

# Cricket Leinster Women - Regulations Summary

- Division 1 League
  - 20 overs per innings
  - PTA of 75 minutes, 10 minute interval
  - 4 overs per bowler
  - Powerplay block of 6 overs – no more than 2 fielders out, otherwise no more than 4 out
  - 10 minutes grace time before reduction in overs, then reduce by 2 overs per 7.5 minutes or 1 over per 3.75 minutes. Minimum 12 overs per innings for a match. Why 12?
  - Umpires can agree before start to play a 20, 16 or 12 over match should weather conditions indicate that play may be interrupted (including for poor light)
  - DLS System
  - One Day Wides, Free Hits
  - One Bouncer per over
  - Highest runs wins, otherwise a tie
  - Popping Crease should be marked to 7.5 yards in either direction from middle stump

# Cricket Leinster Women - Regulations Summary

- Senior Cup
  - 20 overs per innings
  - PTA of 75 minutes, 10 minute interval
  - 4 overs per bowler, but for innings of rescheduled length of between 5 and 9 overs, no bowler may bowl more than two overs
  - Powerplay block of 6 overs – no more than 2 fielders out, otherwise no more than 4 out
  - 10 minutes grace time before reduction in overs, then reduce by 2 overs per 7.5 minutes or 1 over per 3.75 minutes. Minimum 5 overs per innings for a match
  - DLS System
  - One Day Wides, Free Hits
  - One Bouncer per over
  - Highest runs wins, then fewest wickets lost, otherwise a Bowl Out
  - Popping Crease should be marked to 7.5 yards in either direction from middle stump

# Cricket Leinster Women - Regulations Summary

- Pilkington Plate
  - 40 overs per innings (**NOTE CHANGE**)
  - PTA of 152 minutes, 30 minute interval
  - 8 overs per bowler
  - Powerplay blocks:
    - Powerplay 1 – 8 overs, no more than 2 fielders out
    - Powerplay 2 – 24 overs, no more than 4 fielders out
    - Powerplay 3 – 8 overs, no more than 5 fielders out
  - 30 minutes grace time before reduction in overs, then reduce by 2 overs per 7.6 minutes or 1 over per 3.8 minutes. Minimum 20 overs per innings for a match
  - DLS System
  - One Day Wides, Free Hits
  - Two Bouncers per over
  - Highest runs wins, otherwise a Tie
  - Popping Crease should be marked to 7.5 yards in either direction from middle stump