

# LEINSTER LEAGUE [Divisions I & II] 2010

## LHW CUP 2010 – 10<sup>th</sup> May 2010

*The most recent Code of the Laws of Cricket will be fully applicable to these competitions except to the extent that matters are otherwise specifically dealt with below. All matches should be played within the Spirit of Cricket [preamble to Laws of Cricket].*

### **General Playing Regulations**

#### **1 Duration of Matches [Overs]**

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League 1 & 2	100 Overs	50 overs per side
LHW Cup	120 Overs	60 overs per side

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*Applies to League Matches*

1.1 *Innings Reduction: In the event of weather interruptions overs will be reduced in accordance with the provisions of Regulation 3*

1.2 *If as a result of reduction of overs the number of overs available to both sides shall be different, then the result of the match shall be determined by the use of the Duckworth Lewis Method ("DL")*

## **2      *Starting Times/Intervals***

2.1            The starting times and tea intervals for the league and cup are set out in the table below:

### *Starting Times and Tea Intervals.*

<b>Dates</b>	On or Before 21/05/10		22/05/10 - 13/08/10		14/08/10- 27/08/10		From 28/08/10	
<b>Leagues</b>	Start	Tea	Start	Tea	Start	Tea	Start	Tea
1 & 2	1200	1510	1300	1610	1200	1510	1100	1410
<b>LHW Cup</b>	Start : 11.00 - Lunch : 13.00 - Tea : 17.15							

- a)            Intervals. The tea interval shall be 30 minutes unless reduced due to bad weather with the agreement of both captains. The lunch interval for Cup matches shall be 40 minutes.
- b)            The time of tea may be altered by agreement of the captains. Also in all league or cup matches if an innings ends within 30 minutes of the scheduled or agreed time for the tea interval, tea shall be taken immediately.
- c)            The Official Starting Time, as shown above, cannot under any circumstances or by any form of agreement by captains be changed except with the specific prior permission of the Senior Competitions Committee.

### **3      *Delayed Starts***

3.1    For league matches where the start of a match is delayed or where the match once started is interrupted during the first innings due to weather or ground conditions the duration of the match shall be reduced by two overs for every seven minutes lost. In the second innings if play is interrupted, the match will be reduced by one over for each three and a half minutes. The number of overs in the second innings may not be reduced below 20 without the match being declared a "no result".

3.2    In regard to cup matches no reduction in overs is permitted.

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

*If as a result of such reductions, a match reaches a stage where the maximum number of overs that can be bowled in the second innings is reduced to 20 then no further reductions as above shall be made. Instead it shall be a matter for the umpires to determine at what stage, if at all, the match is to be treated as a no result. The umpires shall, however, only direct that play shall be started or, as the case may be, resumed if, in their opinion, bearing in mind the conditions, it will be possible to complete the 20 overs of the second innings.*

### **4      *Permitted Time Allocations [for innings]***

*Applies to League Matches*

4.1    The Bowling side must complete its 50 overs in a period of three hours and ten minutes playing time that shall be the Permitted Time Allocation. For the purposes of determining the number of overs bowled at the conclusion of the Permitted Time Allocation, an over in progress at that time shall be deemed completed. If, in the sole

opinion of the Umpires, there have been unusual delays during the course of the Permitted Time Allocation, they may add an equivalent amount of time, at their absolute discretion, to what would otherwise be the end of the permitted period to allow for such delays before determining if a penalty arises.

*Applicable to side fielding first*

4.2 Where the fielding side fails to complete its 50 overs within the Permitted Time Allocation, the fielding side shall be penalised by:

- (i) 6 runs shall be awarded to the batting side for each over which has not been bowled within this time, and the innings of the side batting first shall terminate at the conclusion of the over in progress at the moment the Permitted Time Allocation has elapsed; and
- (ii) Subtracting the number of complete overs remaining to be bowled after the expiry of the Permitted Time Allocation from the actual number of overs received by the side batting first, and the resultant figure shall be the number of overs the side batting second shall be entitled to receive during its innings.

*Applicable to side fielding second*

4.3 Where the fielding side fails to complete its 50 overs within the permitted time allocation, the fielding side shall be penalised by:

- (i) 6 runs shall be awarded to the batting side for each over which has not been bowled within this time, and the innings of the side batting second shall terminate at the conclusion of the over in progress at the moment the Permitted Time Allocation has elapsed; and

(ii) Subtracting the number of complete overs remaining to be bowled after the expiry of the Permitted Time Allocation from the actual number bowled in the innings of the side batting second at the expiration of the Permitted Time Allocation. The total of the team batting first is then adjusted to the score it had achieved at the expiration of this adjusted number of overs.

*Where interruptions occur during second innings after penalty has been imposed on team bowling first.*

4.4 (i) Penalties once they have occurred during the innings of the team bowling first will continue to apply to the innings of the team batting second, irrespective of any interruptions that occur during the second innings.

(ii) Whatever number of overs would, but for penalties, apply to the side batting second after taking all interruptions into account, shall then be reduced further by the amount of the penalty.

(iii) In the event that the number of overs for the side batting second would, but for any penalties, be 20 or more, then this shall constitute adherence to regulation 3.1 above notwithstanding that deduction of the penalty shall reduce such teams available number of overs to below 20. However, for the purposes of determining overall run rate for the purposes of calculation of Net Run Rate for the purpose of section 14.3 that side shall have been deemed to have received what would have been, but for any penalties imposed on it, its full allocation of overs, unless they shall have reached their target (in the case of the side batting second) in a lesser number of overs, in which case the actual number of overs faced shall apply.

*For example, if that side (Side B) would have been entitled to 50 overs,*

*but were deducted 2, then if they do not reach their target the number of runs they actually scored are divided by 50 (not 48 they actually received). However for determining run rate for runs conceded by Team A, the runs scored by Team B shall be divided by 48.*

For the purposes of Clause 4.1, and any time the umpires might add on under the terms thereof Players are reminded, that a lost ball is not regarded as a cause for an unusual delay and spare balls should be readily to hand. A series of lost balls might be unusual. When additional time is allowed, the umpires should advise the batsmen and the captain of the fielding side immediately. It is desirable that the umpires also advise the scorer(s) of time added. Penalty runs awarded to either side shall apply at all times even if such runs were awarded during overs subsequently discarded by virtue of the application of the above provisions.

*Thus, for example, if Team A, batting first, are awarded 5 penalty runs in the 50th over, and by virtue of slow bowling during Team B's innings they are penalised 2 overs, and their total is reduced to what it had been after 48 overs, the 5 penalty runs are added back to this. Likewise penalty runs awarded to Team A during Side B's innings will still be credited to Team A, notwithstanding any deduction of overs as a result of penalties.*

## **5 Ground Conditions**

5.1 In so far as it is possible the wicket, square, outfield and boundaries will be prepared and ready to commence play 30 minutes before the Scheduled Start Time. In addition to normal pitch markings fielding circles and umpires guides should be marked out as follows:

[a] an area [the fielding circle] 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, should be marked out. The fielding circle should be marked by painted white dots at five-yard intervals. Each dot must be covered by a white plastic or rubber disc seven inches in diameter,

[b] to assist umpires, dots should be placed 15 yards from the line of middle stump on the popping creases either side of the stumps, and 11.5 yards from and at right angles to the line of middle stump either side of the middle of the pitch,

and

In addition to assist umpires in calling offside wides, lines should be marked parallel to and at a distance of 17" from the return crease on both sides of the stumps.

#### *Wicket Covers*

5.2 It is the responsibility of the home club to ensure that a wicket is suitable for play and, where practicable, wicket covers must be used prior to a match if weather conditions necessitate it. Once play has commenced and is interrupted by weather then wicket covers must be used. The home club must ensure that the wicket is covered as quickly as possible when required.

### **6     *Bowling Restrictions***

#### *6.1     *Bowlers' Allocations [overs per bowler]**

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Competition	Overs per Bowler
League [Division 1 & 2]	10 Overs
LHW Cup	12 Overs

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Where overs are reduced at any time, 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. If prior to the number of overs to be permitted per bowler as a result of the reduction being reduced one bowler or bowlers has already exceeded that reduced figure then such is permitted and the amount available to other bowlers shall be adjusted downwards accordingly..

#### *Interpretation of Wide Bowling*

6.2 [i] 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.

[ii] Off side. The umpire will be guided by the 17" line in determining what is a fair ball.

#### *Interpretation of Short Pitched Bowling*

6.3 In addition to the provisions of Law 42.6 on the bowling of short pitched balls the following will apply:

*If the ball passes, or would have passed, above the shoulder height of the striker standing upright at the crease, the Umpire at the Bowler's end shall call and signal No Ball irrespective of the pace at which the ball is delivered.*

#### *No-balls and free hits*

6.4 A no-ball called for a foot fault shall be followed by a free hit, i.e. a ball off which the batsman cannot be out in the same way as if such ball itself was a no-ball. The free hit ball shall count as a delivery in the over. The fielding side may amend the field for the free hit subject to the rules regarding field placing applicable to the match. If

the delivery for the free hit is not a legitimate delivery (i.e. any kind of no-ball or a wide ball) then the next delivery will become a free hit and shall be subject to the conditions of this regulation.

## **7 *Fielding Restrictions***

**7.1 *Restricted Area [General]*** - At the instant of delivery a minimum of four fielders (plus the bowler and wicket-keeper) must be within an area bounded by two semi-circles centred on each middle stump (each with a radius of 30 yards) and joined by 2 parallel lines on each side of the pitch. This area shall be known as the fielding circle. In the event of an infringement, the striker's end umpire shall call No-ball.

**7.2 *Restricted Area [Early Overs]*** - At the instant of delivery a minimum of seven fielders (plus the bowler and wicket-keeper) must be within an area bounded by two semi-circles centred on each middle stump (each with a radius of 30 yards) and joined by 2 parallel lines on each side of the pitch.

In addition, at least two fielders (not including the wicketkeeper) must at the instant of delivery be stationary and in a close catching position. A close catching position is one which is within 15 yards of the centre of the striker's popping crease, although fielders in an orthodox slip or leg slip position may stand deeper than 15 yards from the popping crease. In the event of an infringement the striker's end umpire shall call and signal No-ball.

**7.3** Regulation 7.2 applies to the first 15 overs of a league match and the first 18 overs of a cup match. In the event that number of overs for an innings is reduced, then the figure of 15 overs 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.

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

## **8 The Result and League Points**

### *8.1 League Divisions 1 and 2*

[i] Subject to the provisions of subsection (ii) the side scoring most runs wins the match. If runs are equal the winner is the side which has lost least wickets. If runs and wickets are equal, the match is a tie.

#### *Application of the Duckworth – Lewis Method*

[ii] Where the team batting second has not had the opportunity to complete the number of overs to which it was entitled under the competition regulations then the result shall be determined by the application of the Duckworth/Lewis system, (subject to the minimum number of overs as per Regulation 3.1 having been complied with) as follows:

[a] If the par score has been reached by the team batting second, but not passed, the match shall be a tie.

[b] If the par score has been exceeded by the team batting second, then the team batting second shall be declared the winner.

[c] If the par score has not been exceeded by the team batting second, then the team batting first shall be declared the winner.

8.2 *Points will be awarded for each league match as follows:*

*[a] Result Points*

Win - 20 points to winner

Tie - 12.5 points to each side

*[b] Bonus Points*

Bonus Points will be awarded in respect of each match where there is a win/lose/tie 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 as follows:

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/Least wickets lost	0	5

8.3 League Positions

League positions will be determined on a percentage basis. Where there is a win/lose/tie result, the percentage achieved by each side will be calculated out of 25 points. For Dublin University and Cork County points will be awarded as above. However, in accordance with the traditional practice for teams who are scheduled to play only one

round of fixtures rather than the two played by other teams, the percentages will be calculated on the assumption that a higher figure would be available to them per match. In this case it will be based on a total of 189, or 27 points per match, being available to them.

#### 8.4 LHW Cup

The side scoring most runs wins the match. If runs are equal the winner is the side which has lost fewer wickets. If runs and wickets are equal the match is a tie and will be replayed on the reverse ground.

### **9. *Umpiring and Scoring***

9.1 The Leinster Cricket Umpires & Scorers' Association will provide umpires for all Division 1 and 2 league matches and for the LHW Cup matches.

9.2 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 there must be at least one person available throughout the match who is capable of applying the Duckworth/Lewis method. Version 7 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.

9.3 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.

9.4 Cancelling of matches: No match may be called off, irrespective of weather conditions, before the official starting time except with the agreement of the officially appointed umpires, at least one of whom shall have first inspected the pitch and determined that no play would be possible on that day. The umpires shall decide whether the pitch is playable or not taking into account the ground authority's view.

9.5 The toss shall be made not sooner than 30 minutes and not later than 15 minutes before the commencement of play. 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.

9.6 If official 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.

## **10 Safety: Young Cricketers**

*The Leinster Cricket Union has adopted the ECB directives regarding safety in youth cricket for all competitive matches under its aegis. In matches where official umpires are present, it is the responsibility of the umpires to ensure that they are enforced as regulations. Umpires should therefore ensure that team lists given to them prior to the start of play clearly identify the precise ages of any players under 18 years of age. In matches where no*

*official umpires are present to enforce the regulation, team captains should make every effort to ensure that the directives are followed as best practice. Clubs should therefore ensure that their team captains are familiar with this practice.*

*The directives apply to boys and girls. Any reference to he/his should be interpreted to include she/her. Age groups are based on the age of the player on 1 September in the year preceding the competition Is this relevant for Divisions 1 and 2. Would SCC allow girls to play at this level..*

#### 10.1 Fielding Restrictions

No young player in the under 11 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, the distance is 11 yards (10m). The distance distances apply even if the player is wearing a helmet.

Should a player in these age groups come within the restricted distance the umpire must stop the game immediately and instruct the fielder to move back.

Any player in the under 16 to under 18 age groups who has not reached the age of 18, must wear a helmet, and for boys, an abdominal protector (box) when fielding within 6 yards (5.5m) of the bat, except behind the wicket on the off side.

#### 10.2 Wicket-keepers

Any wicket-keeper under the age of 18 (on the day of the match) must wear a helmet when standing up to the stumps. This applies to all speeds of bowling. Non-compliance with this Directive will result

in the umpires stopping the game and instructing the wicket-keeper to put on a helmet, or stand back from the stumps.

### 10.3 Bowling Restrictions

For the purpose of these Directives, a fast bowler is defined as a bowler to whom a wicket-keeper in the same age group would in normal circumstances stand back to take the ball. This does not preclude the umpires from insisting that these Directives apply even though the ability of the wicket-keeper means that he is capable of standing up to what they consider to be a fast bowler.

#### Directives for matches

Age	Max overs per spell	Max overs per day
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Up to 13	5 overs per spell	10 overs per day
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U14, U11	6 overs per spell	12 overs per day
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U16, U17	7 overs per spell	18 overs per day
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U18, U19	7 overs per spell	18 overs per day
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*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.*

#### 10.4 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.

## **Administration and Sanctions**

*Details of all contacts to which communications should be sent are set out at the end of these regulations.*

### **11 Record of teams and matches**

11.1 Before the start of each match and prior to the toss being made, the two captains will provide the umpires in written form with the names of the players of each team, indicating any players that are under 18.

11.2 The results of each match should be communicated as soon as possible [and on the same day as the match] to the Public Relations Officer of the LCU, F Carroll, by the home club.

11.3 Results sheets for each match must be completed and sent by the home team as soon as possible to G. Byrne, to be received by him within seven days of the match

11.4 Umpires Report Forms: For all games where the Leinster Cricket Umpires & Scorers' Association has provided umpires, clubs should access, the online grading report forms by going to

<http://www.leinstercricketumpirescorers.net>

choosing "grading" from the menu on the left and competing and submitting the form.

Completed forms can also be sent to Peter Thew.

This form must be received within 7 days of completion of the match.

## **12 Penalties and Appeals**

12.1 Subject to 12.2 and 12.3 below, the Senior Competitions Committee may impose penalties as it sees fit for a breach of any of the Competition or General Playing Regulations relating to a match or matches in Division 1 or 2 or in the LHW Cup.

*Non-compliance wth requirement to submit match reports*

12.2 Five points will be deducted by the Senior Competitions Committee for a breach of the requirement to submit a Report in accordance with Regulation 11.3 or 11.4

*Non-compliance with requirement to provide scorer or a person to operate Duckworth Lewis.*

12.3 Ten points will be deducted by the Senior Competitions Committee for a breach of the requirement to provide a scorer or the appropriate facilities to enable a Duckworth-Lewis score to be calculated in accordance with Regulation 9.2.

*Failure to re-schedule a match within prescribed time and notify Secretary of the LCU*

12.4 Ten points will be deducted by the Senior Competitions Committee for a breach of the requirement to re-schedule a match within the prescribed time and notify the Secretary of the LCU in accordance with Regulation 13.2. This penalty may be applied to one or both teams involved.

12.5 The Senior Competitions Committee may take into account any explanation provided by a club to explain the breach of regulation and may, if it considers it reasonable to do so, decide not to impose the penalty.

12.6 Issues arising out of the conduct of a match may be submitted for consideration and decision in written form by the secretary of a club to the Secretary of the Leinster Cricket Union, to be received within seven days of the match. A copy of any correspondence should be sent of the opposing club at the same time.

12.7 Any club(s) shall have the right of appeal to the Executive Committee arising out of a decision by the Senior Competitions Committee. Any appeal relating to a particular match must be lodged within 3 days of the club being notified of any deduction of points made by the Senior Competition Committee.

## **LCU Competitions / Averages**

### **13 League Competitions [Divisions 1 & 2]**

13.1 The leagues shall consist of eight teams. In both leagues, with the exception of Cork County and Dublin University, each side shall arrange two fixtures with each other team in its division on a home and away basis. Dublin University and Cork County shall arrange one fixture with each other team in their respective leagues. Cork County's fixtures shall be away fixtures.

13.2 No fixtures made and appearing in the handbook may be altered, save where either team is scheduled to play in a fixture is also due to play on the same day in a Bob Kerr Irish Senior Cup match or an LHW Cup match, for any reason without the prior permission of the Senior Competitions Committee or, in case of emergency, the officers of the Union.

13.3 League matches not started or abandoned as 'no result' owing to rain or other weather causes shall not be refixed except if the match involves Dublin University or Cork County. Matches involving these clubs must be refixed. In other cases, if both fixtures involving two clubs are abandoned as "no result" then the first fixture must be refixed unless prior agreement with the Senior Competitions Committee.

13.4 Where a match needs to be rescheduled under 13.2 or 13.3 then a date for the rearranged match must be notified to the Hon. Secretary within 10 days of the relevant abandoned game. In

rearranging postponed matches the home team must offer three dates to their opponents on which the game can be played. If no agreement is reached within seven days then the Hon. Secretary of the home team must notify the Secretary of the LCU immediately. A mandatory date will be then set by the Senior Competitions Committee to ensure the early completion of the fixture.

Failure to arrange a new date for a match within the prescribed time is a breach of this regulation and subject to penalty under regulation 12.

*Regulation for the cup final.*

13.5 In a weather interrupted match the following regulation shall apply:

[a] if more than 30 and less than 90 of the 120 overs have been bowled, play will resume on the Sunday at 2.00

[b] if 30 or less overs remain to be bowled, play will resume on the Monday at 18.00 and continue on subsequent weekday evenings until a result is achieved,

[c] if less than 30 are bowled play will commence at 11.00 on Sunday,

In the event that circumstances other than those outlined above obtain the Officers of the Union will, in consultation with the host club and the two teams, decide on the course of action.

## **14 Promotion and Relegation**

14.1 The two teams finishing at the top of Division 2 will be promoted to Division 1 and the two teams finishing at the bottom of Division 1 and 2 will be relegated to Divisions 2 and 3 respectively for the following season.

14.2 [i] In the event that promotion under 14.1 would result in two teams from the same club being in the same league, the promotion shall not take place.

[ii] In the event that relegation under 14.1 would result in two teams from the same club being in the same league, the lower of the two teams will be further relegated to the next lowest league for the following year.

14.3 Where two teams or more teams are level, all placings, including title winners, promotion and relegation, will be decided in accordance with the following provisions:

(a) where two teams are level then the team which has gained the most points in the League matches between the two teams will be placed higher,

(c) if the above doesn't breaks the tie, or there are more than two teams tied, then teams will be placed in order according to which team has the highest average net run rate (NRR) over the matches played in the season. [See Appendix to determine the NRR]

## **15 Averages.**

Awards will be made for the players topping the averages in combined league and cup matches covering Divisions 1 and 2. Abandoned matches shall not count towards the averages.

The Senior Competition Committee will set the minimum number of runs and wickets for the Batting and Bowling awards. The awards for Fielding and Wicket Keeping will be determined by the most catches / stumping made in the season. The award for All Rounder will be determined according to a points system as set out by the committee.

Batting	Marchant Cup	600 runs *
Bowling	O'Grady Cup	30 wickets *
All Rounder	Samuels Cup *	
Fielding	Solomons Cup	
Wicket Keeper	Hopkins Cup	

\*Qualifications for these awards may be adjusted by the committee if nobody qualifies for the award in question.

## **Appendix 1: Contact Addresses**

Hon. Secretary of the LCU [and of the Senior Cricket Committee]

Mary Sharp, 20 Dornden Park, Booterstown, Co. Dublin.  
2698953 [H], 0868117302 [M]

[Mary.Sharp@tcd.ie](mailto:Mary.Sharp@tcd.ie)

Official Statistician and Match Recorder of LCU

Gerry Byrne, 56 Carrickbrennan Lawn, Monkstown, Co. Dublin  
2809932 [H and FAX]

[byrnegy@iol.ie](mailto:byrnegy@iol.ie)

LCU : Public Relations Officer

Fergus Carroll, 59 Bettyglen, Dublin 5  
8319995 [H & Fax], 0872976289 [M]

Umpires and Scorers Association.

Peter Thew, 130 Central Park, Clane, Co Kildare.  
<http://www.leinstercricketumpirescorers.net>

## **Appendix 2      Net Run Rate [NRR]**

*For determining league placing where teams are tied*

The NRR is the total number of runs scored by a side in its matches during the season, divided by the total number of overs it has faced in scoring those runs, less the total number of runs conceded in its section matches, divided by the total number of overs it has bowled in conceding those runs. Overs here refer to be actual overs (and actual balls in the case of an incomplete over).

If a team by virtue of slow over rates, declarations 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 Duckworth/Lewis, shall not be taken into account in determining NRR.

Where a match result is achieved under Duckworth/Lewis, 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 Duckworth/Lewis 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.

(d) An abandoned match in which some play took place shall not be taken into account in determining net run rate.