

Playing Conditions – First Class Counties Second XI T20

The Playing Conditions for The Vitality Blast matches will apply, with the following exceptions:

3 Law 3 – The scorers

County Championship Playing Condition 3.1 shall not apply.

6 Law 6 – The pitch

The Vitality Blast Playing Condition 6.1 shall not apply.

9 Law 9 – Preparation and maintenance of the playing area

The Vitality Blast Playing Condition 9.1 shall not apply.

12 Law 12 – Start of play; cessation of play

12.1 The timing of the commencement of group matches and the allocation of extra time shall be agreed by the participating teams and approved by ECB.

12.2 Finals Day

12.2.1 The scheduled hours of play for Finals Day are:

First semi-final.....10.30am – 1.15pm

Second semi-final.....1.45pm – 4.30pm

Final.....5.00pm – 7.45pm

12.2.2 The Vitality Blast playing condition 12.2.2 is replaced by:

A Technical Committee will be appointed who will in conjunction with the Umpires, determine the re-arrangement of overs and timings of matches in the case of any match being delayed or interrupted.

13 Law 13 – Innings

No reserve days are allocated to any group match or knockout match. There are no quarter-finals. Where two matches are played on the same day, 60 minutes of extra time is allocated to the first match. Any unused extra time shall be carried forward to the second match.

16 Law 16 – The result

16.11 Points System in the Second XI T20 Group Stage

16.11.1 The Competition will comprise 18 teams, divided into three groups. Each team will play the other teams in its group twice. In each match, two points will be awarded for a Win, one point for a Tie or No Result and no points for a Loss. The Vitality Blast Playing Condition 16.10 shall not apply.

16.11.2 The three Groups are as detailed in the First Class County Competition Regulations.

16.11.3 The three group winners and the best second placed team will progress to the semi-finals. The semi-final ties shall be determined as follows:

Best group winner v Best second place

Second best group winner v Third best group winner

16.11.4 The tie-breakers for teams finishing on equal points (initially within a group and then across groups) will be:

16.11.4.1 The team with the higher net run rate in the Group Matches will be placed in the higher position (see The Vitality Blast Playing Condition 16.11.5).

16.11.4.2 If still equal, the team that has scored most points in matches between teams finishing on equal points (note that this only applies within a group and also 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).

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

16.11.4.4 In the event that teams cannot be separated by 16.11.4.1 to 16.11.4.3 above, this will be done by drawing lots.

16.11.4.5 Should any match in a group be cancelled, 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.

16.11.5 In the case of a tie in a semi-final or final, the winner shall be determined by the application of The Vitality Blast Playing Conditions 16.2, 16.6, 16.7, 16.8 as appropriate.

41 Law 41 – Unfair play

41.1 Guidelines for the Modus Operandi of Match Referees shall not apply.