



## O'NEILLS ULSTER COMPETITIONS

### **Tournament Director:**

Roger Bell

15 Rhanbuoy Park, Carrickfergus, BT38 8BS

Telephone: (M) 07980 514186, (H) 028 9336 2743

Email: [rbelccc@aol.com](mailto:rbelccc@aol.com)

### **2016 Administrative Regulations**

1. The O'Neills Ulster Cup will involve the top eight Clubs in each of the NCU and NWCU Provincial Unions who wish to participate based on their previous season's league placings. The next eight clubs will be invited to participate in the O'Neills Ulster Shield. The top eight 2<sup>nd</sup> XI's from each area will be invited to participate in the O'Neills Ulster Plate.  
In the event of two or more teams having identical league records in the previous season then selection of teams will be based on their records in the league two seasons ago. If records are still identical then three seasons ago and so on.
2. In all three competitions no club will be drawn against a club from their own Union in the first round and there will be four games played in each of the NCU and NWCU areas in this round. The second round and semi-final draws will have as even an allocation of matches as possible played in the two Unions and will be made in the week following the first round matches.
3. The matches will consist of one innings per side, each innings being limited to 40 overs.
  - Quartered match balls will be supplied by the clubs in all matches except the finals. In the finals Cricket Ireland will supply the match balls.
  - Host clubs are responsible for catering up to the final. In the finals Cricket Ireland will be responsible for all arrangements including catering costs.
  - Note that all matches shall be played on turf pitches in the first instance, and should only be switched to a non-turf pitch subject to section 7.1 of the Playing Conditions (below).
  - For all matches players should ensure that, in the event of the pitch being changed to a non-turf pitch, they have appropriate footwear, that is, without spikes.
  - For matches up to and including the semi-final the home team must contact the local Umpires' Association will appoint to appoint umpires, and the home team will be responsible for meeting the costs of said umpires. For the O'Neills Ulster Cup final, IACUS on behalf of Cricket Ireland will appoint two umpires (one from each area); for the other finals, Cricket Ireland will request each Association to appoint one umpire.
4. Cricket Ireland's Event Technical Committee shall be the final arbiter in any dispute related to the competitions.
5. Eligible players  
The competitions will be open to all players who have been registered by their clubs in the NCU and NWCU Provincial Unions.
6. Notification  
All home clubs should notify the Tournament Director of a completed scoresheet from the match. Failure to return result forms within seven days will result in an automatic fine of £30.00.  
In addition, the home club will return a Duckworth-Lewis-Stern (DLS) Report if DLS has been used to determine the result of the match.

In addition, each captain will be required to complete an online captain's report for each match. This report should be completed no later than seven days after the completion of the relevant match. The report is intended as a means of assessing the quality of both officials and facilities being used for the competition, and your assistance in this matter is appreciated.

To complete these captains reports, log on to [www.iacus.net](http://www.iacus.net), select the region of the association appointing the umpires. Then from each dropdown menu, select "for Captains", and submit the report.

**Please note that captain's reports are not required for the O'Neills Ulster Plate competition.**

7. General

(a) Laws of Cricket:

The Laws of Cricket (2000 Code 6<sup>th</sup> Edition 2015) apply, except as amended in the Playing Conditions.

(b) Umpires:

The Umpires alone shall decide as to whether the ground is playable. If a pitch is unfit for play the Umpires alone will decide whether to change the pitch. The new pitch may be a non-turf pitch. (Note that if a pitch is changed then the game continues on the new pitch; it is not restarted). Umpires should liaise vigilantly with the scorers in recording time lost and the number of overs bowled at any time during the match.

(c) Covers:

Where practicable covers must be used prior to the match if weather necessitates same. Once play has commenced and is interrupted by weather, covers must be provided and used. The club staging the game is responsible for ensuring that the pitch is covered as quickly as possible when required.

8. Supporters

Cricket Ireland holds all competing clubs responsible for the behaviour of their supporters, both home and away.

9. Duration of Matches

Matches must be arranged to start at 1pm at the latest but may commence earlier by mutual consent of the Clubs.

10. Duckworth-Lewis-Stern Method

In any match in which the current DLS method (DLS Version 1) is to be used to determine the result of matches in which overs are lost, the following provisions shall apply:

- (i) The home club shall ensure that there is available at the ground a computer loaded with the necessary software, a compatible and operational printer with a sufficient supply of paper and ink, and a proficient operator.
- (ii) At the end of the first innings, and at any subsequent interruption that results in overs being lost, the operator shall produce an up-to-date par score over by over printout, and shall provide copies to each captain, the umpires and the scorers.
- (iii) At each interruption of play in the second innings where overs are lost the umpires shall inform the operator of the number of overs lost, allowing sufficient time before play is due to recommence for the production and distribution of the par score printouts. The time for this purpose shall not exceed 15 minutes.
- (iv) Where play is interrupted and overs are lost, and the home club fails to provide the par score printouts as required above, it shall be deemed to have lost the match. In this case the umpires will award the match to the visiting team.

11. Clothing and equipment

Matches are to be played using coloured clothing and a white ball.

Sight screens are to be painted black or covered in a dark material.

Playing shirts, sweaters, trousers and pads shall be coloured (other than white, cream or any light colour which is likely to make the sighting of a white ball difficult.)

Note that this rule applies to the O'Neills Ulster Cup and O'Neills Ulster Shield competitions only (normal whites, red ball, and white sightscreens to be used in the O'Neills Ulster Plate)

## 2016 Playing Conditions

Except as varied hereunder, the Laws of Cricket (2000 Code 6th Edition 2015) shall apply.

**New for 2016 - Note that Cricket Ireland's directives in relation to young cricketers shall apply.**

### LAW 3 – THE UMPIRES

Law 3 shall apply, with the following exceptions:

- 3.1 Law 3.1 - Appointment and attendance  
For all matches excluding the Finals, home clubs must contact the local Umpires' Association to appoint umpires. For the O'Neills Ulster Cup final, IACUS on behalf of Cricket Ireland will appoint umpires (one from each area); for the other finals, Cricket Ireland will request each Association to appoint one umpire.
- 3.2 Law 3.8 - Fitness for play and Law 3.9 - Suspension of play in dangerous or unreasonable conditions
- 3.2.1 The safety of all persons within the ground is of paramount importance to Cricket Ireland. In the event that any threatening circumstance, whether actual or perceived, comes to the attention of any umpire (including for example weather, pitch invasions, act of God, etc. then the players and officials should immediately be asked to leave the field of play in a safe and orderly manner and to relocate to a secure and safe area (depending on each particular threat) pending the satisfactory passing or resolution of such threat or risk to the reasonable satisfaction of the umpires and/or the police as the circumstances may require.

Laws 3.8 & 3.9 shall be replaced by:

- 3.2.2 The umpires shall be the sole judges of the fitness of the ground, weather and light for play. See clause 3.2.3 below and Law 7.2 (Fitness of the pitch for play).
- 3.2.3 Suspension of play for adverse conditions of ground, weather or light
- a) All references to ground include the pitch. See Law 7.1 (Area of pitch).
- b) If at any time the umpires together agree that the conditions of ground, weather or light are so bad that there is obvious and foreseeable risk to the safety of any player or umpire, so that it would be unreasonable or dangerous for play to take place, then they shall immediately suspend play, or not allow play to commence or to restart. The decision as to whether conditions are so bad as to warrant such action is one for the umpires alone to make. The fact that the grass and the ball are wet and slippery does not warrant the ground conditions being regarded as unreasonable or dangerous. If the umpires consider the ground is so wet or slippery as to deprive the bowler of a reasonable foothold, the fielders of the power of free movement, or the batsmen of the ability to play their strokes or to run between the wickets, then these conditions shall be regarded as so bad that it would be unreasonable for play to take place.
- c) When there is a suspension of play it is the responsibility of the umpires to monitor the conditions. They shall make inspections as often as appropriate. Immediately the umpires together agree that conditions are suitable for play they shall call upon the players to resume the game.
- d) If the original match pitch is unfit for play, then a non-turf pitch can be used to start or continue the match. Note that if a match has already started and is switched to a non-turf pitch, then the match is continued and not restarted.

### LAW 5 – THE BALL

Law 5 shall apply, with the following exceptions:

- 5.1 Law 5.2 - Approval and control of balls  
Law 5.2 shall be replaced by the following:  
Quartered match balls will be supplied by the clubs in all rounds except the final. In the final, Cricket Ireland will supply the match balls and spares.  
The umpires shall retain possession of the match ball(s) throughout the duration of the match when play is not actually taking place. During play umpires shall periodically and irregularly inspect the condition of the balls and shall retain possession of them at the fall of a wicket, a drinks interval, or any other disruption in play.
- 5.2 Law 5.4 - New ball in match of more than one day's duration  
Law 5.4 shall not apply.
- 5.3 Law 5.5 - Ball lost or becoming unfit for play

Law 5.5 shall be replaced by the following:

5.3.1 In the event of a ball during play being lost or in the opinion of the umpires, being unfit for play through normal use, the umpires shall allow it to be replaced by one that in their opinion has had a similar amount of wear.

5.3.2 In the event of the ball becoming wet and soggy as a result of play continuing in inclement weather or it being affected by dew, and in the opinion of the umpires being unfit for play, the ball may be replaced for a ball that has similar amount of wear, even though it has not gone out of shape.

5.3.3 If the ball is to be replaced, the umpire shall inform the batsmen and the fielding captain. Either batsman or bowler may raise the matter with the umpires and the umpires' decision as to a replacement or otherwise will be final.

5.4 Law 5.6 - Specifications

Law 5.6 shall not apply.

### **LAW 7 – THE PITCH**

Law 7 shall apply, with the following exceptions:

7.1 Law 7.4 - Changing the pitch

If the original match pitch is unfit for play, then a non-turf pitch can be used to start or continue the match. Note that if a match has already started and is switched to a non-turf pitch, then the match is continued and not restarted.

7.2 Law 7.5 - Non-turf pitches

Law 7.5 shall apply.

For all matches players should ensure that, in the event that the match pitch is changed to a non-turf surface, that they have appropriate footwear i.e. without spikes.

### **LAW 9 – THE BOWLING, POPPING AND RETURN CREASES**

Law 9 shall apply, with the following addition:

As a guideline to the umpires for the calling of wides on the offside the crease markings detailed in Appendix 1 shall be marked at each end of the pitch.

### **LAW 11 – COVERING THE PITCH**

Law 11 shall apply

Please note that if a match is interrupted by weather, covers must be provided and used. The club staging that match is responsible for ensuring that the pitch is covered as quickly as possible when required.

### **LAW 12 – THE INNINGS**

Law 12 shall apply, with the following exceptions:

12.1 Law 12.1 - Number of innings

Law 12.1 shall be replaced by the following:

All matches will consist of one innings per side, each innings being limited to a maximum of 40 overs. All matches shall be of one day's scheduled duration.

12.2 Law 12.2 - Alternate innings

Law 12.2 shall not apply.

12.3 Law 12.3 - Completed innings

Laws 12.3 (c), (d) and (e) (iii) shall not apply.

12.4 Length of Innings

12.4.1 Uninterrupted Matches.

a) Each team shall bat for 40 overs unless all out earlier.

b) If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first innings, play shall continue until the required number of overs has been bowled. The interval shall remain at 30 minutes. The team batting second shall receive its full quota of 40 overs irrespective of the number of overs it bowled in the scheduled time for the cessation of the first innings.

- c) If the team batting first is dismissed in less than 40 overs, the team batting second shall be entitled to bat for 40 overs.
  - d) If the team fielding second fails to bowl 40 overs by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result is achieved.
- 12.4.2 Delayed or Interrupted Matches
- a) Delay or Interruption to the Innings of the Team Batting First
    - i) The number of overs available to each side shall be reduced by one for each full eight minutes of playing time lost where the aggregate time lost exceeds 30 minutes, or the period of extra time allowed under 12.5.
    - ii) Penalties shall still apply for slow over rates (refer 16.4).
  - b) Delay or Interruption after the first innings has been completed
    - i) From the end of the first innings, a further reduction of one over shall be made for each full four minutes of playing time lost. No deduction shall be made until the extra time available for the match has been exhausted, as per 12.5.
  - c) If the team batting first is dismissed before the completion of its allocated overs, the team batting second shall be entitled to bat for its full complement of overs.
- 12.4.3 To constitute a match, a minimum of 10 overs have to be bowled to the team batting second subject to a result not being achieved earlier.
- 12.5 Extra Time  
A period of 30 minutes of extra time shall be available in the event of stoppages due to delays or interruptions.  
If a match is scheduled to start before 1pm on the day of the match, then the time by which the match has started 'early' can be added to the permitted extra time for the match. For example, if a match starts at 12:15pm, then an additional 45 minutes of extra time is available for the match.
- 12.6 Number of Overs per Bowler  
No bowler shall bowl more than 8 overs in an innings.  
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 the total overs is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.  
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.  
The scoreboard shall show the total number of overs bowled and, where possible, the number of overs bowled by each bowler.

### **LAW 13 – THE FOLLOW-ON**

Law 13 shall not apply

### **LAW 14 – DECLARATION AND FORFEITURE**

Law 14 shall not apply

### **LAW 15 – THE INTERVALS**

Law 15 shall apply, with the following exceptions:

- 15.1 Law 15.5 - Changing agreed times for intervals - Interval between Innings  
If the innings of the team batting first is completed prior to the scheduled time for the interval, the interval shall take place immediately and the innings of the team batting second will commence correspondingly earlier.  
Where the innings of the side batting first is delayed or interrupted, and the umpires choose to include the tea interval in that stoppage, then there shall be a stoppage of just 10 minutes between innings once play resumes. In this instance, when the umpires are calculating time lost

and any reduction in overs, an allowance of 20 minutes only shall be made for the tea interval already taken.

In an interrupted match, if no play is in progress at 4pm, the tea interval shall be taken at that time.

## **LAW 16 – START OF PLAY; CESSATION OF PLAY**

Law 16 shall apply, with the following exceptions:

### 16.1 Start and Cessation Times

Matches must be arranged to start at 1pm at the latest, but may commence earlier by mutual consent of the competing clubs.

### 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.

### 16.4 Minimum Over-Rates & Over-Rate Penalties

All sides are expected to be in position to bowl the first ball of the last over of the innings within 160 minutes playing time (2 hours 40 minutes). In the event of them failing to do so, the full quota of overs will be completed, and the batting side will be credited with six runs for every whole over that had not been bowled by this time. 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. All penalties in this regard will be imposed immediately the ball first becomes dead after the scheduled or rescheduled cessation time for the innings.

If the innings is terminated before the scheduled or rescheduled cut-off time, no over-rate penalty shall apply. If the innings is interrupted, the over-rate penalty will apply based on the rescheduled cessation time for that innings.

If a side is bowled out within the time determined for that innings pursuant to these playing conditions, the fielding side shall be deemed to have complied with the required minimum over-rate.

The umpire shall inform the fielding captain when taking the field for the first time, and on every subsequent occasion if play is interrupted, the scheduled cessation time for the innings. The umpire at the bowler's end will inform the fielding captain and the batsmen of any time allowances as and when they arise (note that this will not be subject to retrospective negotiation). Note that in all reduced overs matches, the fielding team will be given one over's leeway – in other words, the fielding side must be in position to bowl the first ball of the penultimate over by the rescheduled cut-off time.

## **LAW 21 – THE RESULT**

Law 21 shall apply, with the following exceptions:

### 21.1 Law 21.1 - A win - two innings match

Law 21.1 shall not apply.

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

Law 21.2 shall apply in addition to the following:

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.

If a result cannot be achieved in a match of a minimum of 10 overs per side, then the winners shall be determined by a bowl-out (see Appendix 3).

### 21.3 Law 21.4 – Matches in which there is an agreement under Law 12.1 (b)

Law 21.4 shall not apply.

### 21.4 Law 21.5 (a) - A Tie

The following shall apply in addition to Law 21.5 (a):

In an uninterrupted match, the team scoring the higher number of runs shall be the winner.

If the scores are equal, the team who lost fewer wickets shall be declared the winner. If wickets lost are the same, the match will be decided by a bowl-out (see Appendix 3).

### 21.5 Law 21.5 (b) - A Draw

Law 21.5 (b) shall not apply.

- 21.6 Interrupted or Prematurely Terminated Matches - Calculation of the Target Score
- 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), then a revised target score 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 DLS method (For 2016 this is DLS Version 1). The target set will always be a whole number and one run less will constitute a Tie.
- 21.6.2 Prematurely Terminated Matches  
If the innings of the side batting second is suspended (with at least 10 overs bowled) and it is not possible for the match to be resumed, the match will be decided by comparison with the 'Par Score' determined at the instant of the suspension by the DLS method (For 2016 this is DLS Version 1). 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 of runs by which the score exceeds, or falls short of, the Par Score.
- 21.6.3 In the event of a match being tied under the DLS method, then the winners shall be determined by a bowl-out (see Appendix 3).
- 21.7 Law 21.8 - Correctness of result  
Any query on the result of the match as defined in Laws 21.2, 21.3, 21.5, 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.

#### **LAW 24 – NO BALL – NEW FOR 2016**

Law 24 shall apply, with the following exceptions:

##### 24.1 Law 24.1 – Mode of delivery

Law 24.1 shall apply, except that 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

- a. In addition to the above, the delivery following a No ball (for 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 Wide ball), then the next delivery shall become a free hit for whichever batsman is facing it.
- b. 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 a Wide ball. Field changes are not permitted for free hit deliveries unless there is a change of striker (the provision of playing condition 41.2 shall apply) or the No ball was the result of a fielding restriction breach, in which case the field may be changed to the extent of correcting the breach.
- c. The umpires will signal a free hit (after the normal No ball signal) by extending one arm straight upwards and moving it in a circular motion.

#### **LAW 25 – WIDE BALL**

Law 25 shall apply, with the following exceptions:

##### 25.1 Law 25.1 - Judging a Wide

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

Umpires are instructed to apply very strict and consistent interpretation in judging leg side wides.

##### 25.2 Additional Crease Markings

Two white lines will be painted, joining the bowling and popping creases. Each line will be parallel to the return crease and will be 17 inches from the return crease (see Appendix 1). These lines serve as a guide to the umpire in judging an off-side wide. Note that these lines need not be white in colour.

## LAW 41 – THE FIELDER – NEW FOR 2016

Law 41 shall apply, subject to the following:

### 41.1 Restrictions on the placement of fieldsmen

- a. At the instant of delivery, there may not be more than 5 fieldsmen on the leg side.
- b. 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 as follows:
- c. Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles 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). The 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 shall not be fixed to the ground by means of a nail or other sharp object.
- d. At the instant of delivery:
  - Powerplay 1 – no more than two fieldsmen shall be permitted outside this fielding restriction area. In a 40 over innings, these are overs 1 to 8 inclusive.
  - Powerplay 2 – no more than four fieldsmen shall be permitted outside this fielding restriction area. In a 40 over innings, these are overs 9 to 32 inclusive.
  - Powerplay 3 – no more than five fieldsmen shall be permitted outside this fielding restriction area. In a 40 over innings, these are overs 33 to 40 inclusive.
- e. 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.

<b>Innings duration</b>	<b>Powerplay 1</b>	<b>Powerplay 2</b>	<b>Powerplay 3</b>
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
----	---	----	---

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 41.2.5*

*A 40 over innings is interrupted after 7.3 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 18.3 overs. The final powerplay begins after 26 overs have been bowled.*

*A 40 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.*

- f. 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.
- g. Where possible, the scoreboard shall indicate the current Powerplay in progress.
- h. In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal 'No ball'.

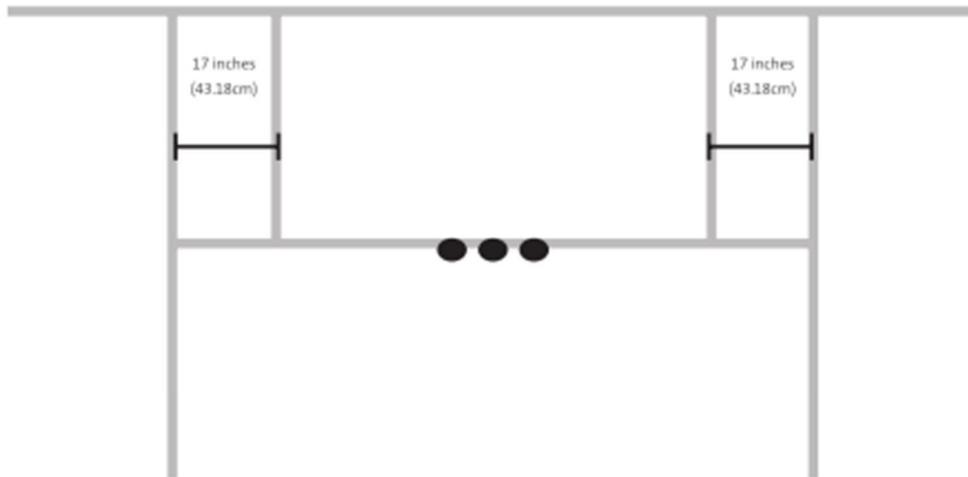
**LAW 42 – FAIR AND UNFAIR PLAY**

Law 42 shall apply, with the following exceptions:

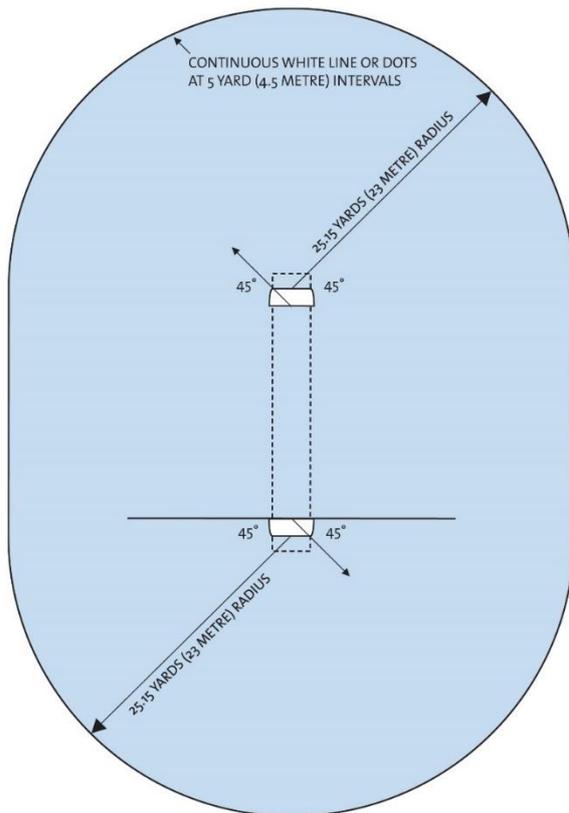
42.1 Law 42.6 - Dangerous and Unfair Bowling

Law 42.6(a)(ii) will apply, except that the word 'shoulder' replaces 'head'.

## APPENDIX 1 – ADDITIONAL CREASE MARKINGS



## APPENDIX 2 – RESTRICTION ON THE PLACEMENT OF FIELDSMEN



### **APPENDIX 3 – ARRANGEMENTS FOR A BOWL-OUT**

1 – Five players from each side will bowl one over-arm delivery at a wicket (conforming to Law 8) from a wicket (conforming to Law 8) pitched at a distance of 22 yards with, if practicable, bowling, popping and return creases (conforming to Law 9). Players from each team shall bowl alternately. The side which bowls down the wicket (as defined in Law 28.1) most times shall be the winner.

2 – If scores are equal, the same players shall bowl alternately, in the original order, to achieve a result on a 'sudden-death' basis.

3 – The umpires shall approve the balls to be used by both teams, which shall not be new ones.

4 – A No ball or Wide ball shall count as a ball bowled. Under no circumstances can a No ball be regarded as having put down the wicket.

5 – If the original match has started, the five cricketers to take part in the 'bowl-out' must be selected from the original 11 players. If there has been no play, the five cricketers may be selected from any of the club's eligible registered players.

6 – No players shall be permitted to stand in front or behind the wicket, or tend the wicket in any way, in order to act as a target for the bowlers. However, a player will be permitted to stand back from the stumps to field the ball.