

NatWest Pro40

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, Hours of Play and Interval

Duration - The matches will consist of one innings per side each innings being limited to a maximum of 40 overs. No reserve days are allocated for any matches including the play-off.

2.1 Hours of Play

Normal hours of play will be 1.45pm - 7.25pm (12.45pm - 6.25pm in all matches in September).

2.2 A tea interval of 20 minutes shall be taken at the conclusion of the innings of the team batting first (normally 4.25pm (3.25pm in all matches in September) in uninterrupted matches. In the event of between 30 and 60 minutes being lost in aggregate the length of the interval shall be reduced from 20 to 15 minutes. In the event of more than 60 minutes being lost in aggregate, the duration of the interval shall be 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.

2.3 A scheduled cessation time for each innings shall be fixed prior to its commencement by applying the provisions of Clause 3 as appropriate.

2.4 Close of play shall normally be at 7.25pm (6.25pm in all matches in September), but play may continue after that time, subject to conditions of ground, weather and light, until the required number of overs has been bowled or a result achieved. See Playing Condition 4 below.

3 Length of Innings

3.1 In Uninterrupted Matches:

- 3.1.1 Each team shall bat for 40 overs unless all out earlier.
- 3.1.2 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 19 will apply.
- 3.1.3 If the team batting first is dismissed in less than 40 overs, the team batting second shall be entitled to bat for 40 overs.
- 3.1.4 If the team bowling second fails to bowl 40 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 19 shall apply.

3.2 Delayed or interrupted matches.

- 3.2.1 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.
- 3.2.2 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 4.00 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 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 4.00 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 19 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 19 only - they do not influence the recalculated number of overs or the scheduled close of either innings.

3.2.3 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 4.00 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 4.00 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 19 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 19 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.

4 The Result

- 4.1 When there is no interruption in the match and when both sides have had the opportunity of batting for the same agreed number of overs, the side scoring the higher number of runs shall be the winner. In the event of a tie, the following shall apply:
- 4.1.1 In the event of a tie in a League match, no account shall be taken of wickets lost and each team shall be awarded one point.

- 4.1.2 In the event of a tie in the Play-Off, the team losing the lesser number of wickets shall be the winner.
- 4.1.3 In the event of a tie in the Play-Off, if the result cannot be decided by 4.1.2, 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.
- 4.2 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), 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 being calculated by the Duckworth/Lewis method. An integral target will be set for the team batting second with one run less than the target resulting in a tie. If after the restart of play it is discovered that the wrong Duckworth/Lewis target has been set, the faulty target shall stand.
- 4.3 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, then the result shall be decided by the Duckworth/Lewis method (minimum of 10 overs).
- 4.4 In the event of a Tie when the Duckworth/Lewis method has been used, the match will be decided as outlined in 4.5.
- 4.5 In the event of a tie in a League match when the Duckworth/Lewis method has been used, each team will be awarded one point.

In the event of a tie in the Play-Off 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':

- 4.5.1 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.
- 4.5.2 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.
- 4.5.3 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.
- 4.5.4 Each side will appoint a wicket-keeper to stand behind the wicket but out of reach of the stumps.
- 4.6 In a League 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 Play-Off, 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 4.5.

5 Number of Overs per Bowler

- 5.1 No bowler may bowl more than eight 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.
- 5.2 When an interruption occurs mid-over and on resumption the bowler has exceeded the new maximum allocation, he will be allowed to finish the incomplete over.
- 5.3 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.
- 5.4 The number of overs bowled by each individual bowler shall be indicated on the scoreboard, from the commencement of an innings.

6 Restrictions on the Placement of Fieldsmen

- 6.1 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 painted white '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.

- 6.2 At the instant of delivery, there may not be more than five fieldsmen on the leg side.
- 6.3 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.
- 6.4 For the remaining overs of each innings only five fieldsmen are permitted to be outside the field restriction marking at the instant of delivery.
- 6.5 Two inner circles shall be drawn on the field of the play. The circles shall have as their centres the centre point of the popping crease at either end of the pitch. The radius of each of the circles is 15 yards (13.72 metres). The field restriction area should be marked by coloured 'dots'. The segment of the circles reserved for the slip positions shall not be demarcated. (The final mark of the 15 yards radius shall be a line placed at an angle of 45 degrees, measured from the popping crease at a point level with the middle stump). In the first 15 overs there must be a minimum of two stationary fieldsmen within the 15 yard field restriction of the striker at the instant of delivery. When a fast bowler is bowling the two stationary fieldsmen may be permitted to stand deeper than 15 yards (in the un-demarcated area) provided only that they are standing in slip, leg slip and gully positions.
- 6.6 **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 6.3 and 6.5 above shall be reduced proportionately in a ratio of 15:40 in accordance with the table below. Fractions are to be ignored in all calculations re the number of overs.

Total overs in innings	No. of overs for which fielding restrictions in 6.3 and 6.5 above will apply
10	3
11-13	4
14-15	5
16-18	6
19-21	7
22-23	8
24-26	9
27-29	10
30-31	11
32-34	12
35-37	13
38-39	14

6.7 Team Batting Second

- 6.7.1 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.
- 6.7.2 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 6.7.3.
- 6.7.3 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.
- 6.8 In the event of an infringement of any of the above fielding restrictions, the Striker's end Umpire shall call and signal 'No Ball'.

- 6.9 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.

7 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.

8 Law 14 - 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.

9 Law 24.12 - No Ball - Penalty

Laws 24.12 will apply except that the penalty for a no ball will be 2 runs.

10 Free Hit after a Foot Fault No Ball

In addition to 9 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.

11 Law 31 - Timed Out

Law 31 will apply except that the incoming batsman must be in position to take guard or for his partner to be ready to receive the next ball within 1 minute 30 seconds of the fall of the previous wicket. The incoming batsman is expected to be ready to make his way to the wicket immediately a wicket falls, and is expected to jog to the wicket.

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 for a Wide 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 Clothing and Equipment

In all matches, players shall wear coloured clothing and equipment approved by the ECB.

15 The Ball

As for Championship Playing Conditions except that white Kookaburra balls shall be used. One ball shall be used for each innings.

16 Sight Screens

Sight Screens shall be black.

17 Scoring of Points

- 17.1 The side winning the match to score 2 points.
- 17.2 In the event of a 'Tie', each side to score 1 points.
- 17.3 In a 'No Result' match, each side to score 1 points.

18 Final Standings in the NatWest Pro40 League Divisions

The Two Divisions for 2008 will be as stated in the Rules for ECB competitions section.

The side which has the highest aggregate of points gained at the end of the season shall be the winner of its Division. At the end of the 2008 season the bottom 2 teams from the First Division will automatically be relegated to the Second Division for 2009 and the top 2 teams from the Second Division will automatically be promoted to the First Division for 2009. There will be a Play-Off between the team finishing 3rd in the Second Division in 2008 and the team finishing 7th in the First Division in 2008. The Second Division team will be at home, and the winner of the match will take a place in the First Division in 2009 (refer also Playing Condition 4). Should any sides in a Division be equal on points, their final positions will be decided by:

- (a) Most wins
- (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 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 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.

18.1 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.

19 Over Rate Penalties

All sides are expected to be in position to bowl the first ball of the last of their 40 overs within 2 hours 40 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, 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).

20 Floodlit Matches

The scheduled hours of play for floodlit matches will be 4.40pm to 10.20pm.

The floodlights will be turned on at the interval between innings or at 7.30pm (6.30pm for matches in September), 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 NatWest Pro40 Playing Condition 3.2 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.

21 Pitch Penalties

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

22 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.