

PLAYING CONDITIONS

1. The Laws of Cricket (2000 Code 3rd Edition - 2008) shall apply with the following exceptions:-

2. Hours of Play and Interval

2.1 Hours of Play

Normal hours of play will be 1.00 p.m. - 6.30 p.m. With the agreement of both captains, this may be amended to 2.00 p.m. – 7.30 p.m., in which case playing regulation 2.5. will not apply.

2.2 A tea interval of 30 minutes duration will be taken at the conclusion of the innings of the team batting first (normally 3.30 p.m. in uninterrupted matches). The duration and time of the tea interval may be varied by the Umpires in the case of an interrupted match or a match in which the start is delayed.

2.3 A scheduled cessation time for each innings shall be fixed prior to its commencement by applying the provisions of 3.2.1.

2.4 Close of play shall normally be at 6.30 p.m. 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.

2.5. Additional Hour

Subject to weather and light, in the event of play being suspended for any reason other than normal intervals, the playing time shall be extended by the amount of time lost up to a maximum of one hour. If the match starts at 2.00 p.m., this regulation will not apply. Otherwise, the Captains may agree to dispense with this rule only by mutual consent. In such circumstances, the umpires must be notified before the start of the match.

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 All sides are expected to be in position to bowl the first ball of the last of their 40 overs within 2 hours 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 six 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 of the innings.
 - 3.1.3 If the innings is terminated before the scheduled or re-scheduled cut off time, no over rates penalty shall apply. If the innings is interrupted, the over rate penalty will apply based on the re-scheduled cessation time for that innings.
 - 3.1.4 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 bowlers 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.
 - 3.1.5 Over rate penalties apply only to innings of 12 overs or more duration. This is the only penalty for a slow over rate.
- 3.2 In delayed start matches:
- 3.2.1 The number of overs shall be arranged so that both teams have the opportunity of batting for the same number of overs (minimum 20 overs each team on scheduled date, 10 overs each team on re-arranged date). A result can only be achieved in a match of less than 20 overs per side if both sides have the opportunity to bat for the full number of overs originally allocated. The calculation of the number of overs to be bowled shall be based on one over for each full 3.75 minutes (3 minutes 45 seconds) in the time remaining before close of play (normally 6.30 p.m. - see 2.1. and 2.5).

As a guide the following table is published: Time for the interval must be allowed for in the calculation (see 2.2.)

**OVERS REMAINING CALCULATION CHART
(1 over per 3 minutes 45 seconds)**

Playing Time Remaining	Total Overs to Bowl
75 minutes	20
82.5 minutes	22
90 minutes	24
97.5 minutes	26
105 minutes	28
112.5 minutes	30
120 minutes	32
127.5 minutes	34
135 minutes	36
142.5 minutes	38
150 minutes	40
157.5 minutes	42
165 minutes	44
172.5 minutes	46
180 minutes	48
187.5 minutes	50
195 minutes	52
202.5 minutes	54
210 minutes	56
217.5 minutes	58
240 minutes	64
247.5 minutes	66
255 minutes	68
262.5 minutes	70
270 minutes	72
277.5 minutes	74
285 minutes	76
292.5 minutes	78
300 minutes	80

3.2.2 A fixed time will be specified for the start of the tea interval as calculated by applying the provision in 3.2.1 above. In the event of the innings of the team batting first being completed prior to the scheduled time, the interval shall take place immediately and the innings of the team batting second will commence correspondingly earlier (see below regarding delays or interruptions to the innings of the team batting second).

If the team fielding first fails to bowl the required number of overs by the scheduled time, play shall continue until the required number of overs has been bowled and Playing Condition 3.1.2. 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. The interval shall be of the duration determined by the Umpires as in 2.2.

3.3 In matches where play is suspended after the match has started:

- 3.3.1 When play is suspended during the first innings, the object shall be to rearrange the number of overs so that both sides have the opportunity of batting for the same number of overs (minimum 20 overs each side). The calculation of overs shall be as in 3.2.1 above. The provisions in 3.2.2 above shall also apply.
- 3.3.2 If, owing to a delayed start to the second innings or a suspension in play during the second innings, there is insufficient time for the side batting second to face the same number of overs as the side batting first, then the number of overs to be bowled will be those that could be bowled by the scheduled close of play (see 2.1. and 2.5. above) assuming a rate of 16 overs per hour. The number of overs to be faced by the team batting second will never be increased after an interruption.
- 3.3.3 In the event of a suspension occurring in the middle of an over, the number of full overs to be bowled will be calculated, and any balls remaining to be bowled in the over during which play was suspended, will be added.
- 3.3.4 Where the match has started and, due to an interruption there is no longer the opportunity for both sides to face a minimum of 20 overs, if time allows, the original match will be abandoned and a new match of not less than 10 overs per side will commence. A result can only be achieved in a match of less than 20 overs per side if both sides have the opportunity to bat for the full number of overs originally allocated.

3.4 In all matches:

3.4.1. 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). The umpires shall be responsible for calculating the revised number of overs to be played in the match and for notifying the decision immediately to all concerned. In addition, in all reduced overs matches, the fielding team will be given one over's leeway.

3.4.2. The Umpires shall have the discretion to increase the number of overs to be bowled by the team bowling second if both of them agree that events beyond the control of the team bowling first (including time-wasting by the team batting first) prevented that team from bowling the required number of overs by the scheduled time for the cessation of the first innings.

4. The Result

4.1 In an interrupted match where the number of overs has had to be reduced, a result can be achieved only if both teams have batted for at least 20 overs unless one team has been all out in less than 20 overs or unless the team batting second scores enough runs to win in less than 20 overs. There is provision for a result to be achieved in an equal overs per side contest of a minimum of 10 overs per side as long as both teams have the opportunity to bat for the full number of overs originally allocated (see 3.2.1. and 3.3.4.)

4.2 When there is no interruption in the match and when both sides have had the opportunity, subject to the provisions in 3.1.2 above, of batting for the same agreed number of overs, the side scoring the higher number of runs shall be the winner. If the scores are equal, the result shall be determined by the loss of wickets with the side losing the fewer number of wickets declared the winner. If still equal, or if both sides were all out, the side with the higher score at the end of the completed penultimate over and so on, until a winner can be decided.

- 4.3 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 20 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 will be calculated on the basis of average run rate.
- 4.4 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 20 overs), the result shall be decided by average run-rate.
- 4.5. In the event of no result being obtained from the above and where there is no reserve date on which to play the game, a bowl-out (outdoors or indoors) will take place to achieve a result. Five players from each side will bowl two overarm deliveries each at a wicket (conforming to Law 8) from a wicket pitched at a distance of 22 yards with, if practicable, bowling, popping and return creases marked (conforming to Law 9). The side, which bowls down the wicket (as defined in Law 28.1 a) the 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 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, then the five cricketers nominated to take part in the 'bowl-out' must be chosen from the eleven cricketers and 12th man selected to play in the match. 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 Club's registered players.
- 4.5.4. Each side will appoint a wicket keeper to stand behind the wicket but out of reach of the stumps.
- 4.6 If circumstances make the contest impossible, the match shall be decided by the toss of a coin

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, another bowler will bowl the remaining balls. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.
- 5.4. Where possible, the number of overs bowled by each individual bowler shall be indicated on the scoreboard, from the commencement of an innings.

6. ECB Fast Bowling Directives

The ECB Fast Bowling Directives will apply to all matches in this competition.

Team Managers and/or Captains are responsible for providing the Umpires with a Team Sheet showing the ages of any player who is aged Under 19 or below before the toss for innings takes place. A player is classified Under 19, (Under 17, etc.) if they are Under 19 years of age (Under 17 etc.) at midnight on 31st August prior to the season of the competition.

Umpires are requested to ensure that this Playing Condition is strictly adhered to in all circumstances.

7. Helmets

Any player under the age of 18 playing in this Competition must wear a helmet when batting and when standing up to the stumps when keeping wicket. The Umpires must be provided with a team sheet before the start of the match identifying any player who is not yet 18 on the date of the match.

8. Restrictions on The Placement of Fieldsmen

- 8.1 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.
- 8.2 At the instant of delivery, there may not be more than five fieldsmen on the leg side.
- 8.3 For the first 12 overs of each innings only two fieldsmen are permitted to be outside the field restriction marking at the instant of delivery.
- 8.4 For the remaining overs of each innings only five fieldsmen are permitted to be outside the field restriction marking at the instant of delivery.
- 8.5 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 '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 12 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 or gully positions.
- 8.6 In circumstances where the number of overs for the team batting first is reduced, the number of overs in regard to the restrictions in 8.3 and 8.5 above shall be reduced proportionately in a ratio of 12:40 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 8.3 and 8.5 above will
Apply	
10-12	3
13-15	4
16-18	5
19-21	6
22-24	7
25-27	8
28-30	9
31-33	10
34-36	11
37-40	12

Where the number of overs for the team batting second is reduced, the aim will be to maintain the restrictions in 8.3 and 8.5 for the same proportion of the second innings that they were maintained for the first innings (fractions to be ignored).

- 8.7 In the event of an infringement of any of the above fielding restrictions, the Striker's end Umpire shall call and signal 'No Ball'.
- 8.8 In the event of the striker's end Umpire failing to call and signal "no ball" when the fielding restrictions have been breached or when Law 41.5 has been breached, immediately the ball becomes dead, the striker may draw the matter to the attention of the Umpire. 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, he shall confirm that the events of the delivery shall be unchanged.

9. 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.

10. Law 25 - Wide Ball - Judging a Wide and Law 25.5 Penalty

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.

As a guide, if the ball passes either side of the wicket sufficiently wide to make it virtually impossible for the striker to play a 'normal cricket stroke' both from where he is standing and from where he should normally be standing at the crease, the Umpire shall call and signal 'wide'.

11. Law 40.2 - Wicket-Keeping Gloves

Law 40.2. will not apply in this competition.

12. Law 42.6 Dangerous and unfair bowling

If the ball which, after pitching, passes, or would have passed, above the shoulder height of the striker standing upright at the crease, the Umpire at the bowler's end shall call and signal 'No Ball'.

12.1 Law 42.6(b) - Bowling of high full pitched balls - is replaced by:

Any high full pitched ball (regardless of its pace) which passes or would have passed above waist height of the striker standing upright at the crease shall be called and signalled No Ball by the umpire at the bowler's end and shall not be subject to any warning procedure.

A fast high full pitched ball which passes or would have passed above waist height of the striker standing upright at the crease, shall be deemed to be dangerous and the umpire at the bowlers' end, in addition to the call and signal of No Ball, will adopt the procedures of Law 42.7.

13. Law 42.8 – Deliberate bowling of high full pitched balls

Law 42.8 shall be replaced by :-

If the Umpire considers that a high full pitch which is deemed to be dangerous was deliberately bowled, then the caution and warning prescribed in Law 42.7 shall be dispensed with. The Umpire shall :

(a) call and signal ' no ball '

(b) direct the Captain, when the ball is dead, to take the bowler off forthwith

(c) implement the remainder of the procedures as laid down in Law 42.7 (c)