

# RESTRICTIONS ON UNDERAGE BOWLERS

## (a) Bowlers

No medium pace or faster bowler (broadly defined by one or both Umpires as those to whom the wicketkeeper would normally stand back) shall be permitted to bowl more than the number of overs in a spell, and number of overs in an innings as set out below-

### AGE AT 31 AUGUST

	MAXIMUM OVERS IN A SPELL	MAXIMUM OVERS IN AN INNINGS
Under 19	8	10
Under 17	6	10
Under 15	5	10
Under 14	4	8

## (b) Length of Break

- (i) All Grades including Age Competitions - The break between spells is to be a minimum of 30 minutes (including the luncheon interval and any interruptions to play).
- (ii) A bowler who has bowled a spell of less than the maximum spell permitted for his age (defined in (a) above) may resume bowling prior to the completion of the necessary break, but this will be considered an extension of the same spell and the maximum spell limit for that age of player shall still apply. Following the completion of the extended spell, the normal break of 30 minutes between spells shall apply and the break within the spell is disregarded.
- (iii) If any interruption in play results in an over not being completed, then that part of the over bowled after the break shall constitute one over for the purposes of calculating the bowler's spell and daily limits.

## (c) Change of Bowling Type

Where a bowler changes between medium pace (or faster) and slow bowling during an innings:

- (i) if the bowler begins with medium pace (or faster), the bowler is subject to the Playing Condition throughout the day; and
- (ii) if the bowler begins with slow bowling and changes to medium pace (or faster), the Playing Condition applies from the time of the change, and all overs of slow bowling bowled prior to the change shall not be taken into account in either the current spell or the innings limit.

## (d) Who is Responsible to Uphold the Restrictions

- (i) It is the responsibility of the fielding captain to ensure that this Playing Condition is upheld. The umpires will assist in

maintaining records to enable the enforcement of this Playing Condition together with the Scorers of the match. Scorers must notify the umpires and fielding captain whenever a bowler reaches the maximum number of overs he may bowl without a break, and must notify the umpires immediately if a bowler starts (or is about to start) an over when he is not permitted to bowl under this Playing Condition.

- (ii) If the umpires become aware of a breach of this Playing Condition, when the ball is dead, they shall direct the captain to take the bowler off forthwith. If applicable, the over shall be completed by another bowler who shall have neither bowled the previous over nor be allowed to bowl the next over.
- (iii) Should a dispute or uncertainty regarding the application of this Playing Condition occur during play, the umpires shall make the final decision on its application based on information available from the Scorers and other sources.

Examples (all assuming bowlers aged 16, and bowling fast, unless otherwise indicated):

1. A bowler bowls 4 overs, and is taken off by the captain. He is brought back from the other end after 15 minutes. He may bowl a further 2 overs, after which he cannot bowl for at least 30 consecutive minutes.
2. A bowler bowls 5 overs, and is then taken off. He returns to bowl 75 minutes later. This is considered a new spell, and he can bowl 5 overs in that spell.
3. A bowler bowls 4 overs, and play is then interrupted for 20 minutes. He then waits a further 10 minutes after the resumption, and resumes bowling. This is the commencement of a new bowling spell, and he is to bowl up to 6 overs in this spell (subject to his daily limit).