

First Class Counties Second XI Trophy

1 Duration of Matches

All matches shall be completed in one day, except the Semi-Finals and Final for which reserve days have been allowed. Matches will consist of one innings per side, each innings being limited to a maximum of 50 overs. The Playing Conditions for Second XI Championship matches will apply, with the following exceptions:

2 Hours of Play And Intervals

2.1 In All Matches Without a Reserve Day

2.1.1 Scheduled Start and Cessation Times

First Session 11.00am - 2.15pm

Interval 2.15pm - 3.00pm

Second Session 3.00pm - 6.15pm

45 minutes of extra official playing time is allocated to make up for time lost - refer 4.2.2 and 4.2.3.

2.1.2 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 providing that this does not lead to an interval prior to 12.30pm. If the innings of the team batting first is completed prior to 12.30pm, then there will be a 10 minute interval between innings, the second innings will commence and lunch will remain scheduled at the original time for the interval.

| Time Lost | Interval |
|----------------------------------|-----------------|
| Up to 60 minutes | 30 minutes |
| Between 60 and 120 minutes | 20 minutes |
| More than 120 minutes | 10 minutes |

In circumstances where the side bowling first has not completed the allotted number of overs by the scheduled or re-scheduled cessation time for the first innings, the Umpires shall reduce the length of the interval by the amount of time that the first innings over-ran. The minimum time for the interval will be 10 minutes.

2.1.3 Intervals for Drinks

Two drinks intervals per innings are permitted, but no time allowance shall be provided for them.

An individual player may be given a drink either on the boundary edge or at the fall of a wicket on the field provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the Umpires. Any player taking drinks onto the field shall be dressed in proper cricket attire.

2.2 In the Semi-finals and Final (With a Reserve Day)

2.2.1 Start and Cessation Times

The scheduled hours of play will be 11.00am to 6.15pm. If there is a delayed start or one or more interruptions in play, the Umpires may order extra time on the first day if they consider that a result can be obtained on that day. If the Umpires are satisfied that a result cannot be obtained on the first day, the timing for the cessation of play on that day will be 7.00pm, subject to conditions of ground, weather and light.

Up to 60 minutes of extra official playing time is allowed on the reserve day to make up for playing time lost. Refer to 4.2.2 and 4.2.3.

2.2.2 Sessions of Play and Interval Between Innings

There will normally be two sessions of play of 3 hours 15 minutes each, separated by an interval of 45 minutes from 2.15pm to 3.00pm. 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 providing that this does not lead to an interval prior to 12.30pm. If the innings of the team batting first is completed prior to 12.30pm, then there will be a 10 minute interval between innings, the second innings will commence and lunch will remain scheduled at the original time for the interval.

Where the innings of the side batting first is delayed or interrupted, the Umpires will reduce the length of the interval. In the event of time being lost up to and including 60 minutes in aggregate, the length of the interval shall be reduced from 45 to 30 minutes. In the event of more than 60 minutes being lost in aggregate, the duration of the interval shall be agreed mutually by the Umpires and both Captains, subject to no interval being of more than 35 minutes' duration or less than 10 minutes' duration. In the event of disagreement, the interval shall be of 25 minutes' duration.

In circumstances where the side bowling first has not completed the allotted number of overs by the scheduled or re-scheduled cessation time for the first innings, the Umpires shall reduce the length of the interval by the amount of time that the first innings over-ran. The minimum time for the interval will be 10 minutes.

2.2.3 Intervals for Drinks

As per 2.1.3

3 Substitutes

Second XI Championship Playing Condition 3 shall not apply. LV County Championship Playing Conditions 7.1 and 7.2 shall apply

4 Length of Innings

4.1 Uninterrupted Matches (ie. Matches which are neither delayed nor interrupted)

4.1.1 Each team shall bat for 50 (six ball) overs unless all out earlier. A team shall not be permitted to declare its innings closed.

- 4.1.2 If the team fielding first fails to bowl the required number of overs by the scheduled time for the cessation of the first session, play shall continue until the required number of overs has been bowled and Playing Condition 15 will apply.
- 4.1.3 If the team batting first is dismissed in less than 50 overs, the team batting second shall be entitled to bat for 50 overs.
- 4.1.4 If the team fielding second fails to bowl 50 overs by the scheduled time for the cessation of the second innings, the hours of play shall, subject to conditions of ground, weather and light, be extended until the required number of overs has been bowled or a result has been achieved and Playing Condition 15 will apply.

4.2 Delayed or Interrupted Matches

- 4.2.1 Any revision of the number of overs that may be necessary due to a delayed start or one or more interruptions in play as a result of adverse ground, weather or light conditions or any other reason, shall only be made on the final scheduled day of the match.
- 4.2.2 Delay or interruptions to the innings of the team batting first.
 - a When playing time has been lost (see above) the revised number of further overs to be bowled in the match shall be based on a rate of 3.9 mins per over in the total remaining time available for play up to 7.00pm in zonal matches (refer 2.1.1). (Note that in the semi-final and final, 2.2.1 makes provision for the scheduled close of play on the reserve day to be pushed back to 7.15pm before overs are deducted for time lost). When calculating the length of remaining playing time available for the match the duration of the interval between innings will be taken into account.

Should calculations regarding numbers of overs result in a fraction of an over, the fraction shall be ignored. In the event of a suspension occurring in the middle of an over, the number of total overs to be bowled in the match will be calculated as if the over in progress at the

time of the interruption had been completed. The innings of the team batting first will continue from the point of the interruption.

The revision of the number of overs should ensure, whenever possible, that both teams have the opportunity to bat for the same number of overs. (Where this is possible, if the total number of overs in the match thereby calculated results in an odd number of total overs in the match, then one over shall be added and the new total divided in half).

- b The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs. To constitute a match, a minimum of 10 overs has to be bowled to the side batting second, subject to the innings not being completed earlier. A fixed time will be specified for the commencement of the interval, and also the close of play for the match, by applying a rate of 3.9 mins per over in respect of each over already bowled and/or scheduled to be bowled in each innings. All relative delays, interruptions in play, and the duration of the interval will be taken into account.

If this calculation produces a close of play time that is earlier than the original time for cessation of play on the final scheduled day for play, then one additional over should be allocated to each team, with the interval and close of play times being recalculated accordingly.

If there is more than one interruption to the innings of the side batting first, the above calculations should always be based on the original scheduled close of play, rather than the rescheduled close resulting from the previous interruption.

- c If the team fielding first fails to bowl the revised number of overs by the specified time, play shall continue subject to conditions of ground, weather and light until the required number of overs has been bowled or the innings is completed, and Playing Condition 15 shall apply. In all reduced overs matches both teams will be given one over's leeway in addition to any time that the Umpires might allow for stoppages. Allowances prior to

a stoppage are carried forward for the purposes of the application of Playing Condition 15 only - they do not influence the recalculated number of overs or the scheduled close of either innings.

4.2.3 Delay or interruptions to the innings of the team batting second

- a When playing time has been lost (see above) and, as a result, it is not possible for the team batting second to have the opportunity of receiving its allocated, or revised allocation of overs in the playing time available, the number of overs shall be reduced at a rate of 3.9 mins per over in respect of the aggregated lost playing time. However, should the innings of the team batting first have been completed prior to the scheduled, or re-scheduled time for the commencement of the interval, then any calculation relating to the revision of overs shall not be effective until an amount of time equivalent to that by which the second innings started early has elapsed. Note also that in zonal matches, a maximum of 45 minutes of extra time is provided to make up for playing time lost - refer 2.1.1 (60 minutes on the reserve day of semi-finals and final - refer 2.2.1).

Should the calculations result in a fraction of an over the fraction shall be ignored. In the event of a suspension occurring in the middle of an over, the number of total overs lost will be calculated as above and the innings of the team batting second will continue from the point of the interruption.

- b A rescheduled time for the close of play will be fixed by applying a rate of 3.9 minutes per over in respect of each over already bowled and/or re-scheduled to be bowled in the innings. (The timing and duration of all relative delays and interruptions in play with respect to the second innings will be taken into account in specifying this time.) This calculation must not cause the match to finish earlier than the original time for cessation of play on the final scheduled day for play. If required the original time shall be extended to allow for one extra over for the team batting second.

To constitute a match, a minimum of 10 overs have to be bowled to the team batting second subject to the innings not being completed earlier.

The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.

- c If the team fielding second fails to bowl the revised overs by the scheduled or re-scheduled close of play, the hours of play shall be extended subject to conditions of ground, weather and light until the overs have been bowled or a result achieved, and Playing Condition 15 shall apply. In all reduced overs matches the fielding team will be given one over's leeway in addition to any time that the Umpires might allow for stoppages. Allowances prior to a stoppage are carried forward for the purposes of the application of Playing Condition 15 only - they do not influence the recalculated number of overs or the scheduled close of play.

5 Restrictions on the Placement of Fieldsmen

- 5.1 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. The ends of each semi-circle shall be joined to the other by a straight line drawn on the field on the same side of the pitch. The field restriction area should be marked by continuous painted white lines or 'dots' at five-yard intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring seven inches in diameter.
- 5.2 At the instant of delivery, there may not be more than five fieldsmen on the leg side.
- 5.3 For the first 15 overs of each innings only two fieldsmen are permitted to be outside the field restriction marking at the instant of delivery.
- 5.4 For the remaining overs of each innings only five fieldsmen are permitted outside the field restriction marking at the instant of delivery.

5.5 In the first 15 overs there must be a minimum of two stationary fieldsmen within 15 yards of the striker at the instant of delivery (orthodox slip, leg slip and gully positions at an angle of less than 45 degrees are exempt from this 15 yard restriction when a fast bowler is bowling).

5.6 Team Batting First

In circumstances where the number of overs for the team batting first is reduced, the number of overs in regard to the restrictions in 5.3 and 5.5 above shall be reduced proportionately in a ratio of 15:50 (30%) in accordance with the table below. Fractions are to be ignored in all calculations re the number of overs. (If on resumption the number of overs for fielding restrictions has already been exceeded this should take effect immediately).

| Total overs in innings | No. of overs for which fielding restrictions in 5.3 and 5.5 above will apply |
|-------------------------------|---|
| 10-13 | 3 |
| 14-16 | 4 |
| 17-19 | 5 |
| 20-23 | 6 |
| 24-26 | 7 |
| 27-29 | 8 |
| 30-33 | 9 |
| 34-36 | 10 |
| 37-39 | 11 |
| 40-43 | 12 |
| 44-46 | 13 |
| 47-49 | 14 |
| 50 | 15 |

5.7 Team Batting Second

- 5.7.1 Where the number of overs for the team batting second is reduced, the number of field restriction overs shall be reduced in accordance with the table above. For sake of clarity it should be noted that the table shall apply to both first and second innings.
- 5.7.2 Where, in an interrupted innings, on resumption the calculated number of field restriction overs (as set out above) has already been exceeded, then restrictions shall end immediately subject to 5.7.3.
- 5.7.3 If an innings is interrupted during an over the status of that over (that is whether it is a field restriction over or not) must be retained when the over is completed.
- 5.8 In the event of an infringement of any of the above fielding restrictions, the striker's end Umpire shall call and signal 'No Ball'.
- 5.9 In the event of the striker's end Umpire failing to call and signal No Ball when the fielding restrictions in this playing condition have been breached or when Law 41.5 has been breached (at the point of delivery, not more than two fielders other than the wicketkeeper shall be behind the popping crease on the on side), immediately the ball becomes dead the striker may draw the matter to that Umpire's attention. If the striker's end Umpire is able to verify the breach he shall call and signal No Ball. If the striker's end Umpire is unable to verify the breach then he shall confirm that the events of the delivery shall be unchanged.

6 Number of Overs per Bowler

No bowler may bowl more than ten overs, however in a delayed start or interrupted match, where the overs are reduced for both sides or for the side bowling second, no bowler may bowl more than one-fifth of the total overs allowed (unless such a number has been exceeded before the interruption), except that where the total overs are not divisible by five, an additional over shall be allowed to the minimum number of bowlers necessary to make up the balance - e.g. after

16 overs, rain interrupts play and the innings is reduced to 32 overs. Both opening bowlers have bowled 8 overs. Two bowlers can bowl 7 overs and three bowlers can bowl 6. Bowlers 1 and 2 have already exceeded this limit. They count as the two bowlers who were allowed the extra over (7 as opposed to 6) and so any other bowlers are limited to 6 overs.

When an interruption occurs mid-over and on resumption the bowler has exceeded the new maximum allocation, he will be allowed to finish the incompleting over.

In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be bowled 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 number of overs bowled by each individual bowler shall be indicated on the scoreboard from the commencement of an innings.

7 Covering

As per Second XI Championship except that the reference back to Note (a) to 17.1.3 in First XI Championship Playing Condition 17, the time for the removal of covers, does not apply. This shall be at the Groundsman's discretion.

8 No Ball

Law 24.12 will apply except that the penalty for a No Ball will be 2 runs.

9 Free Hit after a Foot Fault No Ball

In addition to 8 above, the delivery following a no ball called for a foot fault (Law 24.5) 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.

Field changes are permitted for free hit deliveries.

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.

10 Law 25 - Wide Ball

In addition to Law 25 and in place of County Championship playing Condition 26, the following will apply:

Umpires are instructed to apply a very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of 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.

11 Short Pitch Bowling

First XI County Championship Playing Condition 31.1.1 applies except that in 31.1.1 (d), there shall be no more than one delivery as defined in paragraphs 31.1.1 (a), (b) and (c).

12 The Result

- 12.1 In zonal matches 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. All zonal matches in which both teams have not had the opportunity of batting for a minimum of 10 overs shall be declared 'No Result'.
- 12.2 When there is no interruption after play has commenced and when both teams have had the opportunity of batting for the same agreed number of overs, the team scoring the higher number of runs shall

be the winner. If the scores are equal, the following shall apply:

- 12.2.1 In the event of a tie in a Zonal match, no account shall be taken of wickets lost and each team shall be awarded one point.
- 12.2.2 In the event of a tie in the semi-finals or final, the team losing the lesser number of wickets shall be the winner.
- 12.2.3 In the event of a tie in the semi-finals or final if the result cannot be decided by 12.2.2, the winner shall be the team with the higher score after 15 overs, or if still equal after 14 overs, or if still equal after 13 overs etc.
- 12.3 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 that originally allotted (minimum 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 will be calculated by the Duckworth/Lewis method. An integral target will be set for the team batting second with one run less than this target resulting in a Tie (see 12.5 below). If after the restart of play it is discovered that the wrong Duckworth/Lewis target has been set, the faulty target shall stand. At the very minimum, a representative of the home team (eg Scorer, Chief Executive, Cricket Secretary) shall be required to calculate any revised target using the Standard Edition of Duckworth/Lewis. It is hoped wherever possible that the Professional Edition will be used with full over-by-over print-out provided and distributed as appropriate. Again, if possible, the scoreboard should display the par score in respect of the end of the over about to be bowled. (Please refer to the Duckworth/Lewis Operational Protocol for further details). After any hold up in play, the Umpires shall calculate the number of overs lost and notify the home team representative as above who will perform the Duckworth/Lewis calculations required and inform all appropriate parties.

12.4 If a match is abandoned before it has been played to a conclusion and before the team batting second has received its allotted number of overs (providing that it has received not less than 10 overs) the result shall be decided by the Duckworth/Lewis method.

12.5 In the event of a Tie when the Duckworth/Lewis method has been used, the match will be decided as outlined in 12.6.

12.6 In the event of a tie in a Zonal match when the Duckworth/Lewis method has been used, each team will be awarded one point.

In the event of a tie in the semi-finals or final when the Duckworth/Lewis method has been used, no account shall be taken of wickets lost and the Captains may, if circumstances (outdoors or indoors) permit, agree (in case of disagreement the Umpires shall decide) to the following form of 'bowl-out' contest to achieve a result: five players from each side will bowl over-arm two deliveries each 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). The first bowler from Team A will bowl two deliveries, then the first bowler from Team B will bowl two deliveries, then the second bowler from Team A will bowl two deliveries, and so on. The side which bowls down the wicket (as defined in Law 28.1) most times shall be the winner. If the scores are equal, the same players will bowl one ball each alternately to achieve a result on a 'sudden death' basis (the order in which the bowlers bowl in the sudden death may differ from the first stage of the bowl out). If circumstances make the bowl out impossible, the match shall be decided by the toss of a coin.

The following shall also apply in respect of 'bowl-outs':

12.6.1 The same suitably acceptable ball (not a new one) will be used by both teams. If this ball becomes wet, it may be changed subject to the Umpires' approval.

12.6.2 If a bowler bowls a 'no ball' it will count as one of his two deliveries but will not count towards the score of the team.

12.6.3 If the original match has started, the five cricketers to take part in the 'bowl-out' must be selected from the original 11 cricketers and the 12th man. If there has been no play in the original match (the toss has not taken place), the five cricketers may be selected from any of a County's registered cricketers.

12.6.4 Each side will appoint a wicket-keeper to stand behind the wicket but out of reach of the stumps.

12.7 In a Group match, if it is not possible for both teams to receive the minimum of 10 overs necessary to constitute a match, the match shall be declared No Result and each team shall be awarded 1 point.

In the semi-finals and final, if it is not possible for both teams to receive the minimum of 10 overs necessary to constitute a match, the match shall be decided by a bowl out as described in 12.6.

12.8 Points Scoring System - Zonal League Matches

12.8.1 The side winning the match to score two points.

12.8.2 In a 'No result' or a tie, each side to score one point.

12.8.3 In the event of two or more sides in any zone having an equal number of points, their positions in the table shall be based on (a) most number of wins in zonal matches, or if still equal; (b) the higher net run-rate achieved in all zonal league matches or if still equal; (c) the team with the higher number of wickets taken per balls bowled in the Group Matches in which results were achieved, will be placed in the higher position or if still equal; (d) by drawing lots.

A team's net run rate is calculated by deducting from the average runs per over scored by that team, the average runs per over scored against that team.

In the event of a team being all out in less than its full quota of overs, the calculation of its net run rate shall be based on the full quota of overs to which it would

have been entitled and not on the number of overs in which the team was dismissed.

Only those matches where results are achieved will count for the purpose of net run rate calculations. Where a match is abandoned, but a result is achieved under Duckworth/Lewis, for net run rate purposes Team 1 will be accredited 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.

13 Covering the Pitch and Surrounding Areas

Counties should make every effort to comply with the covering regulations applicable to one-day matches, and particularly should ensure that the pitch is fully covered and as much of the bowler's 'run-up' as possible.

14 The Ball

Grade A quality balls shall be used. They shall be manufactured by Kookaburra and be red and machine-stitched. One ball shall be used for each innings.

15 Over-Rate Penalties

All sides are expected to be in position to bowl the first ball of the last of their 50 overs within 3 hrs 15 minutes playing time. 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 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.

All penalties in this regard will be imposed immediately the ball first becomes dead after the scheduled or re-scheduled cessation time for the innings.

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.

The Umpire 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.) In addition, in all reduced overs matches, the fielding team will be given one over's leeway. For the avoidance of doubt, one overs leeway means that the fielding side must be in position to bowl the first ball of the penultimate over by the scheduled or rescheduled cut off time.

Over-rate penalties apply only to innings of 15 overs or more duration.

This is the only penalty for a slow over-rate.

(For the purpose of net run-rate calculations, any runs accrued through application of this clause shall be included in calculations).