

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 Session11.00am - 2.15pm

Interval2.15pm - 3.00pm

Second Session3.00pm - 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

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 30 minutes' duration or less than 10 minutes' duration. In the event of disagreement, the length of the interval shall be determined by the Umpires.

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 as stated in 2.1.1 including the provision for extra time.

2.2.2 Interval Between Innings

2.1.2 shall apply.

2.2.3 Intervals for Drinks

As per 2.1.3

3 Substitutes

Second XI Championship Playing Conditions 1.1 and 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 take no account of the potential existence of the reserve day. To constitute a match, a minimum of 10 overs (20 overs in Semi-Finals and Final) has to be bowled to the side batting second, subject to the innings not being completed earlier. Where a reserve day exists, if it is not possible to constitute the match on the first scheduled day then it shall be continued on the reserve day. For the avoidance of doubt any previously effected reduction in the length of the innings in progress (and any applicable Duckworth Lewis target) will still apply at the start of the reserve day.

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 (refer 2.1.1 and 2.2.1). 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 (20 overs in Semi-Finals and Final) 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 a maximum of 45 minutes of extra time is provided to make up for playing time lost - refer 2.1.1 and 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 (20 overs in Semi-Finals and Final) 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 At the instant of delivery, there may not be more than 5 fieldsmen on the leg side.
- 5.2 In addition to the restriction contained in clause 5.1 above, 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 (hereinafter referred to as the Powerplay Overs) are set out in the following paragraphs.
- 5.3 The following fielding restrictions shall apply:
 - a) 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 appendix 5 of ODI playing

conditions). 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.

During the first block of Powerplay Overs (as set out below), only two fieldsmen shall be permitted outside this fielding restriction area at the instant of delivery.

During either the second or third block of Powerplay overs, the fielding team shall, at its discretion, be permitted to have three fieldsmen outside this fielding restriction area at the instant of delivery. The fielding captain shall decide which of the 2nd or 3rd blocks will be utilised for this provision and shall advise the on-field umpires accordingly. For the block of Powerplay overs not utilised for this provision, only two fieldsmen shall be permitted outside this fielding restriction area at the instant of delivery.

The umpires shall signal which block of powerplay overs is being utilised for this purpose in the normal manner (see 5.13) followed by a hand signal with 3 fingers extended.

- b) Two inner circles shall be drawn on the field of play. The circles shall have as their centres the centrepoint of the popping crease at either end of the pitch. The radius of each of the circles shall be 15 yards (13.72 metres). The fielding restriction area should be marked by 'dots'. The segment of the circles reserved for the slip positions shall not be demarcated (refer appendix 5 of ODI playing conditions). During the initial block of Powerplay Overs (in an uninterrupted innings, the first 10), there must be a minimum of two stationary fieldsmen within this fielding restriction area at the instant of delivery. When a fast bowler is bowling the two stationary fieldsmen may be permitted to stand deeper than 15 yards (13.72 metres) (in the undemarcated area) provided only that they are standing in slip, leg slip or gully positions.
- 5.4 During the non Powerplay Overs, no more than 5 fieldsmen shall be permitted outside the fielding restriction area referred to in clause 5.3 a) above.

- 5.5 Subject to the provisions of 5.6 below, the Powerplay Overs shall apply for 20 overs per innings to be taken as follows:
- a) 10 of the Powerplay Overs shall be the first 10 overs of the innings.
 - b) The remaining 10 overs shall be taken at the discretion of the fielding captain in 2 blocks of 5 at any time in the innings thereafter. The fielding captain shall advise the on-field umpires accordingly.
 - c) Should the fielding captain choose not to exercise this discretion, the remaining blocks of Powerplay Overs will automatically commence at the latest available point in the innings (i.e. in an uninterrupted innings, at the start of the 41st and the 46th overs).
- 5.6 In circumstances when the number of overs of the batting team is reduced, the number of Powerplay Overs shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

Innings duration	Number of Powerplay Overs	Sequence taken
10-12	4	2+1+1
13-14	5	3+1+1
15-17	6	3+2+1
18-19	7	4+2+1
20 – 22	8	4 + 2 + 2
23 - 24	9	4+3+2
25 – 27	10	5+3+2
28 - 29	11	6+3+2
30 – 32	12	6+3+3
33 – 34	13	7+3+3
35 – 37	14	7+4+3
38 – 39	15	8+4+3

40 – 42	16	8+4+4
43 – 44	17	9+4+4
45 – 47	18	9+5+4
48 – 49	19	10+5+4

- 5.7 Each block of Powerplay Overs must commence at the start of an over.
- 5.8 If play is interrupted during the first or second Powerplay and on resumption the overs required to be bowled in that Powerplay have already been exceeded, then subsequent Powerplay(s) will assume to have been taken consecutively up to that point.
- 5.9 If play is interrupted during the first Powerplay and resumes during the second Powerplay, the captain of the fielding side may choose to have three fielders outside the circle for the remainder of the second Powerplay. If he so chooses, the umpire will make the three fielder Powerplay signal immediately prior to play resuming. (For the avoidance of doubt, the whole of the third Powerplay, would then be subject to the two outfielder restriction.)
- 5.10 If play is interrupted during the first Powerplay and resumes during the third Powerplay, then the third outfielder will be permitted immediately, even if the interruption occurs during an over.
- 5.11 If play is interrupted during a Powerplay and on resumption the total number of Powerplay overs has already been exceeded, then the fielding restrictions will be lifted immediately. Note that this is the only circumstance under which the Powerplay status can be changed during an over.
- 5.12 If following any interruption, it is found on resumption that the recalculated number of Powerplay overs remaining exceeds the number of overs to be bowled in the innings, then the powerplays will commence at the start of the next over. The number of Powerplay overs with three outfielders will then be reduced by the shortfall in the total number of Powerplay overs for the innings.

NOTE: Refer FPT Appendix 1 for illustrations of each of the above situations.

- 5.13 At the commencement of each discretionary block of Powerplay Overs, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle (see 5.3 a).
- 5.14 A light or other indicator shall be displayed on the scoreboard whenever the Powerplay Overs are being bowled, along with the number of overs remaining in the current block.
- 5.15 The public address system shall be used to keep the spectators informed.
- 5.16 In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal 'No Ball'.
- 5.17 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 A result can be achieved only if both teams have had the opportunity of batting for at least 10 overs (20 overs in Semi-Finals and Final), unless one team has been all out in less than 10 overs (20 overs in Semi-Finals and Final) or unless the team batting second scores enough runs to win in less than 10 overs (20 overs in Semi-Finals and Final). 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 (20 overs in Semi-Finals and Final)) 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 (20 overs in Semi-

Finals and Final)) 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 zonal 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 20 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) When teams have both equal points and equal wins, the teams will be ordered according to which team achieved the most points in the matches played between them.

(c) the higher net run-rate achieved in all zonal league matches or if still equal; (d) 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; (e) 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 the net run rate of both teams shall be based on the full quota of overs to which the batting team 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).

16 Additional Crease Markings

The following shall apply in addition to Law 9:

As a guideline to the umpires for the calling of wides on the offside the crease markings detailed in NatWest Series ODI playing conditions Appendix 4 shall be marked in white at each end of the pitch.

