

Friends Provident Trophy

3

Playing Conditions Domestic Matches Friends Provident Trophy

1 Playing Conditions

The Playing Conditions for First Class Cricket as they relate to matches in the County Championship will apply, with the following exceptions:

2 Duration

Group matches will consist of one innings per side, each innings being limited to maximum of 50 overs.

Two days will be allocated to the Quarter-Finals, Semi-Finals and Final in case of weather interference, but the aim will be to complete the match in one day if possible.

3 Hours of Play and Intervals

3.1 Group Matches

3.1.1 The scheduled hours of play will be 12.00pm to 7.45pm (12.00pm to 7.30pm for matches in April) unless otherwise agreed by ECB. (See playing condition 16 regarding floodlit matches).

3.1.2 There will normally be two sessions of play of 3 hours 30 minutes each, separated by an interval of 45 minutes from 3.30pm to 4.15pm (3.30pm to 4.00pm for matches in April). 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 1.45pm. If the innings of the team batting first is completed prior to 1.45pm, then there will be a 10 minute interval between innings, the second innings will commence and the interval will remain scheduled at the original time.

3.1.3 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 (20 minutes in an un-interrupted match).

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

3.2 Quarter-Finals, Semi-Finals and The Final (1 Reserve Day allocated to each)

3.2.1 The scheduled hours of play will be as in 3.1.1 for Quarter-Finals and Semi-Finals and 10.45am to 6.30pm for the Final unless otherwise agreed by ECB.

3.2.2 There will normally be two sessions of play of 3 hours 30 minutes each, separated by an interval of 45 minutes from 12.00pm to 7.45pm (2.15pm to 3.00pm in the Final). 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 1.45pm (12.30pm in the Final). If the innings of the team batting first is completed prior to 1.45pm (12.30pm in the Final), then there will be a 10 minute interval between innings, the second innings will commence and the interval will remain scheduled at the original time.

3.2.3 Where the innings of the side batting first is delayed or interrupted, 3.1.3 shall apply.

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

4 Length of Innings

- 4.1 In Uninterrupted Matches (ie. matches which are neither delayed nor interrupted):
- 4.1.1 Each team shall bat for 50 overs unless all out earlier.
- 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 innings, play shall continue until the required number of overs has been bowled and Playing Condition 14 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 14 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 Quarter-Finals, 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 4.2 mins per over in the total remaining time available for play. 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 Quarter-Finals, 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 4.2 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, 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 14 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 14 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 4.2 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.

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 4.2 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 Quarter-Finals, 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 14 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 14 only - they do not influence the recalculated number of overs or the scheduled close of play.

Note The Home Authority will provide a Match Manager.

The Match Manager must understand the Duckworth/Lewis method and must check the scorers' calculations. After any hold up in play, the Umpires will

notify the Scorers of the number of overs lost and the Scorers will perform the Duckworth/Lewis calculations required.

The Umpires will both satisfy themselves as to the correctness of all such calculations before allowing play to take place. The Match Manager will notify the Captains, Scorers and all others concerned of such decisions.

5 The Result

- 5.1 When there is no interruption after play has commenced and when both sides 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. In the event of a tie, the following shall apply:
 - 5.1.1 In the event of a tie in a Group match, no account shall be taken of wickets lost and each team shall be awarded one point.
 - 5.1.2 In the event of a tie in a quarter-final, semi-final or the final, the team losing the lesser number of wickets shall be the winner.
 - 5.1.3 In the event of a tie in a quarter-final, semi-final or the final, if the result cannot be decided by 5.1.2, 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.
- 5.2 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 Quarter-Finals, 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 5.4 below). If after the restart of play it is discovered that the wrong Duckworth/Lewis target has been set, the faulty target shall stand.

- 5.3 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 Quarter-Finals, Semi-Finals and Final), the result shall be decided by the Duckworth/Lewis method.
- 5.4 In the event of a Tie when the Duckworth/Lewis method has been used, the match will be decided as outlined in 5.5.
- 5.5 In the event of a tie in a Group match when the Duckworth/Lewis method has been used, each team will be awarded one point.

In the event of a tie in a quarter-final, semi-final or the 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':

- 5.5.1 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.

- 5.5.2 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.
- 5.5.3 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.
- 5.5.4 Each side will appoint a wicket-keeper to stand behind the wicket but out of reach of the stumps.
- 5.6 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 a quarter-final, semi-final or the 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 5.5.
- 5.7 Points System in the Friends Provident Trophy Groups
- 5.7.1 Each team will play every other team in its Group home and away. Two points will be awarded for a Win, one point for a Tie or No Result and no points for a Loss.
- 5.7.2 The Groups are as detailed in the Rules for ECB Competitions section.
- 5.7.3 The winners from each group will receive a home draw to play against a runner-up from any of the groups. This will be determined by a free draw. The winners of the quarter-finals will enter a free draw for the semi-final ties. The semi-final winners shall contest the final.
- 5.7.4 The tie-breakers for teams finishing on equal points in the same group will be:
- (a) Most wins in Group Matches.
- (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) If still equal, the team with the higher net run rate in the Group Matches will be placed in the higher position (see below).
- (d) If still equal, 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.
- (e) In the event that teams cannot be separated by (a) to (d) above, this will be done by drawing lots.

5.7.5 Net Run Rate

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.

6 Restrictions on the Placement of Fieldsmen

- 6.1 At the instant of delivery, there may not be more than 5 fieldsmen on the leg side.
- 6.2 In addition to the restriction contained in clause 6.1 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.

6.3 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 6.13) 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.

- 6.4 During the non Powerplay Overs, no more than 5 fieldsmen shall be permitted outside the fielding restriction area referred to in clause 6.3 (a) above.
- 6.5 Subject to the provisions of 6.6 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).
- 6.6 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

- 6.7 Each block of Powerplay Overs must commence at the start of an over.
- 6.8 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.
- 6.9 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.)

- 6.10 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.
- 6.11 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.
- 6.12 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.

- 6.13 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 6.3 a).
- 6.14 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.
- 6.15 The public address system shall be used to keep the spectators informed.
- 6.16 In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal 'No Ball'.
- 6.17 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.

7 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.

8 Covering

Championship Playing Condition 17 applies except that in Note (a) to 17.1.3, the time for the removal of covers shall be at the Groundsman's discretion.

9 Declarations

Law 14 will not apply in this competition. The Captain of the batting side may not declare his innings closed at any time during the course of a match.

10 Law 24.12 - No Ball - Penalty

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

11 Free Hit after a Foot Fault No Ball

In addition to 10 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.

12 Law 25 - Wide Ball

In addition to Law 25 and in place of 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 shall be scored. This penalty shall stand in addition to any other runs which are scored or awarded.

13 Short Pitch Bowling

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).

14 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. 30 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 Umpires 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 over's 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).

15 Pitch Penalties

The regulations in the 2008 Pitches Document shall apply as they refer to 1-day pitches.

16 Floodlit Matches

The scheduled hours of play for floodlit matches will be 2.30pm to 10.15pm.

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 4.15pm. If the innings of the team batting first is completed prior to 4.15pm, then there will be a 10 minute interval between innings, the second innings will commence and the interval will remain scheduled at the original time.

The floodlights will be turned on at the interval between innings or at 6.15pm, whichever is the earlier. If during a floodlit match, in the opinion of the Umpires, natural light is deteriorating to an unsuitable level, they may authorise the home authority to turn on the floodlights so that the match can continue in acceptable conditions. Once the floodlights have been turned on, they will remain on for the duration of the game.

At day matches where the home authority has confirmed that floodlights are available, if in the opinion of the Umpires, natural light has deteriorated to an unsuitable level, they may authorise the home authority to turn on the floodlights so that the match can continue in acceptable conditions.

In the event of floodlight malfunction or if the floodlights cannot be used for safety reasons with resultant loss of

time, then Friends Provident Trophy Playing Condition 4.2 shall apply as appropriate.

Use of floodlights does not preclude the application of Championship Playing Condition 9, Fitness of Ground, Weather and Light.

Where logistically possible, best endeavours shall be made to provide an opportunity to practise all facets of the game under floodlights in the lead up to the match. This shall include net practise on the square.

17 The Ball

As for Championship Playing Conditions except that white Kookaburra cricket balls will be used. One new ball shall be used for each innings and in addition:

- 17.1 There will be a mandatory change of the ball at the commencement of the 35th over of each innings.
- 17.2 The mandatory replacement balls for each innings are to be pre-selected by the captains prior to the match from the supply of spare balls provided by the home authority as follows:
- a) The umpires will supervise the process.
 - b) The captain who has lost the toss shall be permitted to select two balls from the supply of cleaned and whitened used balls.
 - c) The other captain then chooses which of the two balls he would like his team to bowl with.
 - d) The umpires will identify which ball has been selected by each team and ensure that it is immediately available prior to the commencement of the 35th over.

Note: For the sake of clarity:

- If the replacement ball referred to in 17.1 and 17.2 itself needs to be replaced, then it shall be replaced from the supply of spare balls provided by the home authority.
- The provisions of clauses 17.1 and 17.2 above shall apply irrespective of the length of the innings.

18. Clothing, Sightcreens

Coloured clothing and equipment approved by ECB shall be used. Sightcreens shall be black.

19 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.

APPENDIX 1

Numerical examples of adjustments to Powerplay overs following an interruption

A 50 over innings is interrupted after 9.3 overs, and on resumption has been reduced to (a) 40 overs, (b) 30 overs, (c) 20 overs

- (a) Powerplay overs are 8+4+4. 2nd Powerplay is in progress with 1.3 out of 4 overs completed. The fielding captain may choose to have three outfielders either for the next 2.3 overs or for the 4 overs of the 3rd Powerplay.
- (b) Powerplay overs are 6+3+3. 3rd Powerplay is in progress with 0.3 out of 3 overs completed. Three outfielders are permitted for the next 2.3 overs
- (c) Powerplay overs are 4+2+2. All Powerplay overs have been completed. Non-Powerplay restrictions take effect immediately and do not need to wait until the end of the over

A 50 over innings in which only the 1st Powerplay has been taken is interrupted after 34.2 overs and reduced to 40 overs. Powerplay overs are 8+4+4. Powerplays resume for the start of the next over (36th). Since the number of Powerplay overs required (16) exceed the number possible (15) by 1, only 3 of the remaining Powerplay overs may be bowled with three outfielders.

