

Playing Conditions – Royal London Cup and First-Class County v National County matches

The Playing Conditions for First Class Cricket as they relate to matches in the LV= Insurance County Championship match and Bob Willis Trophy will apply, with the following exceptions:

1 Law 1 – The players

1.1 LV= Insurance County Championship match and Bob Willis Trophy Playing Condition 1.4 shall only apply as it relates to concussion. COVID replacements are not permitted in Vitality Blast.

Law 2 – The umpires

2.1 In all circumstances, use of floodlights does not preclude the application of LV= Insurance County Championship match and Bob Willis Trophy Playing Condition 2.5.

2.2 In floodlit matches, the floodlights will be turned on at the interval between innings or at 7.30pm (6.30pm for matches in September), whichever is the earlier. If during a floodlit match, in the opinion of the Umpires, natural light is deteriorating to an unsuitable level, they may authorise the home authority to turn on the floodlights so that the match can continue in acceptable conditions. Once the floodlights have been turned on, they will remain on for the duration of the game.

At day matches where the home authority has confirmed 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 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 Royal London Cup Playing Condition 12.2.2 shall apply as appropriate.

2.3 Clothing and Equipment

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

2.4 Sight Screens

Sight Screens shall be black.

2.5 Third umpires / TV Replays

In LV= Insurance County Championship match and Bob Willis Trophy 2.2.2.3, the method of communicating a decision shall be confirmed ahead of respective broadcast matches.

4 Law 4 – The ball

4.1 As for LV= Insurance County Championship match and Bob Willis Trophy Playing Conditions except that white Kookaburra balls shall be used.

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 LV= Insurance County Championship match and Bob Willis Trophy Playing Condition 4.3.3 shall apply except that the fielding Captain is limited to one request per ball.

6 Law 6 – The pitch

6.1 Pitch Regulations

The regulations in the 2021 Pitches Document shall apply as they refer to 1-day pitches. (Not FCC v NC matches).

6.2 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.

7 Law 7 – The creases

7.1 Additional Crease Markings

The following shall apply in addition to LV= Insurance County Championship match and Bob Willis Trophy Playing Condition 7:

As a guideline to the umpires for the calling of wides on the offside the crease markings detailed in Royal London Series playing conditions Appendix C shall be marked at each end of the pitch.

9 Law 9 – Preparation and maintenance of the playing area

9.1 Law 9.1.3 (Choice of rollers)

LV= Insurance County Championship match and Bob Willis Trophy Playing Condition 9.2 shall be replaced by:

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

10 Law 10 – Covering the pitch

10.1 Covering

LV= Insurance County Championship match and Bob Willis Trophy Playing Condition 10 applies except that in 10.3.1.4, the time for the removal of covers shall be at the Groundsman's discretion.

11 Law 11 – Intervals

11.1 Interval between innings

11.1.1 There shall be a 30 minute interval between innings, taken from the call of Time before the interval until the call of Play on resumption after the interval.

11.1.2 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.

11.1.3 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.

12 Law 12 – Start of play; cessation of play

12.1 Hours of Play

12.1.1 Normal hours of play for daytime matches will be 11.00am – 6.30pm. No extra time is allocated to group matches. 30 minutes of extra time is allocated to each play-off, semi-final and the final on both scheduled day and reserve day to make up for any time lost.

The normal scheduled hours of play for floodlit matches will be 2.00pm to 9.30pm.

Should the reserve day be required in play-offs, semi-finals or Final, the hours of play shall be agreed between the two Counties 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:

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 Play-Offs, Semi-Finals and Final) has to be bowled to the side batting second, unless a result has been achieved earlier. 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 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 4.2 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. (Where this is possible, if the total number of overs in the match thereby calculated results in an odd number of total overs in the match, then one over shall be added and the new total divided in half).

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 4.2 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 4.2 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 4.2 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 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.

12.3 If extreme strong wind is forecast that would preclude the use of the floodlights for safety reasons at the time when the floodlights would be required, prior to the toss for innings the Umpires may, in consultation with ECB Domestic Cricket Operations, reduce the number of scheduled overs to be bowled in the match. In making such reduction, the overs shall be calculated to allow for the longest possible match in natural light with the overs divided evenly between each team. For the purpose of determining the duration of the length of the interval between innings, 11.1 shall apply with the minutes of playing time lost deemed to include the reduction in scheduled overs x 4.2.

12.4 Over Rate Penalties

All sides are expected to be in position to bowl the first ball of the last of their 50 overs within 3 hours 30 minutes playing time. In the event of them failing to do so, one fewer fieldsman shall be permitted outside the fielding restriction area in 28.1.3 than would normally be the case in the Powerplay in progress 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, the scheduled cessation time for that innings. The

Umpire at the bowler's end will inform the fielding Captain, the batsman and his fellow Umpire of any time allowances as and when they arise. (This matter will not be subject to retrospective negotiation). In addition, in all reduced overs matches, the fielding team will be given one over's leeway. For the avoidance of doubt, one 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 innings of 15 overs or more duration unless a penalty has been applied before 15 overs have been bowled.

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 play-offs, semi-finals and 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, he 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.

15 Law 15 – Declaration and forfeiture

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

16 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 the event of a tie in a Group Stage match, no account shall be taken of wickets lost, the match is tied and each team shall be awarded one point. In the event of a tie in the FCC v NC match, no account shall be taken of wickets lost, the match is tied.

16.2.2 In a play-off, semi-final or final, the team losing the lesser number of wickets shall be the winner.

16.2.3 In a play-off, semi-final or final, if the result cannot be decided by 16.2.2, the winner shall be the team with the higher score after 10 overs, or if still equal after 9 overs, or if still equal after 8 overs etc.

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 match or FCC v NC match, 20 overs in play-offs, semi-finals and 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 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 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 match or FCC v NC match, 20 overs in play-offs, semi-finals and final), the result shall be decided by the Duckworth/Lewis method.

16.5 In the event of the scores being tied in a Group Stage match or an FCC v NC match when the Duckworth/Lewis method has been used, the match is tied. In a Group Stage match each team will be awarded one point.

16.6 In the event of the scores being tied in a play-off, semi-final or final when the Duckworth/Lewis 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 over is played with the same fielding restrictions as apply for Powerplay 3 in a normal Royal London Cup match.

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, a count-back from the final ball of the 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.

16.6.12 If still equal, then another Super Over shall be played in accordance with 16.6.

16.7 Should the Super Over not be completed due to LV= Insurance County Championship match and Bob Willis Trophy Playing Condition 2.5 being invoked, 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 his 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 a County'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 Should neither a Super Over nor a bowl out be possible, in a play-off or semi-final, the result shall be determined by the toss of a coin; in the final the trophy shall be shared.

16.9 In a Group Stage match or an FCC v NC match, if it is not possible for both teams to receive the minimum of 10 overs necessary to constitute a match, the match shall be declared No Result and each team shall be awarded 1 point.

In a play-off, semi-final or final, if it is not possible for both teams to receive the minimum of 20 overs necessary to constitute a match, the match shall be decided by a bowl out as described in 16.7. If a bowl out is not possible in a play-off or semi-final, the result shall be determined by the toss of a coin; if a bowl out is not possible in the final then the trophy shall be shared.

16.10 In the event of a group stage match being abandoned due to a pitch that has been rated unfit in accordance with pitch regulations the visiting team shall be awarded 2 points and the home team 0 points. The visiting team shall be credited with a win and the home team a loss for tiebreaker purposes. Such matches shall not be included for net-run-rate purposes for the visiting team. In respect of net-run-rate for the home team, they shall be considered to have scored 0 runs but to have faced the scheduled number of overs when the first innings commenced.

In the event of a play-off or semi-final match being abandoned due to a pitch that has been rated unfit in accordance with pitch regulations, then the visiting team shall be declared the winners.

Note that this does not preclude further action being taken against the home team through the disciplinary process.

16.11 Points System in the Royal London Cup Group Stage

16.11.1 Each team will play all other teams in its group home or away. Two points will be awarded for a Win, one point for a Tie or No Result and no points for a Loss.

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

16.11.3 The two group winners will immediately qualify for a home draw in semi-finals. The team finishing second in each group will receive a home draw in the play-offs and play against the team finishing third in the opposite group. The play-off winners will play away in the semi-finals. Semi-final ties shall be as follows:

Winner of Group A versus winner of 2nd place Group B v 3rd place Group A
Winner of Group B versus winner of 2nd place Group A v 3rd place Group B

16.11.4 The tie-breakers for teams finishing on equal points 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 below).

16.11.4.2 If still equal, the teams will be ordered according to which team achieved the most points in the matches played between them. (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).

16.11.4.3 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 Net Run Rate

A team's net run rate is calculated by deducting from the average runs per over scored by that team, the average runs per over scored against that team.

In the event of a team being all out in less than its full quota of overs, the calculation of the net run rate of both teams shall be based on the full quota of overs to which the batting team would have been entitled and not on the number of overs in which the team was dismissed.

Only those matches where results are achieved will count for the purpose of net run rate calculations. Where a match is abandoned, but a result is achieved under Duckworth/Lewis, for net run rate purposes Team 1 will be accredited with Team 2's Par Score on abandonment off the same number of overs faced by Team 2. Where a match is concluded but with Duckworth/Lewis having been applied at an earlier point in the match, Team 1 will be accredited with 1 run less than the final Target Score for Team 2 off the total number of overs allocated to Team 2 to reach the target.

21 Law 21 – No ball

21.1 Law 21.15 (Penalty for a No ball) shall apply except that the penalty for a No ball will be 2 runs.

21.2 Free Hit after a No Ball

In addition to 21.1 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 LV= Insurance County Championship match and Bob Willis Trophy 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

22.1 In addition to Law 22 and in place of LV= Insurance County Championship match and Bob Willis Trophy Playing Condition 22 the following will apply:

Umpires are instructed to apply a very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket.

A penalty of one run for a Wide shall be scored. This penalty shall stand in addition to any other runs which are scored or awarded.

26 Law 26 – Practice on the field

26.1 For floodlit matches, where logistically possible, reasonable endeavours shall be made to provide an opportunity to practice all facets of the game under floodlights in the lead up to the match. This shall include net practice on the square.

28 Law 28 – The fielder

28.1 Restrictions on the placement of fieldsmen

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

28.1.2 In addition to the restriction contained in clause 28.1.1 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.

28.1.3 The following fielding restrictions shall apply: Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field. (Refer Appendix C of ODI 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:

28.1.3.1 Powerplay 1 – no more than two (2) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 1 to 10 inclusive.

28.1.3.2 Powerplay 2 – no more than four (4) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 11 to 40 inclusive

28.1.3.3 Powerplay 3 – no more than five (5) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 41 to 50 inclusive

28.1.4 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 3
10	2	6	2
11	2	7	2
12	3	7	2
13	3	8	2
14	3	8	3
15	3	9	3
16	3	10	3
17	4	10	3
18	4	11	3
19	4	11	4
20	4	12	4
21	4	13	4
22	5	13	4
23	5	14	4
24	5	14	5
25	5	15	5
26	5	16	5
27	6	16	5
28	6	17	5
29	6	17	6
30	6	18	6
31	6	19	6
32	7	19	6
33	7	20	6
34	7	20	7
35	7	21	7
36	7	22	7
37	8	22	7
38	8	23	7
39	8	23	8
40	8	24	8
41	8	25	8
42	9	25	8
43	9	26	8
44	9	26	9
45	9	27	9
46	9	28	9
47	10	28	9
48	10	29	9
49	10	29	10

28.1.5 If play is interrupted during an innings and the table 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.

Illustrations of 28.1.5

A 50 over innings is interrupted after 8.3 overs and reduced to 32 overs. The new phases are 7+19+6. Therefore the middle phase fielding restrictions take immediate effect when play resumes and last for a further 17.3 overs. The final phase begins after 26 overs have been bowled.

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

28.1.6 At the commencement of the middle and final phases of an innings, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle.

28.1.7 The scoreboard shall indicate the current Powerplay in progress.

28.1.8 The public address system shall be used to keep the spectators informed.

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

28.1.10 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 shall call and signal No Ball. If the striker's end Umpire is unable to verify the breach then he shall confirm that the events of the delivery shall be unchanged.

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 his 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 his way to the wicket immediately, and is expected to jog to the wicket.