

PLAYING CONDITIONS

2nd XI matches 1 – 5 and 17 – 22

in Premier Division and Division One

Except as varied hereunder the Laws of Cricket (2000 Code 6th Edition 2015) shall apply.

All matches shall be played on the day designated by the Management Board.

1. DURATION

- 1.1 Scheduled hours of play shall be 12.30 p.m. to 7.00 p.m. (or until the allotted overs are completed). All timings are subject to adjustment, depending on the start time, and the timings in subsequent rules shall be adjusted by the amount by which the starting time is also adjusted.
- 1.2 A 30 minute tea interval shall be taken between innings unless weather conditions so dictate that it is appropriate, in the interests of time saving, to take tea during a weather break in the first innings. In this case, there shall be a 10 minute interval between innings unless the break coincides with the end of an innings when the 30 minute tea break shall be concurrent.
- 1.3 Each match shall consist of a maximum of 45 overs per innings save where time is lost after the scheduled 12.30 p.m. commencement due to inclement weather or other unavoidable cause when the number of overs shall be reduced as hereinafter provided.
- 1.4 The captain of the batting side may not declare his innings closed at any time during the course of the match. Should the side batting first be bowled out before the overs it is entitled to have received been completed, the side batting second shall be entitled to bat for 45 overs or as reduced due to inclement weather or other cause.
- 1.5 If a team is dismissed and tea is not ready, a 10 minute interval between innings shall be taken and play shall continue for a minimum of 15 overs or 60 minutes, whichever is the longer, unless a result has been obtained earlier. In this instance, the tea interval shall be reduced to 20 minutes in duration.
- 1.6 Allowances will be made for unavoidable breaks in play which are of a duration of five minutes or more and confirmed to the fielding captain and the batsman at the wicket at the time of the delay. Breaks of less than five minutes are to be ignored and no allowances made. Batsmen are expected to cross on the field of play at the fall of a wicket.

- 1.7 Drinks intervals shall be agreed with the umpires by the fielding captain prior to the start of each innings. This time will not exceed three minutes and will not count as time lost.
- 1.8 A scheduled cessation time for each innings shall be fixed prior to its commencement by applying the provisions of Playing Conditions 1.1 to 1.7 as appropriate.
- 1.9 Play may continue after the scheduled or re-scheduled close of play, subject to conditions of ground, weather and light, until the required number of overs has been bowled or a result achieved.

2. MATCHES WITH NO DELAYS OR INTERRUPTIONS

- 2.1 If the team bowling 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 5 shall apply.
- 2.2 If the team bowling second fails to bowl the required number of 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 5 shall apply.

3. DELAYED STARTS AND INTERRUPTIONS

- 3.1 Should the match commence later than the scheduled 12.30 p.m. commencement time due to inclement weather or other cause, the umpires shall reduce the number of overs per team by one over for every completed eight minutes of time lost. However, see clause 3.5 below.
- 3.2 To constitute a match, a minimum of 20 overs must be bowled to the side batting second unless a result has been achieved earlier. Playing Condition 5 shall apply.
- 3.3 No game may start after 4.10 p.m. (minimum 40 overs plus 10 minute interval between innings assuming tea has already been taken).
- 3.4 In the event of time being lost after the commencement of the match due to inclement weather or other cause during the innings of the team batting first, then the team batting first will receive 45 overs or as reduced prior to the start of the match.

- 3.5 The team batting second will then have their maximum number of overs reduced by one over for each completed 4 minutes of play lost during the first innings or prior to the commencement of the second innings.
- 3.6 Should there be more than one interruption to play during the first innings, the times lost shall be aggregated and a single calculation performed to determine the overs lost to the team batting second prior to the commencement of their innings.
- 3.7 However, should the team batting first be bowled out in less than their allotted overs, then the number of overs lost due to inclement weather or other causes shall be reduced by the number of full overs not used by the team batting first. The number of overs the team batting second receives shall not be more than their allocation at the start of the match.
- 3.8 Should time be lost due to inclement weather or other cause during the innings of the team batting second, then the number of overs which that team would have been entitled to receive shall be reduced by one over for each completed 4 minutes of playing time lost. Should there be more than one interruption to play the calculation for each interruption shall be considered separately.

4. NUMBER OF OVERS PER BOWLER

- 4.1 In a 45 overs match, no bowler may bowl more than 9 overs in an innings. In a match where the start has been delayed and the innings of both teams are reduced prior to the commencement of the match to less than 45 overs, no bowler may bowl more than one fifth of the total overs allowed. 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 – eg in a 33 over match, three bowlers may bowl seven overs and no other more than six overs.
- 4.2 In the event of a reduction in overs after the commencement of the match, the maximum number of overs allowed per bowler will be calculated as in 4.1 above.
- 4.3 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.

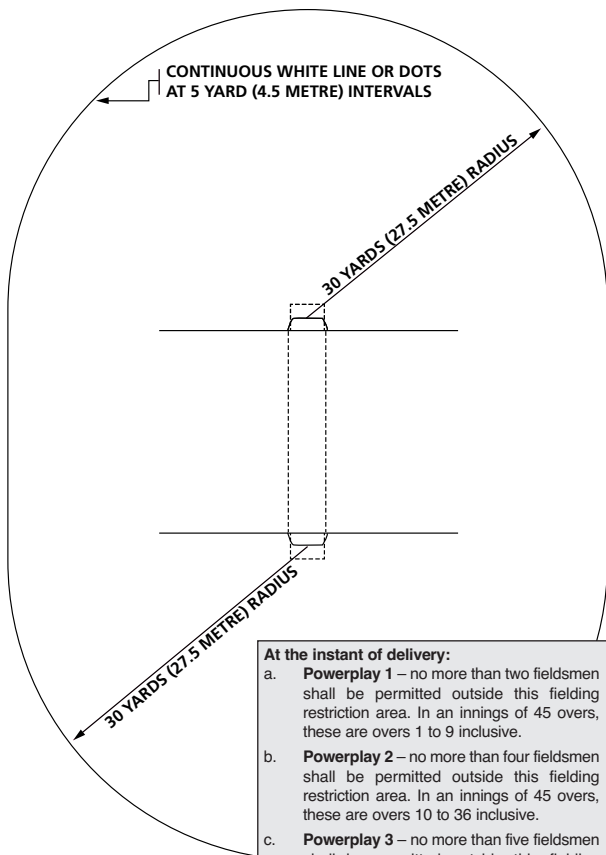
- 4.4 In the event of a bowler being incapacitated or suspended and being unable to complete an over, another bowler shall complete the over from the same end, provided that he does not bowl two overs consecutively, nor bowl parts of each of two consecutive overs in that innings. Such part of an over shall count as a full over only insofar as each bowler's limit is concerned.
- 4.5 The ECB Fast Bowling Directives may affect the above over limitations.

5. OVER RATE PENALTIES

- 5.1 All sides are expected to be in position to bowl the first ball of the last of their 45 overs within 3 hours playing time.
- 5.2 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 past that of the side batting first 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.
- 5.3 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.
- 5.4 Play must not continue until the umpires and scorers are satisfied that the score is correctly displayed on the scoreboard.
- 5.5 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 closing 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).
- 5.6 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 5 only - they do not influence the recalculated number of overs or the scheduled close of play.
- 5.7 For the avoidance of doubt, one over's leeway means that the fielding side must be in a position to bowl the first ball of the penultimate over by the scheduled or re-scheduled cut-off time.
- 5.8 Over rate penalties apply only to innings of 20 overs or more duration.

This is the only penalty for a slow over rate

Restriction on the Placement of Fielders



At the instant of delivery:

- Powerplay 1** – no more than two fieldsmen shall be permitted outside this fielding restriction area. In an innings of 45 overs, these are overs 1 to 9 inclusive.
- Powerplay 2** – no more than four fieldsmen shall be permitted outside this fielding restriction area. In an innings of 45 overs, these are overs 10 to 36 inclusive.
- Powerplay 3** – no more than five fieldsmen shall be permitted outside this fielding restriction area. In an innings of 45 overs, these are overs 37 to 45 inclusive.

6. RESTRICTIONS ON THE PLACEMENT OF FIELDERS

- 6.1 At the instant of delivery, there may not be more than five fielders 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 are set out in the following paragraphs.
- 6.3 The following fielding restrictions shall apply:

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 semi-circles shall be linked by two parallel straight lines drawn on the field. The fielding restriction areas should be marked by continuous painted white lines or 'dots' at five yard intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring seven inches in diameter.

At the instant of delivery:

- a. **Powerplay 1** – no more than two fieldsmen shall be permitted outside this fielding restriction area. In an innings of 45 overs, these are overs 1 to 9 inclusive.
 - b. **Powerplay 2** – no more than four fieldsmen shall be permitted outside this fielding restriction area. In an innings of 45 overs, these are overs 10 to 36 inclusive.
 - c. **Powerplay 3** – no more than five fieldsmen shall be permitted outside this fielding restriction area. In an innings of 45 overs, these are overs 37 to 45 inclusive.
- 6.4 In circumstances when the number of overs of the batting team is reduced, the number of overs within each phase of the innings shall be reduced in accordance with the table on Page 120. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.
 - 6.5 If play is interrupted during an innings and the table in 6.4 applies, the Powerplay takes immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-over.

Illustrations of 6.5

A 45 over innings is interrupted after 7.3 overs and reduced to 32 overs. The new phases are 7+19+6. Therefore, the middle phase fielding restrictions take immediate effect when play resumes and last for a further 18.3 overs. The final phase begins after 26 overs have been bowled.

Innings Duration	Powerplay 1	Powerplay 2	Powerplay 3
20	4	12	4
21	4	13	4
22	5	13	4
23	5	14	4
24	5	14	5
25	5	15	5
26	5	16	5
27	6	16	5
28	6	17	5
29	6	17	6
30	6	18	6
31	6	19	6
32	7	19	6
33	7	20	6
34	7	20	7
35	7	21	7
36	7	22	7
37	8	22	7
38	8	23	7
39	8	23	8
40	8	24	8
41	8	25	8
42	9	25	8
43	9	26	8
44	9	26	9
45	9	27	9

A 40 over innings is interrupted after 18.5 overs and reduced to 22 overs. The new phases are 5+13+4. When play resumes, the final phase fielding restrictions apply for the remaining 3.1 overs.

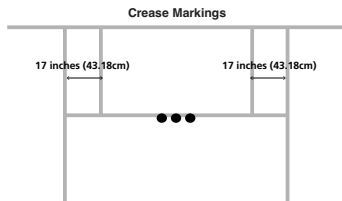
- 6.6 At the commencement of the middle and final phases of an innings, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle.
- 6.7 In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal "No ball".
- 6.8 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. NO BALLS

- 7.1 The penalty for a No ball will be 2 runs.
- 7.2 In addition to 7.1 above, the delivery following a No ball shall be a free hit for whichever batsman is facing it. If the delivery for a 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.
- 7.3 For any free hit, the striker can be dismissed only under the circumstances that apply for a No ball even if the delivery for the free hit is called "Wide".
- 7.4 Field changes are not permitted for free hit deliveries unless there is a change of striker or the No ball was the result of a field restriction breach in which case the field may be changed to the extent of correcting the breach. However, in all circumstances, any fielder within 15 yards of the striker may retreat to a position on the same line no more than 15 yards from the striker.
- 7.5 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.

8. WIDE BALLS

- 8.1 Umpires are instructed to apply a very strict and consistent interpretation in regard to judging a wide in order to prevent negative bowling wide of the wicket.
- 8.2 As a guideline to the umpires for the calling of wides on the offside the crease marking detailed in the diagram printed below shall be marked in white at each end of the pitch.



- 8.3 A wide ball shall be called if, irrespective of where the ball pitches, it passes on the leg side of the striker and the leg stump, despite the striker's movement. (For additional clarity, a ball that passes between the batsman and the leg stump shall not be called a wide. If a ball is hit by the batsman or if a ball hits any part of his equipment, it shall not be called a wide, irrespective of where it pitched or would have passed.)
- 8.4 If the striker plays a switch hit or a reverse sweep or gets into a position to play such a shot, he shall be deemed to bring the ball equally within his reach on the leg side as on the off side. Consequently, in these circumstances 8.3 shall not apply and the guidance given in 8.2 shall apply on both the off side and the leg side.

9. THE BOWLING OF FAST SHORT PITCHED BALLS

Law 42.6 (a) shall be replaced by the following:-

- 9.1 A bowler shall be limited to one fast short-pitched delivery per over.
- 9.2 A fast short pitched delivery is defined as a ball which passes or would have passed above the shoulder height of the striker standing upright at the popping crease. This ruling shall apply even if the striker may have made contact with the ball with his bat, person and equipment.
- 9.3 The umpire at the bowler's end shall advise the bowler and the batsman on strike when each fast short pitched delivery has been bowled.

- 9.4 In addition, for the purposes of this regulation and subject to 9.6 below, a ball that passes above head height of the batsman, that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a "Wide".
- 9.5 For the avoidance of doubt any fast short pitched delivery that is called a "Wide" under this playing condition shall also count as one of the allowable short pitched deliveries in that over.
- 9.6 In the event of a bowler bowling more than one fast short pitched delivery in an over as defined in 9.2 above, the umpire at the bowler's end shall call and signal "No ball" on each occasion. A differential signal shall be used to signify a fast short pitched delivery. The umpire shall call and signal "No ball" and then tap the top of his head with the other hand.
- 9.7 If a bowler delivers a second fast short pitched ball in an over, the umpire, after the call of "No ball" and when the ball is dead, shall caution the bowler, inform the other umpire, the captain of the fielding side and the batsman at the wicket of what has occurred. This caution shall apply throughout the innings.
- 9.8 If there is a second instance of the bowler being No balled in the innings for bowling more than one fast short pitched delivery in an over, the umpire shall advise the bowler that this is his final warning for the innings.
- 9.9 Should there be any further instance by the same bowler in that innings, the umpire shall call and signal "No ball" when the ball is dead and direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.
- 9.10 The bowler thus suspended shall not be allowed to bowl again in that innings.
- 9.11 The umpire will report the occurrence to the other umpire, the batsmen at the wicket and, as soon as possible, to the captain of the batting side.
- 9.12 At the end of the match, the umpires will then report the matter to the General Manager who shall take such action as is considered appropriate against the captain and the bowler concerned.
- 9.13 The above is not a substitute for Law 42.7 which umpires are able to apply at any time.

10. THE BOWLING OF HIGH FULL PITCHED BALLS

Any high full pitched ball (regardless of its pace) which passes or would have passed above waste height of the striker standing upright at the crease shall be called and signalled "No ball" by the umpire at the bowler's end. In addition, if the high pitched ball is fast, it shall be deemed dangerous and unfair and the umpire at the bowler's end, in addition to the call and signal of "No ball" will adopt the procedures of Law 42.7.

11. RESULT

11.1 A result can only be achieved if both teams have had the opportunity of batting for at least 20 overs, unless the team batting second has scored more runs than its opponents or has achieved its target score as hereinafter defined.

11.2 Save as hereinafter provided a match shall be won by the team which has scored the most runs.

11.3 Where a team batting second does not have the opportunity of batting the same number of overs as the team batting first, due to time being lost during the 1st innings, the run rate for the 2nd innings shall be determined by applying the following formula:-

$$(100 + \{B \times 1.5\}) \times C \div 100$$

B = difference in the number of overs received by each side at the commencement of the 2nd innings.

C = average run rate per over achieved by the side batting first.

1st innings run rate = (1st innings score) ÷ (number of overs allocated to the team batting first)

Note: i) The run rate of both the first and second innings shall be calculated to two decimal places.

Note: ii) The run rate shall be agreed by both scorers and umpires prior to the start of the innings and once agreed shall be final.

Note: iii) Once the run rate for the second innings has been calculated it shall remain as the run rate for that innings even though a later interruption may reduce the number of overs the team batting second can receive.

Note: iv) If the second innings commences with the same number of overs allocated to the team batting first the run rate shall remain as the first innings run rate even though a later interruption may reduce the number of overs the team batting second can receive.

- 11.4 The run rate shall be multiplied by the maximum number of overs which the team batting second shall be entitled to receive after making allowance for time lost after the commencement of the match. The resulting figure shall be the 'target score'.
- 11.5 The target score shall be determined at the recommencement of the match after any time loss during the 2nd innings or at the abandonment of the match.
- 11.6 If the score of the team batting second surpasses the 'target score' at any time prior to the conclusion of its innings then the match shall be won by the team batting second but if bowled out earlier the match shall be won by the team batting first.
- 11.7 A match shall be tied if the scores are equal at the end of the match. In a match interrupted after the commencement, where the revised target score involves a fraction of a run, then the final scores cannot be equal and the result cannot be a tie.

12. POINTS

- | | | |
|-----------|---|----------------------------------|
| 12.1 Win | - | 20 points |
| Tie | - | 8 points (plus any bonus points) |
| Abandoned | - | 5 points (plus any bonus points) |
| Lose | - | 0 points (plus any bonus points) |

Bonus Points shall be awarded as follows:

12.2 Batting

Batting bonus points are only available when a minimum number of 20 overs have been bowled in an innings.

- | | | |
|---|---|----------|
| Average run rate of 2.00 to 2.99 runs per over | - | 1 point |
| Average run rate of 3.00 to 3.99 runs per over | - | 2 points |
| Average run rate of 4.00 to 4.99 runs per over | - | 3 points |
| Average run rate of 5.00 or above runs per over | - | 4 points |

- When a team is dismissed, the average run rate shall be calculated by dividing the total by the number of overs available to the batting side.
- When an innings is curtailed, due to poor weather, the average run rate shall be calculated by dividing the total by the number of overs received at the close of the innings.

12.4 Bowling

Bowling bonus points are available from the start of an innings.

3 wickets taken	-	1 point
5 wickets taken	-	2 points
7 wickets taken	-	3 points
9 wickets taken	-	4 points

Note i) Should the batting side play with less than eleven players due to either a player or players being absent, or leaving the field through illness, injury or other cause so that his/their innings cannot be completed and the remainder of the side are dismissed before the last ball of the day, then the batting side shall be considered 'all out' and the bowling side shall receive maximum bowling points.

Note ii) See Law 2.9 (Batsman leaving the field) – 'retired – not out'

12.5 In the event of a delayed start reducing the total number of overs in a match or a reduction in the number of overs available to the side batting second, after the match has commenced, the thresholds for bowling bonus points shall be pro-rated according to the number of overs available as the start of the innings as follows:-

	4 points	3 points	2 points	1 point
41-45 overs	9 wickets	7 wickets	5 wickets	3 wickets
31-40 overs	8 wickets	6 wickets	4 wickets	2 wickets
20-30 overs	7 wickets	5 wickets	3 wickets	1 wicket

Work Sheet to calculate the winning target when the side batting second receives less overs than the side batting first due to time being lost during the 1st innings in 2nd XI matches 1 - 5 and 17 - 22 in Premier Division and Division One.

Apply the formula laid out on Page 125:-

$$(100 + \{B \times 1.5\}) \times C \div 100$$

B = Difference in overs for each side at start of 2nd innings

C = Average run rate of team batting first

Example:

1st innings score 225 for 7 off 45 overs

2nd innings reduced to 40 overs

$$(100 + \{5 \times 1.5\}) \times 5.00 \div 100 = 5.38$$

$$40 \times 5.38 = 215.20 \text{ Target to win} = 216$$

A	100	
B	Total runs scored in 1st innings	
C	Total overs used in 1st innings	
D	Run rate of side batting first	B ÷ C
E	Overs to be bowled at side batting second at start of innings	
F	Difference in overs	C - E
G		F x 1.5
H	Run rate for team batting second	(A + G) x D ÷ A
J	Target to win	E x H

100	
225	
45	
5.00	
40	
5	
7.5	
5.38	
215.2	

If there is an interruption in the 2nd innings:-

The original run rate calculated (H) is still used
Recalculate J with revised overs total for innings

Always calculate the cut off time for the 2nd innings
(overs remaining x 4 minutes)