cricket Committee must be informed immediately. Teams must agree a re-fixture date within a 28 day period of the original match, or, in default, a date shall be set for the re-fixture by the MCU Cricket Committee. Once a date is agreed by the clubs the MCU Cricket Committee must be informed, and they are empowered to sanction or alter that date, if and as necessary.

45.2 Applies to Division 1

If a match cannot not played on the appointed day and due to their being 3 rounds of matches in this division, and the consequential number of matches scheduled, it is not practical to arrange re-fixtures and the relevant matches shall be declared no result.

45.3 Applies to Division 2 only

Due to the number of participating teams, re-fixtures will not be practical for the first round of matches. When the league divides into an upper and lower tier, for the second round on matches, the provisions of **Clause 45.1** above shall apply.

46 LEAGUE TABLES

46.1 Positions in the league table shall be decided on the basis of points gained in league matches. In the event of teams finishing with an equal percentage of points, the placing shall be decided on the basis of results of matches between the teams in question. Should this prove inconclusive, the team with the highest average run rate shall be the winner.

46.2 In the **Premier and Division 1 League** competitions each side shall play each other at least once. Every effort shall be made to facilitate this to occur. However, if due to unusual circumstances, this should not prove possible, the Cricket Committee shall have the authority, competency and discretion to take a decision as regards the outcome of that competition. The reasons and basis for such a decision shall be communicated to the participating clubs.

In **Division 2**, the above does not apply to the first round of matches, where all clubs are scheduled to play one another, but re-fixtures are not practical due to the number of teams involved

47 RESULT CARDS

47.1 It is the responsibility of the captain of the side that wins the match to ensure that:
Result cards are:

47.1.1 Completed in full and in particular giving each player's first name and family name as in their player registration sheet and as given in CricHQ;

47.1.2 Sent electronically via e-mail ;

47.1.3 Returned promptly to Ger O'Sullivan at e-mail osullivan_gerard@yahoo.co.uk and Rob Duggan at e-mail: rduggan2000@gmail.com to arrive no later than **12:00 noon** on the **Tuesday after the game**;

47.1.4 Where a match is postponed, or abandoned without a result, the result card MUST still be returned by the home captain indicating the circumstances of the postponement/abandonment etc. and, where possible, listing the players of each side selected to play in the match. Note: This latter requirement is necessary as it will have a bearing on player eligibility as outlined in **APPENDIX 4**.

47.1.5 A text giving the following result details of the match [i.e. winning side and margin plus details of player performances where 40 or more runs are scored or 3 or more wickets taken] should be sent to Ger O'Sullivan (Mobile:089-4358875) and Rob Duggan (Mobile: 087-6544728) (this requirement also applies in the event of a cancellation/abandonment as appropriate).

47.1.6 In the case of a league match, the consequence of a failure to return a result card shall be that no points shall be awarded to either side. However, the losing side have the option to claim their share

of the points if their captain submits the result card within the specified time period. In the case of a Cup competition, failure to return a result card within the specified time period shall result in the match being deemed void and the result decided by Cricket Committee Chair by the toss of a coin.

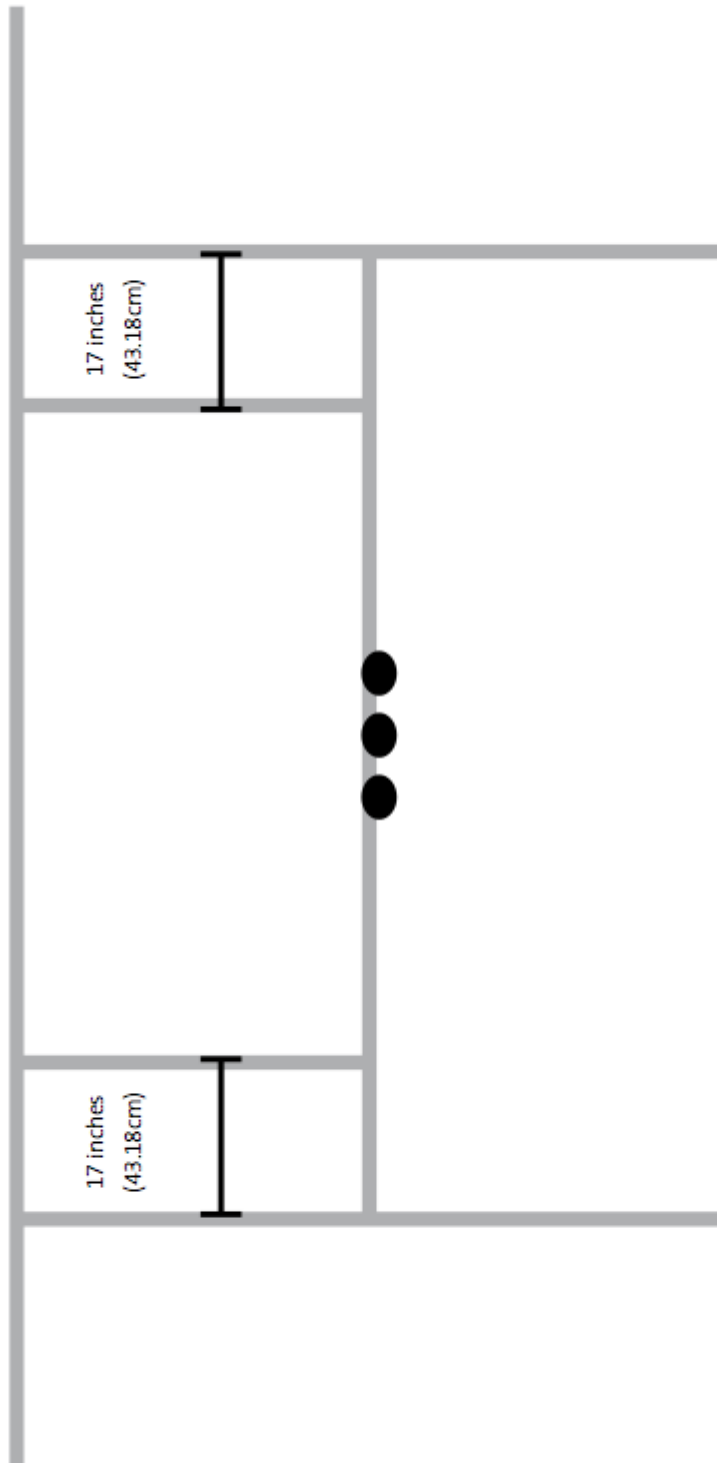
All such penalties shall be subject to appeal to the Cricket Committee.

48 RESTRICTIONS ON IMPLEMENTATION OF LAWS OF CRICKET (AS REGARDS PENALTY RUNS)

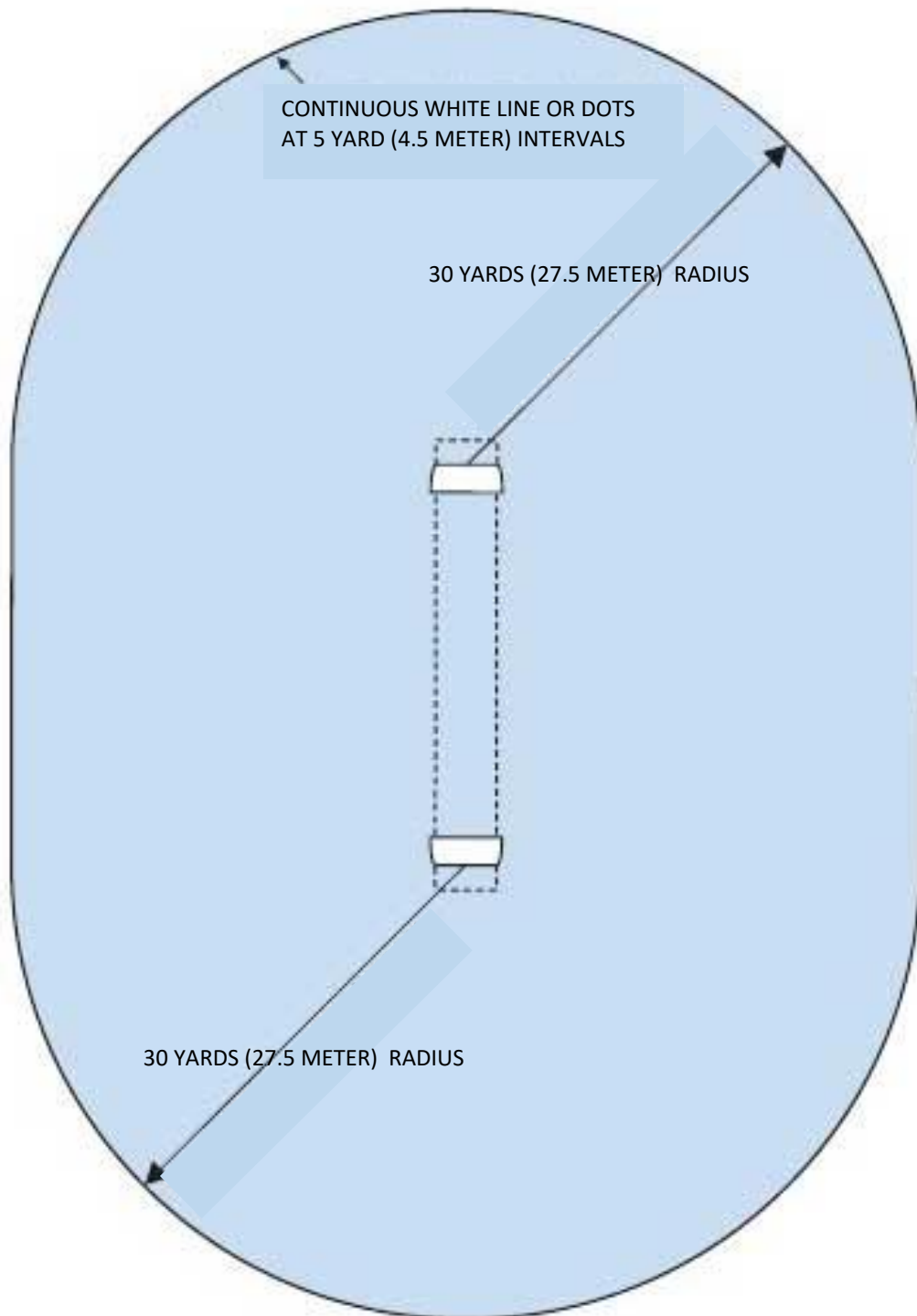
- 48.1** Where no umpire appointed by the Munster Cricket Umpires & Scorers' Association is officiating, penalty runs may only be awarded only in the cases of the ball hitting the fielder's helmet (when not being worn) or of illegal fielding.

49 GENERAL WAIVER PROVISION

- 49.1** The Munster Cricket Union and the Munster Cricket Union Cricket Committee reserve the right to set aside any of the foregoing regulations for good and proper reasons unforeseen in the promulgation of these regulations.

APPENDIX 1 : CREASE MARKING

APPENDIX 2: FIELD MARKINGS FOR FIELDING RESTRICTIONS
(with inner circles for Powerplay Overs – Premier Division only)



APPENDIX 3 SAFETY OF YOUNG PLAYERS

The **Munster Cricket Union** has adopted the latest Cricket Ireland directives applicable to all competitions played under Cricket Ireland's and MCU's auspices, and they apply equally 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 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 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

Age Max overs per spell Max overs per day

Age	Max overs per spell	Max overs per day
Up to 13	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

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

Batting Directive

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

APPENDIX 4 PLAYER ELIGIBILITY RULES 2017

(Valid for period January 1st 2017 to December 31st 2017)

PREAMBLE:

The paramount consideration of the eligibility rules is that a player is able to play cricket at the club of his choosing (subject to all relevant eligibility criteria being satisfied). However, this consideration **shall not apply** to situations where a club or a particular club side, opts to play in a lower league only of its own volition (excluding a club side that is relegated under the relevant competition regulations or by decision of the MCU Executive Committee or the MCU Cricket Committee) or in situations where a club side that would normally be promoted under the relevant competition regulations does not agree to or accept promotion. In such cases the Munster Cricket Union (MCU) Cricket Committee retains the right to grade players solely on their ability.

1. JURISDICTION & COMPETENCY

- 1.1. The Munster Cricket Union (MCU) Cricket Committee shall have full jurisdiction for the implementation of these rules. [subject to the appeal procedure as outlined in Clauses 9.3 & 9.5].
- 1.2. These eligibility rules shall apply to all competitive fixtures run under the auspices of the MCU. For the avoidance of doubt, these rules do not apply to fixtures run under the auspices of the Leinster Cricket Union.
- 1.3. The MCU Cricket Committee may in exceptional circumstances set any of the eligibility rules aside for good and proper reasons unforeseen by these regulations.
- 1.4. Decisions taken by the MCU Cricket Committee with regard to issues of player eligibility will be binding [subject to the appeals' procedures as outlined in Clauses 9.3 & 9.5].

2. RESIDENCY QUALIFICATION

- 2.1. Only players residing in the area of the MCU may ordinarily play in Munster Cricket Union competitions.
- 2.2. A club which intends to register a player who is normally resident outside the MCU area must apply **in writing** to the MCU Cricket Committee for **express permission** for such player to play in MCU competition(s);

The MCU Cricket Committee shall communicate its decision on such an application **in writing** to the applicant club within **7 days** of the receipt of such application.

3. REGISTRATION DEADLINES

- 3.1. Prior to the commencement of the each season, each club must submit an **Annual Registered Players List** for that season to the MCU Cricket Committee;

Such club lists must be submitted to the MCU Cricket Committee **on or before 1st April** each year;
All valid registrations contained on such club lists will run **until December 31st each year.**

- 3.2. New players (i.e. additions to a club's list of registered players **after the 1st April deadline** must be registered with the MCU Cricket Committee in writing by **12 Noon on the Friday before their first match for the club;**

All such valid additional registrations to club lists will run **until December 31st each year.**

4. REGISTRATION PROCEDURES

- 4.1. It is a **club's** responsibility to ensure that any individual player not only agrees to being registered for that club but also that the player is informed of such registration.
- 4.2. When registering a player, a Club must give an accurate assessment of that player's level of ability by grading him either **S** (Senior); **J** (Junior); or **M** (Minor). They must also indicate the likely XI (determined by his standard within his Club) that he will play for (i.e. 1st; 2nd; or 3rd).

- 4.3. Players aged 18 years or younger (as at September 1st of the previous calendar year) should **ALSO** be registered on each club's separate **Annual MCU Youth Database & Registration list**.
- 4.4. The Registration lists will be circulated to all Clubs; the Youth Committee; and the **Munster Cricket Umpires and Scorers Association (MCUSA)** for comment and consultation. The MCU Cricket Committee may then accept or vary the player grades.
- 4.5. Cricket grades will be reviewed and updated, if necessary and for good and proper reasons, on a monthly basis throughout the season by the MCU Cricket Committee (in consultation with MCU Clubs; the Youth Committee; and the MCUA).
- 4.6. The MCU Cricket Committee may (in consultation with the Youth Committee and the MCUA) accept, vary, or refuse a registration for good and proper reasons covered either by the Competition Regulations or these regulations.

5. COMPETITION ELIGIBILITY

- 5.1. **SENIOR CUP/PLATE** – open to any player, duly and properly registered in accordance with Clauses **2, 3 & 4** above, providing they either have been returned in, at least **two (2)** MCU Competition Result Cards in the **previous 12 months** or have the express written permission of the MCU Cricket Committee to play, unless otherwise prohibited by the MCU Cricket Committee; (see also **5.7** re Cup Finals)
- 5.2. **MUNSTER CRICKET UNION (MCU): Premier Division** – open to any player (**Senior, Junior, Minor**), duly and properly registered in accordance with Rules **2, 3 & 4** above, unless otherwise prohibited by the MCU Cricket Committee.
- 5.3. **JUNIOR CUP** – open to all **JUNIOR** and **MINOR** graded players, duly and properly registered in accordance with Rules **2, 3** and **4** above, providing they either have been returned in, at least **two (2)** MCU Competition Result Cards in the **previous 12 months** or have the express written permission of the MCU Cricket Committee to play, unless otherwise prohibited by the MCU Cricket Committee;

No senior graded players can play in this competition whatever the status of the player's club within the MCU leagues. (see also **5.7** re Cup Finals)

- 5.4. **MCU Division 1** – open to all **JUNIOR** and **MINOR** graded players, duly and properly registered in accordance with Rules **2** and **3** above, unless otherwise prohibited by the MCU Cricket Committee;

Where a Senior graded player either cannot genuinely command a regular place in a **Premier Division XI**, or the Club has not entered a **Premier Division XI**, then that player may be eligible to play in **Division 1** provided that player has the express written permission of the MCU Cricket Committee to do so. This provision should be taken in conjunction with and giving due regard to the situations and circumstances outlined in the Preamble to this Appendix.

- 5.5. **MINOR CUP** – open to all **MINOR** graded players, duly and properly registered in accordance with Rules **2, 3 & 4** above, providing they either have been returned in, at least **two (2)** MCU Competition Result Cards in the **previous 12 months** or have the express written permission of the MCU Cricket Committee to play, unless otherwise prohibited by the MCU Cricket Committee;

No senior or junior graded players are eligible to play in this competition whatever the status of the player's club within the Union. (see also **5.7** re Cup Finals)

- 5.6. **MCU Division 2** – open to all **MINOR** graded players, duly and properly registered in accordance with Rules **2** and **3** above, unless otherwise prohibited by the MCU Cricket Committee;

Were a Senior or Junior graded player either cannot genuinely command a regular place in a **Premier Division or Division 1 XI**, or the Club has not entered teams in either the **Premier Division or Division 1**, then that player may be eligible to play **Division 2** provided that player has the express written permission of the MCU Cricket Committee to do so. This provision should be taken in conjunction with and giving due regard to the situations and circumstances outlined in the Preamble to this Appendix.

5.7. CUP FINALS - In order to be eligible to play in the **final** of either the Senior, Junior or Minor Cup competitions, a player **must** have **either** been returned in **one (1)** Result Card for that Cup competition in **the current season** **or** have been returned in **two (2)** other MCU Competition Result cards in **the current season** **or** have the express **written** permission of the MCU Cricket Committee to play, unless otherwise prohibited by the MCU Cricket Committee.

5.8. Where the express **written** permission of the MCU Cricket Committee is required for a particular player to be eligible to play in any MCU competition(s) [as in clauses **5.1, 5.3, 5.4, 5.5, 5.6 & 5.7**], it is the responsibility of the **particular player's club** to apply **in writing** to the MCU Cricket Committee for such permission.

The MCU Cricket Committee shall communicate its decision on such an application **in writing** to the applicant club within **7 days** of the receipt of such application.

5.9. A player may play for only one club in any of the Senior, Junior or Minor Cup competitions in the current playing season

6. NUMBER OF CLUB TEAMS IN ANY ONE MCU COMPETITION

6.1. The MCU Cricket Committee may consider the entry of a second club team in any one competition providing the Club can show:

6.1.1. Justifiable reasons to do so and/or

6.1.2. That there is no overlap of players between the teams.

7. NUMBER OF CLUBS WITH WHICH ANY ONE PLAYER MAY BE REGISTERED

7.1. Except by express **written** permission, in advance, from the MCU Cricket Committee, players may not be registered for more than 1 Club, or play for another club in competitions regulated by the MCU in the current playing season

7.2. A **player** wishing to be permitted to register for more than club must apply **in writing** to the MCU Cricket Committee for such **permission**.

The MCU Cricket Committee shall communicate its decision on such an application **in writing** to the applicant player within **7 days** of the receipt of such application

7.3. The terms of Clause **5.9** shall apply to any decision made under Clause **7.2**

8. PROCEDURES FOR TRANSFER OF A PLAYER'S REGISTRATION

8.1. When a club wishes to register a player who is registered for another club during the playing season (i.e. seeks approval for a player transfer), it shall inform the MCU Cricket Committee in writing (by letter or e-mail) of their request.

8.2. The Cricket Committee shall forthwith request the club holding the player's current registration, within a period of **7 days**, to respond **either**:-

a) confirming in writing; by e-mail; or by text message that the Club is agreeable to the release of the player

or b) listing the reasons in writing, by email or by text message, the reasons why they wish to refuse permission to release the player.

Such permission may not reasonably be refused by the club currently holding the player's registration. In a dispute the Cricket Committee will, after a period of 7 days, either decline or accept the registration

for good and proper reasons.

Permission, once received by the MCU Cricket Committee, shall have the immediate effect of the transfer of the player's registration from the player's former club to the player's new club.

- 8.3.** In a dispute the MCU Cricket Committee may accept, vary, or refuse a change of club. Acceptance by the MCU Cricket Committee shall have the immediate effect of the transfer of the player's registration from the player's former club to the player's new club.
- 8.4.** The terms of **Clause 5.9** shall apply i.e. players who change clubs during the current playing season may not play in any relevant cup competition if they have already played in that relevant cup competition for their previous club during the current playing season.

9. PENALTIES & APPEALS PROCEDURE

- 9.1.** The MCU Cricket Committee may impose **any, some, or all** of the following penalties for transgression of these rules:
- Issue a warning or reprimand.
 - Order a replay of the game.
 - Award the match to the non-offending team.
 - Award the non-offending team league 'win' points plus maximum bonus points
 - Expel the offending team from the competition.
 - Expel the offending club from the competition
 - Fine the offending club.
 - Impose a suspension of the offending team.
 - Impose a suspension of the offending club
 - Recommend (to the MCU Executive) expulsion of Club from the MCU.
- 9.2.** Where a team has been found to have infringed the Eligibility Rules, the MCU Cricket Committee will notify **in writing** the Captain of the offending team of the infringement and of the consequent penalty to be imposed.
- 9.3.** Decisions of the MCU Cricket Committee may be appealed. Notice of appeal, including the grounds for making the appeal, must be submitted **in writing** to the MCU Executive Committee **within 7 days** of the receipt of
- (i) the notification of infringement or
 - (ii) the notification of a ruling on eligibility;

In response to such a notice of appeal, the MCU Executive Committee shall, within 7 days of the receipt of a notice of appeal, convene an Appeals Panel to hear such an appeal. The MCU Executive Committee shall select three individuals to constitute the Appeals Panel.

The Chair of the MCU Cricket Committee shall be a member of the Appeals Panel unless his/her club is the appellant club or is a club directly involved in the appeal.

- 9.4.** The Appeals Panel shall hear an appeal within 7 days of being convened and shall communicate its decision on the appeal in writing within **3 days** to both the appellant club and the MCU Executive Committee.
- 9.5.** The Appeals Panel's decision on an appeal arising under **Clause 9.4** shall be **final and binding**.

10. RECORDING & ARCHIVE OF DECISIONS

- 10.1.** It shall be the responsibility of the current MCU Cricket Committee Chairman to keep written records of all decisions made by the Committee under the terms of **Clauses 2.2, 4.6, 5.1, 5.3-5.7 (incl), 6.1, 7.2, 8.2, 9.1 & 9.2**.
- 10.2.** It shall be the responsibility of the current MCU Cricket Committee Chairman to maintain and update an archive of all such decisions.