

Playing Conditions – The Rachael Heyhoe Flint Trophy

Except as varied hereunder the Laws of Cricket 2017 Code (2nd Edition - 2019) shall apply.

1 Law 1 – The players

1.1 Law 1.1 (Number of players) shall be replaced by:

A match is played between two sides, each of eleven players, one of whom shall be captain.

If, during the match and for whatever reason, a side is reduced to fewer than the original number of nominated players, the match shall continue as long as it is possible to do so under the Laws.

1.2 Law 1.2 (Nomination and replacement of players) shall be replaced by:

Each captain shall nominate her players in writing to one of the umpires before the toss. No player may be replaced after the nomination of teams and before the umpire has called Play, without the consent of the opposing captain (not to be unreasonably withheld) and ECB Head of Women's Domestic Cricket. No player may be replaced after the umpire has called Play before the first ball of the match other than in the circumstances of 1.3 below.

If after a captain has nominated her players, it is discovered that someone who was not on the list has acted in the match as though a nominated player, then, if consent is not given by the opposing captain (not to be unreasonably withheld) for the original nomination to be changed, the offender shall take no further part in the match and no replacement, including the original nominated player shall be allowed.

1.3 Concussion replacements

Concussion replacements shall be allowed in accordance with separate regulations.

2 Law 2 – The umpires

2.1 Law 2.1 (Appointment and attendance) shall be replaced by:

Two umpires shall be appointed, one for each end to control the game as required by the Laws and Playing Conditions with absolute impartiality. Umpires will be appointed by the ECB.

2.2 Law 2.2 – Change of umpire - shall apply except that if there has to be a change of umpire, the duties of all umpires shall be determined by ECB.

2.2 Third umpires / TV Replays

For matches which are televised and for which a third umpire is appointed, the following shall apply in addition to Clause 2.1:

2.2.1 General

2.2.1.1 The Home Authority will ensure a separate room is provided for the third umpire and that he / she has access to a television monitor and direct sound link with the television control broadcast director to facilitate as many replays as is necessary to assist him / her in making a decision.

2.2.1.2 In the circumstances detailed in Clauses 2.2.2, 2.2.3, 2.2.4, 2.2.5, 2.2.6 and 2.2.7 below, the on-field umpire has the discretion to consult with or refer the decision to the third umpire. Players

may not appeal to the umpire to use the referral / consultation system – breach of this provision would constitute dissent and the player could be liable for disciplinary action.

2.2.1.3 The third umpire shall call for as many replays from any camera angle as is necessary to reach a decision.

As a guide, a decision should be made within 30 seconds whenever possible, but the third umpire shall have the discretion to take more time in order to finalise a decision.

2.2.1.4 The third umpire shall only have access to replays of any camera images for the provisions of paragraphs 2.2.2, 2.2.3, 2.2.4, 2.2.5, 2.2.6 and 2.2.7 below. Other technology which may be in use by the broadcaster for broadcast purposes (for example, ball-tracking technology, sound-based edge detection technology, and heat-based edge detection technology) shall not be permitted.

2.2.2 Run Out, Stumped, Bowled and Hit Wicket Decisions

2.2.2.1 The relevant on-field umpire shall be entitled to refer an appeal for a run-out, stumped, bowled or hit-wicket to the third umpire.

2.2.2.2 An on-field umpire wishing to refer a decision to the third umpire shall signal to the third umpire by making the shape of a TV screen with his / her hands.

2.2.2.3 If the third umpire decides the batsman is out a red light is displayed; a green light means not-out. Should the third umpire be temporarily unable to respond, a white light (where available) will remain illuminated throughout the period of interruption to signify to the on-field umpires that the TV replay system is temporarily unavailable, in which case the decision will be taken by the on-field umpire. (Where available and as an alternative to the red/green light system, the big replay screen may be used for the purpose of conveying the third umpire's decision).

2.2.2.4 In the case of a referral of a bowled, hit wicket or stumped decision, the third umpire shall first check the fairness of the delivery (all modes of No ball). If the delivery was not a fair delivery the third umpire shall indicate that the batsman is Not out and advise the on-field umpire to signal No ball. See also paragraph 2.2.6 below. Additionally, if the third umpire finds the batsman is out by another mode of dismissal (excluding LBW), or not out by any mode of dismissal (excluding LBW), he / she shall notify the on-field umpire so that the correct decision is made.

2.2.2.5 Wickets that use lights to determine if the wicket is broken are permitted to be used for run-out, stumping and hit wicket decisions.

2.2.3 Caught Decisions, Obstructing the field

2.2.3.1 Where the bowler's end umpire is unable to decide upon a fair catch or a bump ball, or if, on appeal from the fielding side, the batsman obstructed the field, he / she shall first consult with the striker's end umpire.

2.2.3.2 Should both on-field umpires require assistance from the third umpire to make a decision, the bowler's end umpire shall firstly take a decision on-field after consulting with the striker's end umpire, before consulting by two-way radio with the third umpire. Such consultation shall be initiated by the bowler's end umpire to the third umpire by making the shape of a TV screen with his / her hands, followed by a soft signal of 'out' (raising a finger) or 'not out' (by crossing hands in a horizontal position side to side) signal made close to the chest at chest height. If the third umpire advises that the replay evidence is inconclusive, the on-field decision communicated at the start of the consultation process shall stand.

2.2.3.3 The third umpire shall determine whether the batsman has been caught, whether the delivery was bump ball or not, or if the batsman obstructed the field. However, when reviewing the television replay(s), the third umpire shall first check the fairness of the delivery (all modes of No ball) and whether the batsman has hit the ball. If the delivery was not a fair delivery or if it is clear to the third

umpire that the batsman did not hit the ball he / she shall indicate to the bowler's end umpire that the batsman is Not out caught, and in the case of an unfair delivery, advise the bowler's end umpire to signal No ball. See also paragraph 2.2.6 below. Additionally, if it is clear to the third umpire that the batsman is out by another mode of dismissal (excluding LBW), or not out by any mode of dismissal (excluding LBW), he / she shall notify the on-field umpire so that the correct decision is made.

2.2.3.4 The third umpire shall communicate his / her decision by the system as in paragraph 2.2.2.3.

2.2.4 Boundary Decisions

2.2.4.1 The bowler's end umpire shall be entitled to refer to the third umpire for a decision on whether a four or six has been scored, or whether the fielder had any part of her person in contact with the ball when she touched the boundary or whether the fielder had any part of her person in contact with the ball when she had any part of her person grounded beyond the boundary. A decision is to be made immediately and cannot be changed thereafter. If the television evidence is inconclusive as to whether or not a boundary has been scored, the default presumption shall be in favour of no boundary being awarded.

2.2.4.2 Where the bowler's end umpire wishes to use the assistance of the third umpire in this circumstance, he / she shall communicate with the third umpire by use of a two-way radio and the third umpire shall convey his / her decision to the bowler's end umpire by the same method.

2.2.4.3 The third umpire may initiate contact with the on-field umpire by two-way radio if TV coverage shows a boundary line infringement or incident that appears not to have been acted upon by the on-field umpires.

2.2.5 Batsmen Running to the Same End

2.2.5.1 Where both batsmen have run to the same end and the umpires are uncertain over which batsmen made her ground first, the on-field umpires may consult with the third umpire.

2.2.5.2 The procedure in Clause 2.2.4.2 shall apply.

2.2.6 No Balls

2.2.6.1 If the bowler's end umpire is uncertain as to the fairness of the delivery following a dismissal, either affecting the validity of the dismissal or which batsman is dismissed, he / she shall be entitled to request the batsman to delay leaving the field and to check the fairness of the delivery (all modes of No ball) with the third umpire. Communication with the third umpire shall be by way of two way radio.

2.2.6.2 If the delivery was not a fair delivery the on-field umpire shall indicate that the batsman is Not out and signal No ball (except in the case of a dismissal for obstructing the field, which may still be effected despite a No ball being called, in which case the bowler's end umpire shall indicate that the relevant batsman is Out and additionally call a No ball).

2.2.6.3 If a No ball is called following the check by the third umpire, the batting side shall benefit from the reversal of the dismissal and the penalty for the No ball, but shall not benefit from any runs that may subsequently have accrued from the delivery had the on-field umpire originally called a No ball. Where the batsmen crossed while the ball was in the air before being caught, the batsmen shall remain at the same ends as if the striker had been dismissed, but no runs shall be credited to the striker even if one (or more) runs were completed prior to the catch being taken.

2.2.6.4 If any mode of No ball has not been called by either on-field umpire, and if the third umpire is of the opinion that the delivery was full pitched and passed or would have passed above waist height of the striker standing upright at the popping crease, then the third umpire shall communicate with the on-field umpires and request that when the ball becomes dead, the height of the delivery is

reviewed. The third umpire shall check the fairness of the delivery (all modes of No ball). If the delivery was not a fair delivery the on-field umpire shall call and signal No ball and where appropriate, the striker shall not be dismissed.

For the avoidance of doubt, the third umpire may only initiate a No ball review in respect of a high full pitched delivery.

2.2.7 Cameras on or over the field of play

The on-field umpire shall be entitled to refer to the third umpire for a decision as to whether the ball has been in contact with any part of the camera, its apparatus or its cables above the playing area. A decision is to be made immediately and cannot be changed thereafter. If the television evidence is inconclusive as to whether or not the ball has come into contact with any part of the camera, its apparatus or its cables above the playing area, the default presumption shall be in favor of no contact having been made.

An on-field umpire wishing the assistance of the third umpire in this circumstance shall communicate with the third umpire by use of a two-way radio and the third umpire will convey his / her decision to the on-field umpire by this method.

The third umpire may initiate contact with the on-field umpire by two-way radio if TV coverage shows the ball to have been in contact with any part of the camera or its cables above the playing area as envisaged under this paragraph.

Refer to clause 20.

2.3 Law 2.2 – Change of umpire – shall apply except that if there has to be a change of umpire, the duties of all umpires shall be determined by ECB.

2.4 Law 2.7 – Fitness for play - shall apply with the addition that:

The safety of all persons within the ground is of paramount importance to the ECB. In the event that any threatening circumstance, whether actual or perceived, comes to the attention of any umpire (including for example weather, pitch invasions, act of God, etc), then the players and officials should immediately be asked to leave the field of play in a safe and orderly manner and to relocate to a secure and safe area (depending on each particular threat) pending the satisfactory passing or resolution of such threat or risk to the reasonable satisfaction of the venue safety officer and/or the umpire as the circumstances may require.

2.5 Law 2.8 – Suspension of play in dangerous or unreasonable circumstances shall apply with the following additions:

2.5.1 The umpires shall disregard any shadow on the pitch from the stadium or from any permanent object.

2.5.2 Following any inspection, the umpires will report their findings immediately to both captains and to the Ground Authority.

2.5.3 Floodlights

2.5.3.1 Use of floodlights does not preclude the application of Playing Condition 2.5.

2.5.3.2 In floodlit matches, the floodlights will be turned on at the interval or, if in the opinion of the umpires, natural light has deteriorated to an unsuitable level, they shall 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 Playing Conditions 12.4 and 12.5 shall apply as appropriate.

In non-floodlit matches where the Home Authority has confirmed prior to the commencement of the match 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 may continue in acceptable conditions. Once the floodlights have been turned on, they shall remain on for the duration of the game.

2.6 Changing the Venue for the Match

The venue for a match may only be changed at short notice with the consent of the ECB Head of Women's Domestic Cricket. Consideration will be given for a change of venue if the change will significantly improve the prospects of play or if there is a genuine concern over the original venue producing a sub-standard pitch or outfield. A match may only be switched to a venue suitable for staging Competitive Women's Cricket under COVID protocols.

It is the onus of the home team to ensure that if there is a material likelihood that 72 hours prior to a scheduled match that a venue will be unable to stage any play over the scheduled term of the match, due to the prevailing condition of the venue 72 hours prior to the scheduled start of the match (including pitch and / or square and / or outfield) then an alternative venue must be identified under this playing condition. This must be brought to the attention of the visiting team and ECB, and made available should playing conditions not improve.

The venue should preferably be within the region or a recognised venue used by the team in question. If no such venue is available, then a neutral venue preferably within the region of the originally scheduled match may be considered. In no circumstances will it be permissible for the match to be re-scheduled at a venue normally or occasionally used as a home venue by the scheduled away team.

A change in venue will only be approved if it meets COVID protocols and is unlikely to be approved if it is considered to make an unreasonable request of the visiting team for logistical reasons. It is unlikely that a change of venue would be approved on the day the match is scheduled to take place.

2.6 Law 2.15 – Correctness of scores - shall apply. For the avoidance of doubt, a team innings score may only be corrected where necessary prior to the commencement of the subsequent team innings of the match. See also Playing Conditions 3.2, 19.2 and Law 16.10.

2.7 Clothing and Equipment

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

2.8 Sight Screens

Sight screens shall be black.

3 Law 3 – The scorers

3.1 Law 3.1 – Appointment of scorers - shall apply except that three scorers shall be appointed, two by the home authority and the other the data scorer.

3.2 Law 3.2 – Correctness of scores - shall apply. For the avoidance of doubt, a team innings score may only be corrected where necessary prior to the commencement of the subsequent team innings of the match. See also Playing Condition 2.7 and Laws 16.9 and 16.10.

4 Law 4 – The ball

4.1 Balls to be used

Kookaburra White Turf 142g cricket balls conforming to the specifications laid down by the ECB, shall be used, and spare used balls for changing during a match shall also be of the same brand and specification. Spare balls may be of 2019 manufacture. Except as provided for in Law 4.5 and 41.2, the

fielding captain, or her nominee, may select the ball with which she wishes to bowl which shall be from the whole of the supply of new balls provided by the Ground Authority. Such selection must take place in the presence of the umpires, and the ball shall not be marked in any way.

4.2 Each fielding team shall have two new balls for its innings, to be used in alternate overs, i.e. one from each end.

4.3 In a match reduced to 25 overs or less per side before the first innings commences, each team shall have only one new ball for its innings.

4.4 Law 4.5 (Ball lost or becoming unfit for play) shall apply with the addition that:

4.4.2 The umpires may deem a ball that has become wet and soggy or unusually soft to be unfit for play. The umpires alone will select the replacement ball from the supply of approved replacements and shall inform the batsmen at the wicket and the fielding captain.

Either bowler or batsman may raise the matter with the umpires and the umpires' decision as to a replacement or otherwise shall be final.

Law 5 – The bat

Law 5 shall apply with the addition that only Type A bats shall be used.

Law 6 – The pitch

6.1 All maintenance issues should be carried out with the guiding principle that they should ensure that conditions are as similar as possible for both sides throughout the match.

6.2 Law 6.3 (Selection and preparation) shall apply with the following additions:

Captains, umpires and ground staff should co-operate to ensure that, prior to the start of any day's play, no-one bounces a ball on the pitch or strikes it with a bat to assess its condition or for any other reason, or causes damage to the pitch in any other way.

6.2.1 A ball must not be bounced on the pitch;

6.2.2 A key or knife may only be inserted in the pitch in the area between the popping and bowling creases.

In the event of any dispute, the umpires in consultation with the Ground Authority will rule and their ruling will be final.

6.3 Law 6.5 – Non-turf pitches – will not apply. However, stitched hybrid pitch systems in which synthetic turf fibres (polyethylene or polypropylene, of beige and/or green colour) are inserted vertically into an entire soil pitch with established natural turf, shall be permitted. Fibre stitches should be at a mean square spacing of 18 to 22 mm parallel to the direction of play and over the whole pitch area as defined by Law 6.1.

6.4 Pitch Regulations

The regulations in the 2020 Pitches Document, as revised, shall apply as they refer to 1-day pitches and the condition of the playing area (includes pitch, square and outfield).

Law 7 – The creases

7.1 Law 7.3 (The popping crease) shall apply with the addition that in matches when a third umpire is present, the reference to “a minimum of 6 ft/1.83m” shall be replaced by “a minimum of 45 ft/13.72m”.

7.2 Additional Crease Markings

As a guideline to the umpires for the calling of wides on the offside the crease markings as detailed in Appendix C of ICC Women’s Championship Playing Conditions shall be marked at each end of the pitch.

8 Law 8 – The wickets

8.1 Law 8.2 (Size of stumps) shall apply.

9 Law 9 – Preparation and maintenance of the playing area

9.1 All maintenance issues should be carried out with the guiding principle that they should ensure that conditions are as similar as possible for both sides throughout the match.

9.2 Law 9.1.3 (Choice of rollers)

One light roller must be available. Rollers heavier than 254kg are prohibited.

9.3 Drying of Pitch and Ground

9.3.1 Prior to tossing for choice of innings the artificial drying of the pitch and outfield shall be at the discretion of the ground staff. Thereafter and throughout the match the drying of the outfield may be undertaken at any time by the ground staff, but the drying of the pitch shall be carried out only on the instructions and under the supervision of the umpires. The umpires shall be empowered to have the pitch dried without reference to the captains at any time they are of the opinion that it is unfit for play.

9.3.2 The umpires may instruct the ground staff to use any available equipment, including any roller (other than an absorbent roller), for the purpose of drying the pitch and making it fit for play.

An absorbent roller may be used to remove water from the covers including, where absolutely necessary, the cover on the match pitch.

9.3.3 Following the artificial drying of the pitch, the captain of the batting side shall not have the right to select the roller prior to the resumption of play, but the umpires may decide on the use of a roller if they think fit.

10 Law 10 – Covering the pitch

10.1 All maintenance issues should be carried out with the guiding principle that they should ensure that conditions are as similar as possible for both sides throughout the match, and in line with each venue’s COVID guidelines for ground staff.

10.2 Law 10.1 (Before the match) shall apply and accordingly, umpires shall establish prior to the toss which method of covering of the match pitch shall be used during the course of the match.

10.3 Law 10.2 (During the match) and Law 10.3 (Removal of covers) shall be replaced by:

10.3.1 The whole pitch shall be covered:

10.3.1.1 The night before the match and, if necessary, until the first ball is bowled; and whenever necessary and possible at any time prior to that during the preparation of the pitch.

10.3.1.2 In the event of play being suspended on account of rain during the specified hours of play, and at lunch, tea and between innings on account of rain.

10.3.1.3 On the day of the match, the covers shall be removed at the ground staff's discretion provided it is not raining at the time, but they will be replaced if rain falls prior to the commencement of play.

10.3.1.4 If flat sheet covers are to be used on pitches from 48 hours before the start through to the end of matches, a dry coir mat or equivalent must be placed under the sheet.

10.3.2 The following areas will be covered, in addition to the pitch as in 10.3.1 above, unless the Umpires determine otherwise:

10.3.2.1 The bowler's 'run up' to a distance of at least 10 yards, with a width of 4 yards.

10.3.2.2 At least 20 feet either side of the length of the pitch.

10.3.2.3 In addition to 10.3.2.1 and 10.3.2.2 further areas and in particular worn patches should, if possible and practicable, also be covered.

10.3.3 Covering During Play

10.3.3.1 In order to make play possible, the umpires may decide to have particularly wet or muddy areas covered by mats or blankets whilst play is in progress.

10.3.3.2 Any pitch(es) being prepared for a future match may be protected by a porous mat in order to avoid unnecessary damage.

11 Law 11 – Intervals

11.1 There will normally be two sessions of play of 3 hours 10 minutes each, separated by an interval of 30 minutes. The interval shall be taken from the call of Time before the interval until the call of Play on resumption after the interval.

11.2 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 after the interval.

11.2.1 The prescribed interval timing above may be reduced by the umpires taking into account the intention of not having a prolonged interval after a lengthy interruption close to the conclusion of the innings of the team batting first. However, the minimum interval shall not be less than 10 minutes.

11.3 Law 11.8 (Intervals for drinks) shall apply. In addition, an individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken on to the field of play without the permission of the umpires. Any person taking drinks onto the field shall be dressed in proper cricket attire and any applicable COVID personal protective equipment.

12 Law 12 – Start of play; cessation of play

12.1 Scheduled Hours of Play

12.1.1 Unless otherwise agreed by ECB, normal hours of play will be 10.30am – 5.20pm, consisting of two sessions of play of 3 hours 10 minutes each, separated by an interval of 30 minutes. 30 minutes of extra time is allocated to group matches.

30 minutes of extra time is allocated to the Final on both scheduled day and reserve day to make up for any time lost.

Should the reserve day be required in the Final, the hours of play shall be agreed between the two teams and approved by the umpires and ECB.

12.1.2 A scheduled cessation time for each innings shall be fixed prior to its commencement by applying the provisions of 12.2 as appropriate.

12.1.3 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. See Playing Condition 16 below.

12.2 Length of Innings

12.2.1 In Uninterrupted Matches (i.e. matches which are neither delayed nor interrupted):

12.2.1.1 Each team shall bat for 50 overs unless all out earlier.

12.2.1.2 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 12.4 will apply.

12.2.1.3 If the team batting first is dismissed in less than 50 overs, the team batting second shall be entitled to bat for 50 overs.

12.2.1.4 If the team bowling 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 12.4 shall apply.

12.2.2 Delayed or interrupted matches.

12.2.2.1 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 a reserve day. To constitute a match, a minimum of 10 overs (20 overs in the Final) has to be bowled to the side batting second, unless a result has been achieved earlier. In the Final 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-Stern target) will still apply at the start of the reserve day.

12.2.2.2 Delay or interruptions to the innings of the team batting first.

12.2.2.2.1 When playing time has been lost (see above) the revised number of overs to be bowled in the match shall be based on a rate of 3.8 mins per over in the total time available for play (that is, time already played added to time remaining though not including the time allocated to the interval).

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. 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.

12.2.2.2.2 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.

A fixed time will be specified for the commencement of the interval, and also the close of play for the match, by applying a rate of 3.8 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.

12.2.2.2.3 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 12.4 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 12.4 only – they do not influence the recalculated number of overs or the scheduled close of either innings.

12.2.2.3 Delay or interruptions to the innings of the team batting second.

12.2.2.3.1 When playing time has been lost (see above) and, as a result, it is not possible for the team batting second to have the opportunity of receiving its allocated, or revised allocation of overs in the playing time available, the number of overs shall be reduced at a rate of 3.8 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.

12.2.2.3.2 A rescheduled time for the close of play will be fixed by applying a rate of 3.8 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 should not cause the match to finish earlier than the time that was set for the cessation of play at the commencement of the second innings.

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.

12.2.2.3.3 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 12.4 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 12.4 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 Stern (DLS) 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 DLS 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.

12.4 Over Rate Penalties

Teams are expected to be in position to bowl the first ball of the last of their 50 overs within 3 hours 10 minutes playing time. In the event of them failing to do so, one fewer fielder shall be permitted outside the fielding restriction area in Playing Condition 28.5.3.6 than would normally be allowed at the time. 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.

The full quota of overs will be completed.

If the innings is terminated before the scheduled or re-scheduled cut-off time, no over-rate penalty shall apply. If the innings is interrupted, the over-rate penalty will apply based on the re-scheduled cessation time for that innings.

The umpire shall inform the fielding team captain when taking the field for the first time and on every subsequent occasion if play is interrupted by the weather, the scheduled cessation time for that innings. The umpire at the bowler's end will inform the fielding captain, the batsman and his/her 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 an innings of 15 overs or more in duration, unless a penalty has been applied before 10 overs have been bowled. In innings of less than 15 overs duration, umpires shall apply the penalty run Laws for time wasting especially strictly.

This is the only penalty for a slow over-rate.

13 Law 13 – Innings

13.1 Law 13.1 shall be replaced by the following:

The match will consist of one innings per side each innings being limited to a maximum of 50 overs. No reserve days are allocated for any group matches. One reserve day is allocated to the Final.

13.2 Number of Overs per Bowler

13.2.1 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.

13.2.2 When an interruption occurs mid-over and on resumption the bowler has exceeded the new maximum allocation, she will be allowed to finish the incomplete over.

13.2.3 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.

13.2.4 The number of overs bowled by each individual bowler shall be indicated on the scoreboard, from the commencement of an innings.

13.3 ECB Fast Bowling Guidelines (as varied from time to time) shall apply. It shall be the responsibility of the captain of any player to whom the ECB Fast Bowling Guidelines apply to inform the umpires of such and to apply the Guidelines.

Any deviation from the Fast Bowling Guidelines shall have no implications on the course of the match or competition in question.

Law 14 – The Follow-on

Law 14 shall not apply.

Law 15 – Declaration and forfeiture

15.1 The captain of the batting side may not declare her innings closed at any time during the course of a match.

Law 16 – The result

16.1 Laws 16.1, 16.4 and 16.5.2 shall not apply.

16.2 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 the scores being tied, the following shall apply:

16.2.1 In a group stage match, no account shall be taken of wickets lost, the match is tied, and each team shall be awarded two points.

16.2.2 In the Final, the teams shall compete in a Super Over to determine the winner. (Refer 16.6 for the procedure that will apply should the provision for a Super Over be adopted in the Final)

16.3 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 of 10 overs in a group stage match, 20 overs in the 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 being calculated by the Duckworth-Lewis-Stern method. A par score will be set for the second innings. If this is exceeded a win for the team batting second shall result. If the par score is equalled then scores are tied (see 16.5, 16.6, 16.7 and 16.8 below). If after the restart of play it is discovered that the wrong Duckworth-Lewis-Stern target has been set, the faulty target shall stand.

16.4 If a match is abandoned before it has been played to a conclusion and before the team batting second has received its allotted number of overs (providing that it has received not less than 10 overs in a group stage match, 20 overs in the Final), the result shall be decided by the Duckworth-Lewis-Stern method.

16.5 In the event of the scores being tied in a group stage match when the Duckworth-Lewis-Stern method has been used, the match is tied. In a group stage match each team will be awarded two points.

16.6 In the event of the scores being tied in the Final when the Duckworth-Lewis-Stern method has been used, no account shall be taken of wickets lost. The teams shall compete in a Super Over to determine the winner. The following procedure will apply should the provision for a Super Over be adopted in any match.

16.6.1 Subject to weather conditions the Super Over will take place at a time to be determined by the umpires. In normal circumstances it shall commence 10 minutes after the conclusion of the match.

16.6.2 The Super Over will take place on the pitch allocated for the match (the designated pitch) unless otherwise determined by the umpires in consultation with the Ground Authority and the umpires.

16.6.3 The umpires shall stand at the same end as that in which they finished the match.

16.6.4 In both innings of the Super Over, the fielding side shall choose from which end to bowl.

16.6.5 Only nominated players for the main match excluding any player that has been replaced, and including any replacement players may participate in the Super Over. Should any player (including the batsmen and bowler) be unable to continue to participate in the Super Over due to injury, illness or other wholly acceptable reason, the relevant Laws and Playing Conditions as they apply in the main match shall also apply in the Super Over.

16.6.6 Any unserved Penalty time at the end of the main match shall be carried forward to the Super Over.

16.6.7 Each team's Super Over is played with the same fielding restrictions as apply for in Playing Condition 28.5.3.3.

16.6.8 The team batting second in the match will bat first in the Super Over.

16.6.9 The umpires shall select a ball from the box of spare balls which shall be used for both overs of the Super Over. The ball to be used shall not be a new ball and should have the apparent wear characteristics of a ball that has had between 5 and 20 overs of usage. For the avoidance of doubt, a ball used in the main match shall not be used in the Super Over. If the ball needs to be changed, then playing conditions as stated for the main match shall apply.

16.6.10 The loss of two wickets in the over ends the team's one over innings.

16.6.11 In the event of the teams having the same score after the Super Over has been completed, another Super Over shall be played in accordance with 16.6. No account shall be taken of wickets lost.

16.6.11.1 The team batting second in the first Super Over will bat first in the second Super Over.

16.6.12 In the event of the teams having the same score after the second Super Over, a count-back from the final ball of the second Super Over shall be conducted. The team with the higher scoring delivery shall be the winner. If a team loses two wickets during its over, then any unbowled deliveries will be counted as dot balls. Note that for this purpose, the runs scored from a delivery is defined as the total team runs scored since the completion of the previous legitimate ball, i.e. including any runs resulting from wides, no ball or penalty runs.

Runs scored from	Team 1	Team 2
Ball 6	1	1
Ball 5	4	4
Ball 4	2	1
Ball 3	6	2
Ball 2	0	1
Ball 1	2	6

In this example both teams scored an equal number of runs from the 6th and 5th ball of their innings. However, team 1 scored 2 runs from its 4th ball while team 2 scored a single so team 1 is the winner.

16.6.13 In the event of the second Super Over not being able to take place, a count back from the final ball of the first Super Over shall be conducted as outlined in 16.6.12 to determine the winner.

16.7 Should the first Super Over not be completed, then 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) pitched at a distance of 22 yards with, if practicable, bowling, popping and return creases (conforming to Law 7). 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 29.1) 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).

The following shall also apply in respect of ‘bowl-outs’:

16.7.1 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.

16.7.2 If a bowler bowls a No ball it will count as one of her two deliveries but will not count towards the score of the team.

16.7.3 If the original match has started, the five cricketers to take part in the ‘bowl-out’ must be selected from the nominated players for the match excluding any player that has been replaced, and including any replacement players. 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 the team’s registered cricketers.

16.7.4 Each side will appoint a wicket-keeper to stand behind the wicket but out of reach of the stumps.

16.8 In a group stage 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 two points.

In the Final, if it is not possible for both teams to receive the minimum of 20 overs necessary to constitute a match, then the trophy shall be shared.

16.9 Points System in the Rachael Heyhoe Flint Trophy Group Stage

16.9.1 Each team will play all other teams in its group home and away.

Points shall be awarded in the group stage as follows:

Result	Points
Win with bonus points	5
Win without bonus point	4
No Result / Tie	2
Loss	0

A winning team that achieves a run rate of 1.25 times that of the opposition shall be awarded one bonus point. A team’s run rate will be calculated by reference to the runs scored in an innings divided by the number of overs faced. See Appendix A.

16.9.2 The two Groups are as detailed in the Rachael Heyhoe Flint Trophy Competition Regulations. The first-place team from each group stage shall play in the Final.

16.9.3 The tie-breakers for teams finishing on equal points within a group will be:

16.9.3.1 The team with the higher net run rate in the group stage matches will be placed in the higher position (see below).

16.9.3.2 The team that has scored most points in matches between teams finishing on equal points (note that if this only separates one team when more than two teams are considered by this tiebreaker, only the remaining teams move to the next tiebreaker)

16.9.3.3 Wicket-taking strike rate (number of balls bowled per wicket taken)

16.9.3.4 In the event that teams cannot be separated by 16.9.3.1, 16.9.3.2 and 16.9.3.3 above, this will be done by drawing lots.

16.9.3.5 Should any match in a group be incomplete, the group positions shall be determined on an average points per completed match basis. Should teams finish on equal average points, the tiebreakers above shall apply.

16.9.4 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-Stern, 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-Stern 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.

17 Law 17 – The over

Law 17 shall apply.

18 Law 18 – Scoring runs

Law 18 shall apply.

19 Law 19 – Boundaries

19.1 Law 19.1 (Determining the boundary and the field of play) shall apply with the following additions:

19.1.1 In addition to Law 19.1.1 the size of the boundary, no boundary shall be longer than 65 yards (59.43 meters), and no boundary should be shorter than 55 yards (50.29 metres) from the centre of the pitch to be used. Approval for variation from these sizes must be gained from the ECB Head of Women's Domestic Cricket.

A gap of three yards between the boundary and any perimeter fencing (or other solid object) is mandatory. If this results in a boundary shorter than the minimum being required, then the ECB Head of Women's Domestic Cricket must be contacted for approval for such a boundary to be used.

On grounds where the boundary is not clearly defined by a perimeter fence or edge of grass area, it must be marked by a rope.

19.1.2 In addition to Law 19.1.2, if practicable, sight screens shall be provided at both ends of all grounds. Advertising shall be permitted on the sight screen behind the striker, provided that is removed for the subsequent over from that end.

19.2 Law 19.7 (Runs scored from boundaries) shall apply and in addition, at the point that the ball ceases to be dead subsequent to a boundary being scored or Time has been called, there shall be no scope for review or further review of the number of runs scored from that boundary.

20 Law 20 – Dead ball

Law 20 shall apply.

21 Law 21 – No ball

Law 21 shall apply with the following additions:

21.1 Law 21.1 (Mode of Delivery) - there shall be no special agreement under Law 21.1.2 that a ball may be delivered underarm.

21.2 Law 21.2 (Fair Delivery – the Arm) and 21.3 (Ball thrown or delivered underarm – action by umpires) shall be read in conjunction with the ECB Regulations for the Review of Bowlers reported with Suspected Illegal Bowling Actions. These regulations will be printed in a separate document and circulated to all teams before the commencement of the 2020 season.

21.3 Law 21.15 (Penalty for a No ball) shall apply except that the penalty for a No ball will be 1 run.

In the event of the striker's end umpire failing to call and signal No ball when Law 28.4 (Limitation of inside fielders) has been breached, 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/she shall call and signal No ball. If the striker's end umpire is unable to verify the breach, then he/she shall confirm that the events of the delivery shall be unchanged.

21.4 Free Hit after a No Ball

In addition to 21.3 above, the delivery following a No ball shall be a free hit for whichever batsman is facing it. Note that this applies for all modes of No ball with the exception of a short-pitched delivery that passes or would have passed clearly over head-height of the striker standing upright at the popping crease. For the avoidance of doubt, a free hit shall be applied for a No ball that is called in respect of a breach of Playing Condition 41.3.1.

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 even if the delivery for the free hit is called wide ball.

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.

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.

22 Law 22 – Wide ball

Law 22 shall apply with the addition of the following:

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.

23 Law 23 – Bye and Leg bye

Law 23 shall apply.

24 Law 24 – Fielder's absence; substitutes

24.1 Law 24.1 (Substitute fielders) shall apply with the following additions:

24.1.1 The opposing captain shall have no right of objection to any player acting as a substitute.

24.1.2 No substitute may take the field until the player for whom she is to substitute has been absent from the field for a period of two consecutive complete overs, with the exception that if a fielder

sustains an obvious serious injury or is obviously taken ill, a substitute shall be allowed immediately. A substitute shall be allowed immediately for all head or blood injuries. Substitutes shall be allowed at the sole discretion of the umpires.

24.1.3 Squad members of the fielding team who are not playing in the match and who are not acting as substitute fielders shall be required to wear a team training bib whilst on the playing area (including the area between the boundary and the perimeter fencing).

24.2 Law 24.2 (Fielder absent or leaving the field of play) shall apply except:

24.2.1 A player shall only accrue Penalty time if she is absent from the field for longer than 8 minutes. In such cases, the whole of the time that the player is absent from the field shall count as unserved Penalty time (though note 24.2.2 below).

24.2.2 A player's unserved Penalty time shall be limited to a maximum of 120 minutes (refer Law 24.2.3).

25 Law 25 – Batsman's innings; runners

Law 25 shall apply; however, note 24.2.2 above.

26 Law 26 – Practice on the field

Law 26 shall apply with the following additions:

26.1 No practice shall be undertaken on a match pitch during its preparation period (typically the 10 days prior to the match).

26.2 There shall be no bowling or batting practice on any part of the square or the area parallel to the match pitch during the hours of play except at lunch, tea and between innings.

26.3 Practice facilities – prior to the day's play, all grounds are to provide a net for 'throw-downs' and either a dedicated grass net area or a net on the square. In addition, every effort should be made to provide practice facilities at other times when teams have the opportunity to practise.

26.4 Hitting Up

Teams are required to observe Ground Authority Regulations and the ECB Range Hitting Directive and to exercise the utmost care and caution when engaging in practice and pre-match warm-up and 'hitting up' activities so as to avoid the risk of injury to members of the public, damage to the centre wicket region and to perimeter fencing.

27 Law 27 – The wicket-keeper

Law 27 shall apply.

28 Law 28 – The fielder

Law 28 shall apply with the following additions:

28.1 In order to eliminate any waste of playing time caused by the removal from the field of a fielder's protective equipment other than helmets (e.g. shin pads, etc.) such equipment, once taken on to the field, must be worn until the fall of a wicket or until the next interval.

The exchanging of equipment between members of the fielding side on the field shall be permitted, subject to COVID protocols and provided that the umpires do not consider that it constitutes a waste of playing time.

28.2 Umpires are not to hold helmets or any fielder's clothing or equipment.

28.3 Head Protector Regulations shall apply. If the non-striker chooses not to wear her helmet, she must carry it personally all the time while play is in progress.

28.4 A batsman may only change an item of protective equipment at the fall of a wicket or at the next interval, unless the equipment is clearly damaged or unserviceable and then only with the approval of the umpires.

28.5 Restrictions on the placement of fielders.

28.5.1 At the instant of delivery, there may not be more than 5 fielders on the leg side.

28.5.2 In addition to the restriction contained in clause 28.5.1 above, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply are set out in the following paragraphs.

28.5.3 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 25.15 yards (23 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field. (Refer Appendix C of ICC Women's Championship Playing Conditions). The fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5 yard (4.57metres) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.

At the instant of delivery:

28.5.3.1 Powerplay 1 – (block of 10 overs for an uninterrupted match) no more than two (2) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 1 to 10 inclusive.

28.5.3.2 Powerplay 2 – (block of 5 overs for an uninterrupted match) no more than three (3) fielders shall be permitted outside this fielding restriction area. It shall be taken at the discretion of either of the batsmen at the wicket.

28.5.3.3 In an innings of scheduled duration of between 41 and 50 overs, it may not be completed later than the 40th over. (No equivalent restriction applies to innings of shorter scheduled duration.)

28.5.3.4 A batter must nominate her team's Powerplay no later than the moment at which the umpire reaches the stumps at the bowler's end for the start of the next over.

28.5.3.5 Should the batting side choose not to exercise their discretion, their Powerplay Overs will automatically commence at the latest available point in the innings (e.g. in a 50 over innings with one unclaimed Powerplay, this will begin at the start of the 36th over).

28.5.3.6 During non-Powerplay overs, no more than four (4) fielders shall be permitted outside this fielding restriction area.

28.5.4 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 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	Powerplay 1	Powerplay 2	Powerplay Total
20 - 21	4	2	6
22 - 24	5	2	7
25 - 28	5	3	8
29 - 31	6	3	9
32 - 34	7	3	10
35 - 38	7	4	11
39 - 41	8	4	12
42 - 44	9	4	13
45 - 48	9	5	14
49	10	5	15

28.1.5 Each block of Powerplay Overs must commence at the start of an over.

Illustrations:

a) If play is interrupted during an innings and the table above in 28.1.4 applies, the Powerplay takes immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-over.

A match starts as 50 overs, is interrupted after 12 overs and reduced to 43 overs. (The first 10 overs have been Powerplays (PP); the next two were not.) The new PP allocation is 9+4, so there are 3 overs left for the batting side. These must start no later than the 38th over in order to be completed by the 40th over.

b) If play is interrupted during the first Powerplay and on resumption the overs required to be bowled in that Powerplay have already been exceeded, then the second Powerplay will be assumed to have been taken immediately and will continue until it is completed.

A 50 over innings is interrupted after 9.3 overs, and on resumption has been reduced to 43 overs. Powerplay overs are 9+4. 2nd Powerplay is in progress with 0.3 out of the 4 overs completed, i.e. it covers overs 10 to 13. The fielding restrictions relating to the second Powerplay take immediate effect on resumption.

c) If following an interruption, on resumption the total number of Powerplay Overs for the innings has already been exceeded, then there will be no further Powerplay deliveries bowled in the innings. Note that this is the only circumstance under which the Powerplay status can be changed during an over.

A 45 over innings is interrupted after 8.3 overs, and on resumption has been reduced to 28 overs. Powerplay overs are 5+3. All Powerplay overs have been completed. Non-Powerplay restrictions take effect immediately and do not need to wait until the end of the over.

d) If following an interruption while a Powerplay is not in progress, 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, with fewer than the scheduled number of Powerplay Overs being bowled in the innings.

A 41 over innings in which only the 1st Powerplay has been taken is interrupted after 35.1 overs and reduced to 39 overs. Powerplay overs are still 8+4. Powerplays automatically resume for the start of the next over, but only 11 of the 12 scheduled Powerplay overs can be bowled in the innings.

e) If following an interruption while a Powerplay is not in progress, 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, with fewer than the scheduled number of Powerplay overs being bowled in the innings.

A 50 over innings in which only the 1st Powerplay has been taken is interrupted after 29.1 overs and reduced to 32 overs. Powerplay overs are 7+3+3. Powerplays automatically resume for the start of the next over, but only 12 of the 13 scheduled Powerplay overs can be bowled in the innings.

28.1.6 At the commencement of the second block of Powerplay overs, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle.

28.1.7 The scoreboard shall indicate whenever Powerplay overs are being bowled, along with the number of overs remaining in the current block of Powerplay overs.

28.1.8 In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal No ball.

28.1.9 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 28.4 (Limitation of on side fielders) has been breached, 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/she shall call and signal No ball. If the striker's end umpire is unable to verify the breach then he/she shall confirm that the events of the delivery shall be unchanged.

29 Law 29 – The wicket is down

29.1 Law 29 shall apply except that: Law 29.1.1.4 is replaced by:

The striker's person or by any part of her clothing or equipment being worn, or by any part of the striker's clothing or equipment becoming detached from her person. However, any detached equipment shall not include the striker's protective helmet, or any part thereof, as defined in Appendix A2.3.

Appendix A2.3 is replaced by:

A protective helmet is headwear made of hard material and designed to protect the head, neck and/or the face. For the purposes of interpreting these Laws of Cricket, such a description will include faceguards, grilles and neck guards.

30 Law 30 – Batsman out of her ground

Law 30 shall apply

31 Law 31 – Appeals

Law 31 shall apply with the following addition:

31.1 Intimidatory Appealing

In the event of an appeal, all members of the fielding team must maintain their fielding positions until a decision is given, unless legitimately in the act of fielding or backing up the ball which is not yet dead. For the purposes of this Playing Condition, a referral to the third umpire will constitute a decision.

32 Law 32 – Bowled

Law 32 shall apply.

33 Law 33 – Caught

Law 33 shall apply.

34 Law 34 – Hit the ball twice

Law 34 shall apply.

35 Law 35 – Hit wicket

Law 35 shall apply.

36 Law 36 – Leg before wicket

Law 36 shall apply.

37 Law 37 – Obstructing the field

Law 37 shall apply.

38 Law 38 – Run out

Law 38 shall apply.

39 Law 39 – Stumped

Law 39 shall apply.

40 Law 40 – Timed out

40.1 Law 40 will apply except that the incoming batsman must be in position to take guard or for her partner to be ready to receive the next ball within 1 minute 30 seconds of the fall of the previous wicket or the retirement of a batsman. The incoming batsman is expected to be ready to make her way to the wicket immediately, and is expected to jog to the wicket if necessary.

41 Law 41 – Unfair play

Law 41 shall apply with the following additions/amendments:

41.1 Guidelines for the Modus Operandi of Match Referees

A Match Referee may be appointed to a specific match at any stage during the season. This will help to avoid potentially damaging speculation relating to games where both teams could achieve their immediate goals through the result of the match. It is likely that the Match Referee will be from the ECB panel of Match Referees but may also be another suitable individual at the discretion of the ECB Head of Women's Domestic Cricket.

The Match Referee will:

- Conduct a meeting with the umpires and captains before the start of the match.
- Have the power to liaise with umpires and captains at any stage.
- Only intervene if he/she feels that practices in the match are unacceptable.
- Ensure that the captains inform him/her of any agreements that have been reached between them.
- Be available to members of the media and liaise with them immediately to head off any unjustified criticism.

If the Match Referee feels that the match is being conducted in an unacceptable manner, then he/she will raise his/her concerns with the captain(s) and issue a formal warning. The Match Referee will inform the ECB Head of Women's Domestic Cricket and the relevant Regional Director of Women's Cricket at the earliest opportunity of any warnings issued. If, in the Match Referee's judgement the match continues to be conducted in an unacceptable manner, he/she will inform ECB Head of Women's Domestic Cricket and the relevant Regional Director of Women's Cricket that he / she will conduct a hearing at the earliest opportunity after the end of the match.

The following will be interviewed at the hearing (an executive for each of the Women's Elite Domestic Structure teams in question, or their nominee will be entitled to observe the interviews):

- The umpire.
- The captains of each team.
- Anyone else deemed to have information relevant to the situation.

At the end of the interview process, the Match Referee will ask the executives (or their nominee) to confirm that they are satisfied that all relevant evidence has been gathered, and that the hearing has been conducted in a fair manner. The Match Referee will contact the Chairman of the Cricket Committee and / or the ECB Chief Executive before announcing whether the sanction outlined below will be imposed.

For all other matches when Match Referees have not been appointed, ECB Domestic Cricket Operations, with the approval of the Chairman of Cricket Committee or the ECB Chief Executive, will have the authority to appoint a two-person panel to conduct a post-match 'hearing'. (The two-person panel to be appointed at the discretion of the ECB Head of Women's Domestic Cricket who may serve on the panel themselves). With no Match Referee appointed prior to the start of the match there will be no provision for a formal warning to be issued.

If in any match the conduct of one or both teams is found to have been unacceptable, then any points gained by the team(s) in the match (or matches if there was a cross-competition agreement) will be declared to be null and void.

A Women's Elite Domestic Structure team has the right to appeal against the decision of the hearing. Any appeal must be communicated to the ECB Head of Women's Domestic Cricket within 24 hours of the hearing's decision. A bond in respect of the appeal will be placed via ECB having the right to deduct an amount up to £5000 from future distributions to the Women's Elite Domestic Structure team in question. The bond or any part of it may be retained by the Appeal Panel at its discretion whether the appeal is successful or not. The Chairman of the Cricket Committee will be requested to convene an Appeal Panel comprising two of their nominees and the Chairman of the Cricket Discipline Commission or their nominee who will chair the Appeal Panel. The Appeal Panel will hear the appeal as soon as possible. The decision of the Appeal Panel will be made as soon as possible after the appeal hearing and will be communicated to the home Chief Executive at the earliest opportunity. The decision of the Appeal Panel will be final and binding.

41.2 Law 41.3 (The match ball – changing its condition) shall be replaced by:

41.2.1 The umpires shall make frequent and irregular inspections of the ball. In addition, they shall immediately inspect the ball if they suspect anyone of attempting to change the condition of the ball, except as permitted in 41.2.2.

41.2.2 It is an offence for any player to take any action which changes or which may be perceived as likely to change the condition of the ball.

Except in carrying out his normal duties, a batsman is not allowed to wilfully damage the ball. See also Law 5.5 (Damage to the ball).

A fielder may, however

41.2.2.1 polish the ball on her clothing provided that no artificial substance or saliva is used and that such polishing wastes no time.

41.2.2.2 remove mud from the ball under the supervision of an umpire.

41.2.2.3 dry a wet ball on a piece of cloth that has been approved by the umpires.

41.2.3 The umpires shall consider the condition of the ball to have been unfairly changed if any action by any player does not comply with the conditions in 41.2.2 (except use of saliva – see 41.2.6) or if the umpires consider that the condition of the ball is inconsistent with the use it has received.

The umpires shall then ask the captain of the opposing side if she would like the ball to be replaced. If necessary, in the case of the batting side, the batsmen at the wicket may deputise for their captain.

41.2.3.1 If a replacement ball is requested, the umpires shall select and bring into use immediately, a ball which shall have wear comparable to that of the previous ball immediately prior to the contravention.

41.2.3.2 The umpires together shall decide whether they can identify the player(s) responsible for the unfair action.

41.2.4 Regardless of whether a replacement ball has been chosen to be used, if it is possible to identify the player(s) responsible, the bowler's end umpire shall:

a) Award 5 penalty runs to the opposing side.

b) if appropriate, inform the batsmen at the wicket and the captain of the fielding side that the ball has been changed and the reason for their action.

c) Inform the captain of the batting side as soon as practicable of what has occurred.

d) Together with the other umpire report the incident to ECB who shall take action as is appropriate against the player(s) and / or captain and / or Women's Elite Domestic Structure (WEDS) team responsible for the conduct under the ECB Directives.

41.2.5 Regardless of whether a replacement ball has been chosen to be used, if it is not possible to identify the player(s) responsible, the bowler's end umpire shall:

a) issue the captain with a first and final warning, and

b) advise her that the incident will be reported to ECB and that should there be any further incident by that team during the remainder of the match, steps 41.2.4 a) to d) above will be adopted, with the captain deemed under d) to be the player responsible.

41.2.6 If the umpires believe that saliva has been applied to the ball, the umpires shall:

41.2.6.1 If it is a first instance during an innings, summon the captain of the fielding side and issue a first warning.

41.2.6.2 If it is a second instance during an innings, summon the captain of the fielding side and issue a second and final warning and warn the captain of the fielding side that any further such offence by any member of the team during the innings shall result in the award of 5 Penalty runs to the batting side.

41.2.6.3 If it is a third or subsequent instance, award 5 Penalty runs to the batting side.

41.2.6.4 The ball shall not be changed but the umpires shall sanitise the ball in each instance.

41.2.6.5 Use of saliva in breach of clause 41.2.2.1 above shall not, in itself, be considered an offence under ECB Directives.

41.3 Law 41.6 (Bowling of dangerous and unfair short pitched deliveries) shall apply with the following additions:

41.3.1 Regardless of how wide of the striker a delivery is, there shall be no more than two deliveries per over that after pitching pass or would have passed over shoulder height of the striker standing upright at the popping crease.

41.3.2 The umpire shall make it clear to the bowler (and any bowler called upon to complete an over) and the batsmen at the wicket when a delivery within the limit in 41.3.1 has been bowled. It is unfair if the limit is exceeded and the umpire shall call and signal No ball on each such occasion and consider it as part of the warning sequence in Laws 41.6.3 and 41.6.4.

41.3.3 If a short pitched delivery either:

41.3.3.1 Passes or would have passed over head height of the striker standing upright at the popping crease, and in the umpire's opinion so prevents her from being able to hit it with her bat by means of a normal cricket stroke or;

41.3.3.2 Passes or would have passed over shoulder height of the striker standing upright at the popping crease, and in the umpire's opinion she is able to hit it with her bat by means of a normal cricket stroke or;

41.3.3.3 Passes over shoulder height of the striker standing upright at the popping crease and wide of the striker so that in the umpire's opinion she is unable to hit it with her bat by means of a normal cricket stroke

and, although not necessarily threatening physical injury, is deemed dangerous in accordance with Law 41.6.1, it shall be considered as part of the warning sequence in Laws 41.6.3 and 41.6.4.

41.3.4 A delivery as described in 41.3.3.1 shall be called No ball in accordance with Law 21.10.

41.3.5 A delivery as described in 41.3.3.3, if not a No ball, shall be called and signalled wide. (Refer Law 22).

41.3.6 Law 41.6.5 shall not apply. Any warnings applied in Law 41.6.3 shall be added to any warnings applied in Law 41.7 and action taken according to Law 41.6.4.

41.4 Law 41.7 (Bowling of dangerous and unfair non-pitching deliveries) shall apply with the following amendment:

41.4.1 Law 41.7.5 shall not apply. Any warnings applied in Law 41.7 shall be added to any warnings applied in Law 41.6.3 and action taken according to Law 41.7.4.

41.5 Electronic Equipment

With the exception of player movement technology, the use of electronic communication devices and equipment of any kind which enables communication between on-field players and anyone not on the field of play shall not be permitted during the scheduled or re-scheduled hours of play.

Law 42 – Players' conduct

Law 42 shall apply with the following amendments:

42.1 In Laws 42.1.4, 42.2.2.2, 42.3.2.2, the batsmen at the wicket may deputise for their captain.

42.2 In Laws 42.1.4, 42.4.2.2, 42.5.2.2, a team representative may deputise for their captain.

42.3 ECB Directives shall also apply as appropriate and as separately detailed.

APPENDIX A

Bonus Points System for the Rachael Heyhoe Flint Trophy

One bonus point for any team that achieves victory with a run rate 1.25 times that of the opposition.

A team’s run rate will be calculated by reference to the number of runs scored divided by the number of legitimate overs/balls faced.

Where a side is all out, the number of overs to be used is the maximum number of overs that side was otherwise eligible to face.

Where matches are shortened and targets revised through the Duckworth-Lewis-Stern system, bonus run rates and bonus defensive targets are derived as a function of the revised target score (less one run) and maximum overs.

Whenever a target, or revised target, is set, the exact number of overs/balls within which the side batting second must achieve this target in order to gain the bonus point should be announced. Once these overs/balls have been bowled, if the target has not then been achieved the bonus point cannot be gained by any subsequent event, e.g. a multiple scoring shot, or extras.

a) Examples of criteria for the award of bonus points

Team Batting First		Team Batting Second		Team Bowling Second	
Score	Run Rate	Req Run Rate	Balls to Win (Overs)	Req Run Rate	Target Score
300	6	7.5	40	4.8	240
275	5.5	6.875	40	4.4	220
250	5	6.25	40	4	200
225	4.5	5.625	40	3.6	180
200	4	5	40	3.2	160
175	3.5	4.375	40	2.8	140
150	3	3.75	40	2.4	120

Note: the ‘target score’ shown in the last column is the maximum total that the team batting second can make for the team batting first to qualify for the bonus point.