



Munster Cricket Union

Season 2026

Competition Regulations and the Laws of
Cricket

MCU Playing
Regulations

Senior, Div1, Div2/3, Div4, Div5 T20 Competitions

Approved:



Application of the Regulations

These regulations and laws apply to all adult T20 matches played under the auspices of the Munster Cricket Union

The Laws of Cricket

Preamble – The Spirit of Cricket

Cricket owes much of its appeal and enjoyment to the fact that it should be played not only according to the Laws, but also within the Spirit of Cricket. The major responsibility for ensuring fair play rests with the captains, but extends to all players, umpires and, especially in junior cricket, teachers, coaches and parents.

Respect is central to the Spirit of Cricket.

- *Respect your captain, team-mates, opponents and the authority of the umpires. Play hard and play fair.*
- *Accept the umpire's decision.*
- *Create a positive atmosphere by your own conduct and encourage others to do likewise. Show self-discipline, even when things go against you.*
- *Congratulate the opposition on their successes and enjoy those of your own team.*
- *Thank the officials and your opposition at the end of the match, whatever the result.*
- *Cricket is an exciting game that encourages leadership, friendship and teamwork, which brings together people from different nationalities, cultures and religions, especially when played within the Spirit of Cricket*



Competiti

Based on Laws of Cricket [2017 Code 3rd Edition – 2022]

Based on Standard T20 International Match Playing Conditions

Contents

- The Preamble – The Spirit of Cricket
- Law 1 – The players
- Law 2 – The umpires
- Law 3 – The scorers
- Law 4 – The ball
- Law 5 – The bat
- Law 6 – The pitch
- Law 7 – The creases
- Law 8 – The wickets
- Law 9 – Preparation and maintenance of the playing area
- Law 10 – Covering the pitch
- Law 11 – Intervals
- Law 12 – Start of play; cessation of play
- Law 13 – Innings
- Law 14 – The follow-on
- Law 15 – Declaration and forfeiture
- Law 16 – The result
- Law 17 – The over
- Law 18 – Scoring runs
- Law 19 – Boundaries
- Law 20 – Dead ball
- Law 21 – No ball
- Law 22 – Wide ball
- Law 23 – Bye and Leg bye
- Law 24 – Fielder's absence; substitutes
- Law 25 – Batsman's innings; runners
- Law 26 – Practice on the field
- Law 27 – The wicket-keeper
- Law 28 – The fielder
- Law 29 – The wicket is down
- Law 30 – Batsman out of his/her ground
- Law 31 – Appeals
- Law 32 – Bowled
- Law 33 – Caught
- Law 34 – Hit the ball twice
- Law 35 – Hit wicket
- Law 36 – Leg before wicket



- Law 37 – Obstructing the field
- Law 38 – Run out
- Law 39 – Stumped
- Law 40 – Timed out
- Law 41 – Unfair play
- Law 42 – Players' conduct



MCU Playing Regulations

- PR1 – Safety of Young Players
- PR2 – Umpiring & Scoring
- PR3 – Standings
- PR4 – Result Cards
- PR5 – General Waiver Provision

Appendices

- Appendix 1 - Crease Marking
- Appendix 2 – Field Markings for Fielding restrictions (with inner circles for Powerplay Overs)
- Appendix 3 – Safety of Young Players
- Appendix 4 – Approved Match Balls
- Appendix 5 – Procedures for OOPSE



Law 1 – The Players

1.1 – The number of players

A match is played between two sides, each of eleven players, one of whom shall be captain. By agreement a match may be played between sides of fewer than eleven players, but not more than eleven players may field at any time. If, during the match and for whatever reason, a side is reduced to fewer than the original number of nominated players, the match shall continue as long as it is possible to do so under the Laws or any agreements made before the toss.

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 eleven players in writing to the umpires at the toss. 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 full name as it appears on their registration with the MCU – 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 any person associated with that team may act as his/her deputy to do so.
- 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, including at the toss.

1.4 – The responsibility of the captain

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 responsibilities under the Code of Conduct for players in matches played under the aegis of the Munster Cricket Union and the Munster Cricket Disciplinary Regulations.

Law 2 – The Umpires

2.1 – The umpires

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 young players (i.e. those under 18 years of age) must be avoided.

Law 3 – The Scorers

3.1 – The scorers

To meet the requirements of Law 3, 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 should 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.

In addition as during all matches 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 2022 (Version 5.0) is to be used in all matches where necessary.

3.2 – Where no umpires are present

To meet the requirements of Law 3.2 (Correctness of the scores), Law 16.8 (Correctness of the result), Law 16.9 (Mistakes in scoring) and Law 16.10 (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 4 – The Ball

4.1 – White Ball

A white ball from the list of MCU approved suppliers (contained in Appendix 4) is to be used in all matches. Teams are required to wear coloured (non-white) clothing for all matches.

Only those balls listed in Appendix 4 to these regulations may be used in matches in MCU T20 competitions. If a team uses a type of ball which is not identified within the list of approved match balls in Appendix 4, the team shall forfeit the game in question and full points shall be awarded to the non-offending team. If both teams use a type of ball which is not identified within the list of



approved match balls, no points will be awarded to either team. In matches where MCUSA umpires are appointed, the umpires shall be the sole arbiters of whether or not a ball is acceptable as per the list contained within Appendix 4 to the regulations. In matches where no MCUSA umpires are appointed, it shall be the responsibility of the captains of each team to determine whether a ball is acceptable as per the list contained within Appendix 4 to the regulations. If the captains cannot agree as to whether or not a ball is acceptable as per Appendix 4, the game shall continue (using each team's nominated ball) and each captain shall submit a report (with accompanying photographs) to the Cricket Operations Committee by email to operations@munstercricket.ie no later than 48 hours after the scheduled start time of the match.

Law 5 – The Bat – shall apply

Law 6 – The Pitch – shall apply

Natural grass pitches and fixed, permanent installation artificial pitches are permitted to be used in all divisions.

Law 7 – The Creases – shall apply

Law 8 – The Wickets – shall apply

Law 9 – Preparation & Maintenance of the Playing Area – shall apply

Law 10 – Covering the Pitch

10.1 – Before the match

The following shall apply in addition to Law 10.1:-

Where there is an ongoing threat of rain, the pitch, and where possible and practical, the bowlers' run-ups, shall be entirely protected against rain until a decision on the commencement of play is taken by the umpires, and their requirements as to the removal of the covers are communicated to the home team or host club in the case of a match played at a neutral venue.

10.2 – During the match

Law 10.2 shall be replaced by the following:

Where required by rain during the course of the match, the pitch shall be entirely protected up to a decision on the commencement of play by the umpires and based on their instructions for their removal. In such conditions where covers are required, they (the covers) must totally protect the pitch and if possible, the bowlers' run-ups.

Law 11 – Intervals – shall apply (*except where amended by Law 12 below*)

Law 12 – Start of Play, Cessation of Play (*shall apply subject to the following*)

12.1 – Starting times

Extrapolated in 13.3.1 below.

**12.2 – Hours of play**

Laws 12.6, 12.7 and 12.8 shall not apply.

12.3 – Start & Cessation of play

Laws 12.9, 12.10, and 12.11 shall apply in so far as they are relevant to a T20 match.

12.4 – Weather affected matches

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 of playing time lost during the second innings

However, if less than 15 minutes of playing time is lost, no reduction of overs shall take place.

Law 13 - Innings

The following shall replace Law 13

13.1 – Duration of matches (overs)

All matches will consist of one innings per side, as set out in the table below:-

Competition	Maximum Overs	Permitted Time Allocation
Senior T20	20	85 minutes
Junior T20	20	85 minutes
Minor T20	20	85 minutes
Division 3 T20	20	85 minutes

13.2 – Permitted time allocations**13.2.1**

All sides are expected to be in position to bowl the first ball of the last of their overs within the Permitted Time Allocation - see table in 13.1 above. 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 13.2.4 below.

13.2.2

If, in the sole opinion of the umpires, there have been delays beyond the control of the fielding side e.g. injury, 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. Teams should note that lost balls are not considered delays beyond the control of the fielding side and teams should have spare balls available to use.



13.2.3

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.

13.2.4

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 13.2.2), 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) Penalty runs will be applied after 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 final over by the scheduled or rescheduled cut off time.

13.3 – Starting times & intervals

13.3.1

The starting times for each competition shall be determined by the Operations Committee but may be changed by written agreement between both clubs. Both clubs must consent (in writing via email to operations@munstercricket.ie no later than 48 hours before the scheduled start time) to a change in start time MCU issues and refix form needs to be submitted also.

13.3.2

There shall be a ten minute changeover period between innings.

**13.4 – Number of overs per bowler****13.4.1**

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

13.4.2

In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, no bowler 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. 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 14 – The Follow-on – shall not apply**Law 15 – Declaration & Forfeiture – shall not apply****Law 16 – The Result**

Law 16 shall apply subject to the following:

16.2 – A win (one-innings match)**16.2.1**

Save for circumstances where a match is awarded to a team as a consequence of the opposing teams refusal to play a result can be achieved only if both teams have had the opportunity of batting for at least 5 overs, unless one team has been all out in less than 5 overs or unless the team batting second scores enough runs to win in less than 5 overs.

16.3 – Umpire awarding a match

Law 16.3 shall be replaced by the following:-

16.3.1

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.

16.4 – A tie

Law 16.4 shall apply in addition to the following:-

16.4.1

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. 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.

16.4.2



If the scores are equal in semi-finals or finals (where applicable), the outcome of the match shall be decided by a One Over Per Side Eliminator (OOPSE). The procedure for an OOPSE is extrapolated in Appendix 5.

16.5 – A draw

Law 16.5 shall not apply

16.6 - Prematurely terminated matches - calculation of the target score

Applies in Senior T20 Blast

16.6.1 (a) - Interrupted matches - calculation of the target score

If, due to the 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 5 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-Stern (DLS) method using DLS Edition 2026 (Version 6.0). The target set will always be a whole number and one run less will constitute a tie. It is the responsibility of the Home team or, in the case of a neutral venue, the host club to provide DLS printed documents detailing the over by over par scores table. One printed copy is to be provided to the captain of each team, one printed copy is to be provided to the umpires and one printed copy is to be provided to the scorers. These copies must be provided during the interval between innings and prior to the teams returning to the field where there has been a reduction in overs in the second innings. Failure by a home team to provide printed DLS documents as described above will result in the forfeiture of the match to the opposition team. In the case of a neutral venue, failure by the host club to provide DLS printed documents as described above will result in a €300 fine payable within 30 days to the MCU Hon. Treasurer.

Applies in Junior, Minor and Division 3 T20 Blast

16.6.1 (b) - Interrupted matches - calculation of the target score

If, due to the 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 5 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-Stern (DLS) method using DLS Edition 2026 (Version 6.0). The target set will always be a whole number and one run less will constitute a tie. It is the responsibility of the Home team or, in the case of a neutral venue, the host club to provide DLS soft copy documents detailing the over by over par scores table. Copies in this instance refer to emailed versions of the DLS over by over par scores table. One copy is to be provided to the captain of each team, one copy is to be provided to the umpires, one copy is to be provided to the scorers and one copy is to be provided to the Operations Committee via email to operations@munstercricket.ie. These copies must be provided during the interval between innings and prior to the teams returning to the field where there has been a reduction in overs in the second innings. Failure by a home team to provide DLS



documents as described above will result in the forfeiture of the match to the opposition team. In the case of a neutral venue, failure by the host club to provide DLS documents as described above will result in a €300 fine payable within 30 days to the MCU Hon. Treasurer. Note that the procedure set out in 16.6.1 (a) above i.e. printed copies being utilised is also available to teams participating in Junior, Minor and Division 3 T20 Blast competitions.

Applies in all T20 competitions

16.6.2 – 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. Clubs must utilise the current Duckworth-Lewis- Stern method using DLS Edition 2026 (Version 6.0). 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.

16.7 – Correctness of result

Any query on the result of the match as defined in Laws 16.2, 16.3, 16.4 and 16.8 (as modified by these regulations) shall be resolved as soon as possible and a final decision made by the umpires at close of play.

16.8 - Points

(a) Result Points

- **Win:** 20 points to winning team
- **Tie:** 12.5 points to each team
- **No Result:** 0 points to each team

(b) Bonus Points

Bonus points will be allocated to each match where there is a win/loss result, on the following basis:-

- a) There will be an allocation of five bonus points to each match
- b) Bonus points will be allocated based on margin of victory as follows:-

Margin of Victory		Bonus Points	
Runs	Wickets	Winner	Loser
60+	10/9	5	0
40-59	8/7	4	1
30-39	6/5	3	2
20-29	4/3	2	3
10-19	2	1	4
1-9	1	0	5

**16.9 - Walkovers****16.9.1**

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 Operations Committee. In circumstances of this nature the following shall apply:

- The offending team shall forfeit the match;
- A fine of €50 shall be levied on the offending team, payable to the Munster Cricket Union within 30 days of the forfeited match
- A second forfeiture shall result in the offending team being expelled from the competition and being subject to a €100 fine payable on the same terms as a first forfeiture. All results involving the expelled team will be expunged from the relevant competition standings. Failure to pay the relevant fine will result in a points deduction in the 2026 season's T20 standings.
- All teams from the offending club at a lower level will be deemed to have forfeited their games that weekend, regardless of whether they took the field. For avoidance of doubt that would mean 25 points to the non-offending club in a T20 league match or automatic progress to the next round for the non-offending team in a knockout game.

16.9.2

The non-offending side shall be awarded the full 'win' points, i.e. 25 points.

Law 17 – The Over – shall apply

Law 18 Scoring Runs – shall apply

Law 19 – Boundaries – shall apply

Law 20 – Dead Ball – shall apply

Law 21 – No Ball

Law 21 shall apply subject to the following:-

21.1 - Mode of delivery

Law 21.1 (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.

21.2 – 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 sole exception is for a No ball due to breach of fielding restriction whereby the fielding side must move a fielder, on the same line, to comply with the restriction, e.g. 3 fielders outside the fielding circle in the first over, even with same striker facing the fielding captain must move one fielder into the fielding circle for the free hit to comply with the restrictions.

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 22 – Wide Ball

22.1 – Judging a wide

Law 22 shall apply with the following addition to Law

22.1: 22.1.1

- 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.

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 23 – Bye & Leg Bye – shall apply

Law 24 – Fielders Absence; Substitutes – shall apply

Law 25 – Batsman's Innings; Runners – shall apply

Law 26 – Practice on the Field – shall apply

Law 27 – The Wicket Keeper – shall apply

Law 28 – The Fielder

Law 28 shall apply subject to the following:-

28.1 – Protective equipment

The following shall apply in addition to Law 28.1:

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.

28.2 – Restrictions on the placement of fielders

**28.2.1**

At the instant of delivery a minimum of four fielders (plus the bowler and wicketkeeper) 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.

28.2.2 - Additional Restrictions (Uninterrupted match)

For the first 6 overs of a match, a maximum of two fielders may, at the instant of delivery be outside the fielding circle. In the event of an infringement the striker's end umpire shall call and signal no ball.

28.2.3

At the instant of delivery there shall not be more than five fieldsmen on the leg side.

28.2.4

In the event that either innings is reduced below 20 overs before then, the figure of 6 overs in 28.2.2 above shall also be reduced for that innings so that it is 30% of the reduced number of overs for that innings, ignoring portions of an over i.e. if innings is reduced before starting to 17 overs the number of overs for that innings to which this regulation applies, is 5 ($17 \times 30\% = 5.1$ therefore reduced to 5). Any further reduction after either innings starts is ignored in terms of reducing further the number of overs to which this regulation applies for that innings.

Law 29 – The Wicket is Down – shall apply

Law 30 – Batsman out of his ground - shall apply

Law 31 – Appeals – shall apply

Law 32 - Bowled - shall apply

Law 33 - Caught - 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 - Shall Apply

**Law 39 – Stumped – shall apply****Law 40 –Timed Out –**

40.1.1 After the fall of a wicket or the retirement of a batter, the incoming batter must, unless Time has been called, be ready to receive the ball, or for the other batter to be ready to receive the next ball within 90 seconds of the dismissal or retirement. If this requirement is not met, the incoming batter will be out, Timed out.

40.1.2 In the event of an extended delay in which no batter comes to the wicket, the umpires shall adopt the procedure of Law 16.3 (Umpires awarding a match). For the purposes of that Law the start of the action shall be taken as the expiry of the 90 seconds referred to above.

Law 41 – Fair & Unfair Play

Law 41 shall apply subject to the following:-

Applies in Senior and Junior T20 competitions only**41.1.1**

Law 41.6 (a) shall be replaced by the following:-

- A bowler shall be limited to one short-pitched delivery per over.
- A 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.
- The umpire at the bowler's end shall advise the bowler and the batsman on strike when each short-pitched delivery has been bowled.
- In addition, for the purpose of this regulation, 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. For the avoidance of doubt any short-pitched delivery that is called a wide under this playing condition shall also count as the allowable short pitched delivery in that over.
- In the event of a bowler bowling more than one short-pitched delivery in an over as defined above, the umpire at the bowler's end shall call and signal no ball on each occasion. A differential signal shall be used to signify a short-pitched delivery. The umpire shall call and signal 'no ball' and then tap the head with the other hand.
- If a bowler delivers a second 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.
- If there is a second instance of the bowler being 'no balled' in the innings for bowling more than one short pitched delivery in an over, the umpire shall advise the bowler that this is his final warning for the innings.



- 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.
- The bowler thus taken off shall not be allowed to bowl again in that innings.
- 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 Cricket Operations Committee.

Applies in Minor & Division 3 T20 competitions

41.1.2

Law 41.6 (a) shall be replaced by the following:-

A short-pitched delivery (which 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. On the first occurrence of such a delivery, the Umpires shall issue a formal warning to both the bowler and the Captain of the fielding side. On the second occurrence of such a delivery the Umpires shall direct the Captain of the fielding side to remove the bowler forthwith. The bowler shall not be allowed to bowl again in the match and the matter must be reported to the Cricket Operations Committee immediately following the conclusion of the match by both the Umpires and the Captain of each team.

Applies in all T20 competitions

41.1.3

Law 41.6 (b) shall be replaced by the following:-

- 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.
- In the event of a bowler bowling a high full pitched ball as defined above, the umpire at the bowler's end shall call and signal no ball.
- 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 signaling 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.
- 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 signaling 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.

- The bowler thus taken off shall not be allowed to bowl again in that innings.
- 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 Cricket Operations Committee.

41.2 – Action taken by the umpire (short pitched bowling)

Law 41.7 shall be replaced by the following:-

Regardless of any action taken by the umpire as a result of a breach of Clauses 41.1.1, 41.1.2 and 41.1.3 the following shall apply at any time during the match:

41.2.1

The bowling of 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.

41.2.2

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

- 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.
- If this caution is ineffective, he shall repeat the above procedure and indicate to the bowler that this is a final warning.
- Both the above caution and final warning shall continue to apply even though the bowler may later change ends.
- 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.
- The bowler thus taken off shall not be able to bowl again in that innings.
- 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 Operations



Committee.

41.3 – Deliberate bowling of high full pitched balls

Law 41.8 shall be replaced by the following:-

If the umpire considers that a high full pitched delivery which is deemed unfair as defined in Clause 41.1.2 was deliberately bowled, then the caution and warning process shall be dispensed with. This shall only apply if official MCUSA umpires have been appointed to the fixture.

In this situation, the umpire at the bowler's end shall:-

- Call and signal no ball.
- When the ball is dead, direct the captain to take the bowler off forthwith.
- Not allow the bowler to bowl again in that innings.
- Ensure that the over is completed by another bowler, provided that the bowler does not bowl two overs or part thereof consecutively.
- 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 Operations Committee.

41.4 – Action taken by the umpires (high full pitched deliveries)

Should the umpires initiate the caution and warning procedures set out in Clauses 41.2.1, 41.2.2 and 41.3 such cautions and warnings are not to be cumulative.

41.5 – Timewasting by the fielding side

Law 41.9 shall apply subject to Law 41.9 (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:

- Call and signal dead ball if necessary, and;
- Award 5 penalty runs to the batting side – this provision does not apply when there is no umpire appointed by the MCUSA officiating.
- Inform the other umpire, the batsmen at the wicket and as soon as possible the captain of the batting side of what has occurred and, together with the other umpire report the occurrence as soon as possible after the match to the Operations Committee, who shall take such action as is considered appropriate against the captain and bowler concerned

41.6 – Switch Hits



- 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.
- The batsman can utilise any grip, as long as he does not change it while the bowler is running in to bowl.
- 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.
- 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.
- If the bowler does not deliver the ball, in this instance, the umpire shall give the striker an informal warning.
- The second time this happens, the striker should be formally warned that he is wasting time under Law 41.10 (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&SA officiating.
- 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.
- 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'



Law 42 – Player Conduct

Shall apply in matches where umpire(s) have been appointed by the MCUSA only.



PR1 – Safety of Young Players

Application of regulation to matches

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.

Players under the age of eleven

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. That is anyone born on or after 01/09/ 2015.

PR2 – Umpiring & Scoring

Appointment of umpires

The Munster Cricket Umpires & Scorers' Association (MCUSA) will aim to provide umpires for all T20 matches unless clubs are specifically advised otherwise. This aim is subject to, and restricted by, the availability of umpires for such purposes.

Ground, Weather & Light

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.

Cancelling of matches

Both sides must be at the ground prior to the specified start time (unless the ground has already been inspected by an MCUSA appointed umpire) and must wait until either:-

An appointed MCUSA umpire declares the ground/conditions unfit
for play

or



A minimum 5 overs each side game is not possible in the remaining time.

Match commencement procedures

Umpires shall take the field five 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.

Appointed umpires not in attendance

If appointed MCUSA umpire(s) 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 will take over for the remainder of the match.

PR3 - Standings

Teams will be ranked on a percentage basis where a team's percentage shall be calculated as points attained minus points obtained in matches which are abandoned or declared a no result divided by total points available. In the case of teams finishing on equal percentage (to two decimal places), the head to head record between teams will be the next factor taken into account in ranking teams. If this does not separate teams then the nett run rate of each team (to two decimal places) shall be taken into account in ranking teams. NRR is the total number of runs scored by a side in its matches, divided by the total number of overs it has faced in scoring those runs, less the total number of runs conceded in its matches, divided by the total number of overs it has bowled in conceding those runs. Overs here to be actual overs (and actual balls in the case of an incomplete over). If a team by virtue of slow over rates or being bowled out faces or bowls less than the number that would otherwise be their entitlement, the number of overs is based on that entitlement except that in the case of overs bowled by a side, if by virtue of the other side being penalised, that side receives less than would otherwise be their entitlement, the runs conceded by the bowling side are divided by the actual number of overs bowled. However, if a team batting second wins and uses less than their entitlement then only actual overs (and actual balls in the case of an incomplete over) used are counted. An abandoned match, in which some play took place, but not sufficient to achieve a result under DLS, shall not be taken into account in determining NRR.

Where a match result is achieved under DLS, for NRR purposes Team 1 will be credited with Team 2's par score on abandonment off the same number of overs faced by Team 2. Where a match is concluded, but with DLS having been applied at an earlier point in



the match, Team 1 will be accredited with 1 run less than the final target score for Team 2 off the total number of overs allocated to Team 2 to reach the target.

PR4 - Result Cards

Submission of result cards

It is the responsibility of the captain of the winning team to ensure that result cards are:

Completed in full, providing each player's first, second and subsequent names as they appear on each player's registration form on the Munster Cricket website.

Entered in full on the NVPlay system no later than 11:59pm on the scheduled matchday

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.

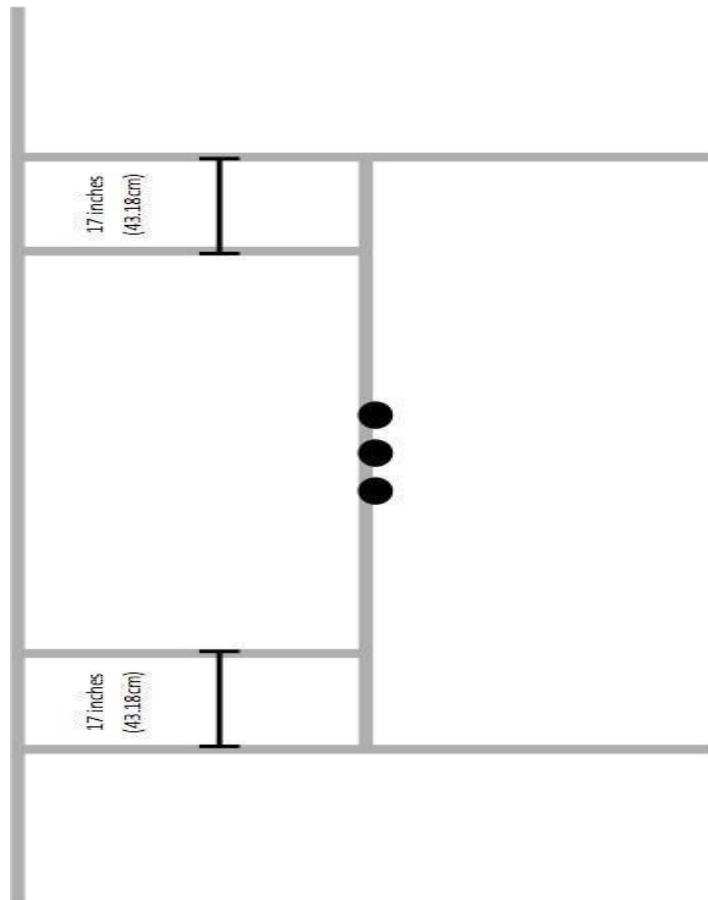
The consequence of a failure to return a result card shall be that no points shall be awarded to either side.

PR5 - General Waiver Provision

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

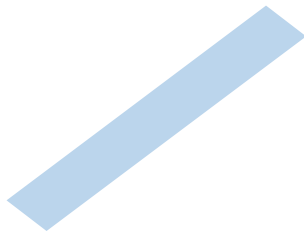


Appendix 1 – Crease Marking





Appendix 2 – Field Markings for Fielding Restrictions





Appendix 3 – Safety of Young Players

The MCU 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
Up to 13	5	10
U14, U15	6	12
U16, U17	7	18
U18, U19	7	18

In addition to these, it is recommended that in any seven-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 one 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.

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 – Approved Balls

The following are the list of approved balls for use in MCU competitions in 2025. Please refer to Regulation 4.1 for further guidance. For the avoidance of doubt, clubs are not permitted to use a match ball which does not appear in the list below.

- Ed Sports Super Test (approved for Premier & Junior T20 Blast, Division 2 & 3 T20s)
- Ed Sports County Gold/County Match (approved for Division 2 & Division 3 T20s)

Appendix 5 – One Over per Side Eliminator (OOPSE)

The following procedure will apply should the provision for an OOPSE be required in any match.

- The OOPSE will take place as soon as possible on the pitch allocated for the match (the designated pitch) unless otherwise determined by the umpires in consultation with the ground authority.
- Prior to the commencement of the OOPSE each team will nominate three batsmen and one bowler to the Umpires.
- The umpires shall choose from which end bowling will take place and both teams will bowl from this end.
- Each team's over is played with the same fielding restrictions as per Law 28.2.1 above.
- The team batting second in the match will bat first in the OOPSE.



- In the case of each team's innings of the OOPSE the same ball (or a ball of a similar age if the original ball is out of shape or lost) as used at the end of that team's innings shall be used for the "extra" over.
- The loss of two wickets in the over ends the team's one over innings.
- In the event of the teams having the same score after the OOPSE has been completed, the team that hit the higher number of boundary sixes combined from its two innings in both the main match and the OOPSE shall be the winner.
- If the number of boundary sixes hit by both teams is equal, the team whose batsmen score the higher number of boundaries from its two innings in both the main match and the OOPSE shall be the winner.
- If the number of boundaries from the two innings in both the main match and the OOPSE are equal, the team which took the most number of wickets combined in both the main match and the OOPSE shall be the winner.
- If still equal, a count-back from the final ball of the OOPSE shall be conducted. The team with the higher scoring delivery shall be the winner. If a team loses two wickets during its over, then any un-bowled deliveries will be counted as dot balls. Note that for this purpose, the runs scored from a delivery is defined as the total team runs scored since the completion of the previous legitimate ball, i.e. including any runs resulting from wides, no ball or penalty runs.