

## Playing Conditions – Vitality Blast

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 his 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, other than in the circumstances of 1.3 and 1.4 below, without the consent of the opposing Captain (not to be unreasonably withheld) and ECB Domestic Cricket Operations. 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 and 1.4 below.

If after a Captain has nominated his 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 and protocols.

### 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. They shall report themselves to the Ground Authority by 90 minutes prior to the start of the match.

#### 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 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 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 a 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 maybe 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 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 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 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 bowlers end umpire to the third umpire by making the shape of a TV screen with his 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 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 shall notify the on-field umpire so that the correct decision is made.

2.2.3.4 The third umpire shall communicate his 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, whether the fielder had any part of his person in contact with the ball when he touched the boundary, whether the fielder had any part of his person in contact with the ball when he had any part of his person grounded beyond the boundary, or the number of runs scored when a boundary results from an overthrow or the wilful act of a fielder (see Law 19.8). 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 shall communicate with the third umpire by use of a two-way radio and the third umpire shall convey his 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 his 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 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 favour 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 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 Playing Condition 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.

## 2.6 Floodlights

2.6.1 In floodlit matches, the floodlights will be turned on for the whole of the match. In the event of floodlight malfunction or if the floodlights cannot be used for safety reasons with resultant loss of time, then Vitality Blast Playing Conditions 12.4 and 12.5 shall apply as appropriate.

2.6.2 Use of floodlights does not preclude the application of Vitality Blast Playing Condition 2.5.

2.6.3 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.

## 2.7 Changing the Venue for the Match

The venue for a match may only be changed at short notice with the consent of the ECB Chief Executive. 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 First XI cricket under COVID protocols.

It is the onus of the Home County 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 and brought to the attention of the visiting County and ECB and made available should playing conditions not improve.

The venue should preferably be within the County or a recognised venue used by the County in question. If no such venue is available then a neutral venue preferably within the Region of the originally scheduled match maybe considered.

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.

Failure to comply with this playing condition may result in the deduction of points from a First Class County and the possible award of additional points to another First-Class County.

2.8 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.

## 2.9 Clothing and Equipment

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

### 2.10 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, one of whom shall be a 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 2.8 and Law 16.10.

### **4 Law 4 – The ball**

#### **4.1 Balls to be used**

White Kookaburra 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 2020 or 2021 manufacture. All spare balls shall pass both ring tests of the ball gauge. Except as provided for in Law 4.5 and 4.1.2, the fielding Captain, or his nominee, may select the ball with which he 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 Law 4.3 (New ball) shall not apply. One new ball shall be used for each innings.

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

4.3.1 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.

4.3.2 The Umpires may use a ball gauge to assist them in their decision as to whether a used ball should be changed because it is out of shape. They shall only do so should the ball visually appear to be out of shape. Additionally, the fielding Captain only may request that the Umpires check the shape of the ball a maximum of one occasion for each ball. If the ball does not pass both ring tests of the ball gauge, it shall be changed.

### **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 Groundsmen 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.

Prior to the commencement of a day's play, one TV commentator and camera crew of the official licensed TV broadcaster/s (but not news crew) may be permitted to inspect the pitch and surrounds subject to the following:

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 2021 Pitches Document 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 Additional Crease Markings

Law 7.3 (The popping crease) shall apply with the addition that in matches when a 3rd Umpire is present, the reference to "a minimum of 6 ft/1.83m" shall be replaced by "a minimum of 45 ft/13.72m".

As a guideline to the umpires for the calling of wides on the offside the crease markings detailed in Appendix A shall be marked at each end of the pitch.

## 8 Law 8 – The wickets

8.1 Law 8.2 (Size of stumps) shall apply with the following addition:

For televised matches slightly larger cylindrical stump(s) to accommodate the stump camera may be used. When any larger stumps are used, the overall dimensions shall conform to Law 8.1.

## 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) is replaced by:

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 Groundsman. Thereafter and throughout the match the drying of the outfield may be undertaken at any time by the Groundsman, 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 Groundsman 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 groundstaff.

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 On each night of the match and, if necessary, throughout any rest days.

10.3.1.3 In the event of play being suspended on account of rain during the specified hours of play, and at the interval between innings on account of rain.

10.3.1.4 The covers shall be removed prior to the start of play provided it is not raining at the time, but they will be replaced if rain falls prior to the commencement of play. The time for the removal of covers shall be at the Groundsman's discretion.

10.3.1.5 If flatsheet 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 10yards, 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 1 hour 15minutes each, separated by an interval of 15 minutes. Law 11.9 (Agreement to forgo intervals) shall not apply.

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 correspondingly earlier. In circumstances where the side bowling first has not completed the allotted number of overs by the scheduled or re-scheduled cessation time for the first innings, the umpires shall reduce the length of the interval by the amount of time that the first innings over-ran. The minimum time for the interval will be 10 minutes.

11.3 On any occasion where the innings of the side batting first is delayed or interrupted, the Umpires will reduce the length of the interval to 10 minutes.

#### 11.4 Intervals for Drinks

No drinks intervals are permitted. 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 Group League matches (no Reserve Day) and Quarter-Finals (one reserve day)

Start times shall be agreed with ECB.

Should the reserve day be required in Quarter-Finals, the hours of play shall be agreed between the two Counties and approved by the Umpires and ECB.

#### 12.2 Finals Day

12.2.1 Both semi-finals and the final will be played on Finals Day.

The scheduled hours of play will be as follows:

**First Semi-Final**

First Session ..... 11.00am - 12.15pm  
Interval ..... 12.15pm - 12.30pm  
Second Session ..... 12.30pm - 1.45pm

**Second Semi-Final**

First Session..... 2.30pm - 3.45pm  
Interval..... 3.45pm - 4.00pm  
Second Session ..... 4.00pm - 5.15pm

**Final**

First Session ..... 6.45pm - 8.00pm  
Interval..... 8.00pm - 8.15pm  
Second Session ..... 8.15pm - 9.30pm

12.2.2 The Chairman of the Cricket Committee will appoint a Technical Committee 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. At all times, the objectives of the Technical Committee will be prioritized as follows:

- To ensure that both Semi-Finals and the Final are completed on the scheduled day of the matches (minimum overs to constitute a match is 5 overs per team).
- To ensure wherever possible a 20-over per side floodlit Final.
- To ensure that wherever possible both semi-finals are of the same duration.
- To ensure that wherever possible, within each match, teams have the opportunity of batting for the same number of overs.
- To balance the desire to achieve commercial objectives with the need to ensure matches of as long a duration as possible.

In making its judgments, the Technical Committee will need to take into account the amount of play that may already have taken place, the amount of play remaining, and the most accurate weather forecast.

If there is a delayed start or one or more interruptions in play, the Technical Committee may order up to 30 minutes of extra time either at the break between the first and second semi-final and/or between the second semi-final and the final and/or at the end of the first day (latest re-scheduled finish tbc) and readjust the timings for matches as appropriate. If the Technical Committee is satisfied that the Final cannot be completed on the first day, the timing for cessation of play on the first day will be 9.30pm.

The available hours of play on the Reserve Day are 10.00am – 8.00pm. The availability of floodlights on the Reserve Day will be confirmed at the time.

**12.3 Length of Innings – In uninterrupted matches (ie. matches which are neither delayed nor interrupted):**

12.3.1 Each team shall bat for 20 overs unless all out earlier.

12.3.2 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 12.6 shall apply.

12.3.3 If the team batting first is dismissed in less than 20 overs, the team batting second shall be entitled to bat for 20 overs.

12.3.4 If the team fielding second fails to bowl 20 overs by the scheduled time for the cessation of the second innings, the hours of play for the match 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 12.6 shall apply.

#### 12.4 Delayed or interrupted matches – Group Stage and Quarter-Final Matches.

12.4.1 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 the reserve day. To constitute a match, a minimum of 5 overs 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 Stern target) will still apply at the start of the reserve day.

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

12.4.2.1 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 3.75 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).

12.4.2.2 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.

To constitute a match, a minimum of 5 overs has to be bowled to the side batting second, unless a result has been achieved earlier.

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 3.75 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 (time for cessation of play shall take into account extra time), 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.

12.4.2.3 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 12.6 shall apply. In all reduced overs matches both teams will be given one over's leeway in addition to anytime that the Umpires might allow for stoppages. Allowances prior to a stoppage are carried forward for the purposes of the application of Playing Condition 12.6 only – they do not influence the recalculated number of overs or the scheduled close of either innings.

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

12.4.3.1 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 3.75 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.

12.4.3.2 A rescheduled time for the close of play will be fixed by applying a rate of 3.75 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.

To constitute a match, a minimum of 5 overs have to be bowled to the team batting second unless a result has been achieved earlier.

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.

12.4.3.3 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 12.6 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 12.6 only – they do not influence the recalculated number of overs or the scheduled close of play.

**Note** The Home Authority will provide a Duckworth Lewis Stern Match Manager. The Duckworth Lewis Stern Match Manager must understand the Duckworth Lewis Stern method and is responsible for the Duckworth Lewis Stern calculations required. The Umpires will both satisfy themselves as to the correctness of all such calculations before allowing play to take place. The Duckworth Lewis Stern Match Manager will notify the Captains, Scorers and all others concerned of such decisions.

## 12.5 Delayed or Interrupted Matches – Finals Day

12.5.1 Any rearrangement of the number of overs that maybe 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 be made by the Technical Committee in accordance with 12.2.2 above.

The Technical Committee will apply the provisions of Clauses 12.4.2 and 12.4.3 as appropriate, and in accordance with 12.2.2 above.

12.5.2 After any hold up in play, the Technical Committee will perform the Duckworth Lewis Stern calculations required. The Umpires will both satisfy themselves as to the correctness of all such calculations before allowing play to take place. The Technical Committee shall notify the Captains, Scorers and all others concerned of such decisions.

## 12.6 Over-Rate Penalties

All sides are expected to be in position to bowl the first ball of the last of their 20 overs within 1 hr 15 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 by the weather, the scheduled cessation time for that innings. The Umpire at the bowler's end will inform the fielding Captain, the batsman and his fellow Umpire of any time allowances as and when they arise. (This matter will not be subject to retrospective negotiation). In addition, in all reduced overs matches, the fielding team will be given one over's leeway. For the avoidance of doubt, one overs 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 10 overs or more duration unless a penalty has been applied before 10 overs have been bowled. In innings of less than 10 overs duration, Umpires shall apply the penalty run Laws for time wasting especially strictly.

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

## 12.7 Ringing of the Bell

The bell will be rung five minutes before the start of play and before the termination of an interval, when the Umpires shall go to the wickets.

## 13 Law 13 – Innings

13.1 Law 13.1 (Number of innings) shall be replaced by the following:

The match will consist of one innings per side, each innings being limited to a maximum of 20 overs.

One reserve day will be allocated for each quarter-final and Finals Day in case of weather interference. There will be no reserve day for Group matches.

### 13.2 Extra time

Provision has been made for extra official playing time to make up for playing time lost. The length of extra time in each match (normally either 30 or 60 minutes) will be confirmed prior to the commencement of the group matches and similarly for the quarter-finals (including reserve days).

### 13.3 Number of Overs Per Bowler

13.3.1 No bowler shall bowl more than 4 overs in an innings.

13.3.2 In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second;

13.3.2.1 for innings of rescheduled length of at least 10 overs, no bowler may bowl more than one-fifth of the total overs allowed (unless such a number has been exceeded before the interruption). Where the total overs is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

13.3.2.2 for innings of rescheduled length of between 5 and 9 overs, no bowler may bowl more than two overs.

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

13.3.3 In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be allowed 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.

13.3.4 The scoreboard shall show the total number of overs bowled and the number of overs bowled by each bowler.

13.4 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.

### 14 Law 14 – The follow-on

Law 14 shall not apply.

### 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 a Group Stage match, no account shall be taken of wickets lost, the match is tied and each team shall be awarded one point.

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

16.2.3 In a quarter-final, 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 6 overs, or if still equal after 5 overs, or if still equal after 4 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 5 overs), then a revised target score should be set for the number of overs which the team batting second will have the opportunity of facing, this 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 the 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 5 overs), 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 and each team will be awarded one point.

16.6 In the event of the scores being tied in a quarter-final, semi-final or 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 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 a non-powerplay over in a normal Vitality Blast 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.

Example:

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 Vitality Blast 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) from 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 maybe 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 quarter-final 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, if it is not possible for both teams to receive the minimum of 5 overs necessary to constitute a match, the match shall be declared No Result and each team shall be awarded 1 point.

In a quarter-final, semi-final or final, if it is not possible for both teams to receive the minimum of 5 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 quarter-final 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 quarter-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 Vitality Blast Group Stage

16.11.1 Each team will play 6 teams in its group home and away and 2 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 top four teams from each group will qualify for the Quarter-finals. The team finishing first in each group will receive a home draw and play against the team finishing fourth in the opposite group. The team finishing second in each group will receive a home draw and play against the team finishing third in the opposite group.

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 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).

16.11.4.3 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 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.

16.12 With reference to 16.11.3 above, the Semi-finals shall be:

Winner of 1 North v 4 South versus Winner of 2 South v 3 North  
Winner of 1 South v 4 North versus Winner of 2 North v 3 South

## 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 The Ground Authority shall aim to provide the largest playing area, subject to no boundary exceeding a distance of 90 yards from the centre of the pitch.

In any event, the distance from one square boundary to the other square boundary shall not be less than 120 yards and neither square boundary shall be shorter than 50 yards. The straight boundary at both ends of the pitch shall be a minimum of 60 yards. Distances shall be measured from the centre of the pitch to be used.

A gap of 3 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 ECB Domestic Cricket Operations must be contacted for approval for such a boundary to be used.

In the event of the Umpires, during their pre-match inspection, considering that a suitably large area has not been utilised for the marking of boundaries within this Playing Condition, they shall be empowered to have them moved to achieve this objective, subject to consultation with the Ground Authority.

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 with the addition of the following to Law 20.4 (Umpire calling and signalling Dead Ball).

In a match where cameras are being used on or over the field of play (e.g. Spydercam), should a ball that has been hit by the batsman make contact, while still in play, with the camera, its apparatus or its cable, either umpire shall call and signal Dead ball. The ball shall not count as one of the over and no runs shall be scored. If the delivery was called a No ball it shall count and the No ball penalty applied. No other runs (including penalty runs) apart from the No ball penalty shall be scored. Should a ball thrown by a fielder make contact with a camera on or over the field of play, its apparatus or its cable, either umpire shall call and signal dead ball. Unless this was already a no-ball or wide, the ball shall count as one of the over. All runs scored to that point shall count, plus the run in progress if the batsmen have already crossed.

## **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 County Chief Executives and PCA before the commencement of the competitive 2021 County season.

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

In the event of the striker's end Umpire failing to call and signal No Ball when Law 28.4 (Limitation of onside 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.

#### **21.4 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 Vitality Blast 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 15yards 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 but in addition:

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.

### **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 he is to substitute has been absent from the field for a period of two consecutive complete overs, with the exception that if a fieldsman 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 (Fielders absent or leaving the field of play) shall apply except:

24.2.1 A player shall only accrue Penalty time if he 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.

## **25 Law 25 – Batsman’s innings; runners**

Law 25 shall apply.

## **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 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 At the instant of delivery there shall not be more than five fieldsmen on the leg side.

28.2 For the first 6 overs (powerplay overs) only in a 20-overinnings, at the instant of delivery no more than two fielders are permitted to be outside an area bounded by two semi-circles centred on each middle stump (each with a radius of 30 yards) and joined by a parallel line on each side of the pitch (the fielding circle).

The fielding circle should be marked by painted white 'dots' at five-yard intervals, each 'dot' to be covered by a white plastic or rubber disc measuring seven inches in diameter.

28.3 In circumstances when the number of overs of the batting team is reduced, the powerplay overs in 28.2 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.

Total overs in innings	No. of powerplay overs.balls for which fielding restrictions in 28.2 shall apply
5	1.3
6	1.5
7	2.1
8	2.2
9	2.4
10	3.0
11	3.2
12	3.4
13	3.5
14	4.1
15	4.3
16	4.5
17	5.1
18	5.2
19	5.4

28.4 For the remainder of each innings no more than five fieldsmen are permitted to be outside the fielding circle at the instant of delivery.

28.5 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.

28.6 In the event of an infringement of any of the above fielding restrictions, the striker's end Umpire shall call and signal 'No Ball'.

28.7 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.

28.8 In order to eliminate any waste of playing time caused by the removal from the field of fieldsmen'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.

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

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

**28.11** 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.

## **29 Law 29 – The wicket is down**

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

by the striker's person or by any part of his/her clothing or equipment being worn, or by any part of the striker's clothing or equipment becoming detached from his/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 his/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 shall 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 60 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. Umpires shall strictly apply Law 41.10 (Batsman wasting time).

### **41 Law 41 – Unfair play**

Law 41 shall apply with the following additions/amendments:

#### **41.1 Specific role of Match Referee**

A Match Referee may be asked to help avoid potentially damaging speculation relating to games where both teams could achieve their immediate goals through the result of the match.

In such a circumstance, 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 feels that practices in the match are unacceptable
- Ensure that the Captains inform him 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 will raise his concerns with the Captain(s) and issue a formal warning. The Match Referee will inform the



ECB Domestic Cricket Operations and the County Chief Executive(s) concerned 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 will again call the ECB Domestic Cricket Operations who will organise for the Head of Operations (First-Class Cricket) or the Umpires Manager or another suitable individual at the discretion of the Head of Operations (First-Class Cricket) to join the Referee at the match in question. The Match Referee will conduct a two-man hearing at the earliest opportunity after the end of the match.

The following will be interviewed at the hearing (an Executive of each County 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-man panel to conduct a post match 'hearing'. (The two-man Panel to be appointed at the discretion of the Head of Operations (First-Class Cricket) who may serve on the Panel himself). 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.

The above penalty is imposed under the procedures agreed by ECB's First Class Forum in December 1999.

A County has the right to appeal against the decision of the hearing. Any appeal must be communicated to the Head of Operations (First-Class Cricket) or Umpires Manager 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 County 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 his nominees and the Chairman of the Cricket Discipline Commission or his 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/Secretary 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 his 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 he 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 County 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 him 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 one delivery 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 him from being able to hit it with his 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 he is able to hit it with his 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 he is unable to hit it with his 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 broadcaster to player communication and 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

