

Vodafone Challenge, and other First-Class Tour Matches & U19 Test Matches

1 Playing Conditions

The Playing Conditions for First Class Tour Matches set out hereunder relate to the three/four-day Vodafone Challenge matches involving Australia and Pakistan against First Class Counties, Pakistan's three day match against British Universities and the three-day matches between Australia and MCC.

2 Laws

Except as varied hereunder the Laws of Cricket (2000 Code) shall apply.

3 Duration of Matches

First Class Tour Matches shall be of three or four days' duration and of two innings per side. U19 Test Matches Test matches shall be of four days' duration and of two innings per side.

4 Hours of Play, Intervals

4.1 Start and Cessation Times.

Scheduled start of play - all days - 11.00am

Scheduled cessation of play on days other than the last day - 6.30pm

Last day - 6.00pm

4.2 Luncheon Interval

The normal commencement time for the lunch interval will be 1.15pm (1.00pm on the last day of the match).

Law 15.6 shall be replaced by the following:

The lunch interval shall be of 40 minutes' duration from or at the conclusion of the over in progress at the above time. Where an innings concludes, or there is a break in

play within 10 minutes of the scheduled or rescheduled interval, the interval will commence at that time and be limited to 40 minutes.

4.3 Tea Interval

The normal commencement time for the tea interval will be 4.10pm (3.40pm on the last day of the match).

The tea interval shall be of 20 minutes' duration from or at the conclusion of the over in progress at the above time subject to the provisions of Law 15.

Law 15.8 shall be replaced by the following:

If at the scheduled time for the tea interval, the ninth wicket of the innings in progress is already down, or it falls at, or after that time, or falls when less than two minutes remain before that time, play will continue for a period of 30 minutes unless the players have cause to leave the field of play, or the innings is concluded earlier.

4.4 Intervals for Drinks

As for Test Matches.

4.5 Time Keeping

As for Test Matches.

- 4.6 The Captain may agree or, in the event of disagreement, the Umpires may decide to play 30 minutes (a minimum eight overs) extra time at the end of any day other than the last day if, in their opinion, it would bring about a definite result on that day.

If it is decided to play such extra time on one or more of these days, the whole period shall be played out even though the possibility of finishing the match may have disappeared before the full period has expired. The time by which play is extended on any day shall be deducted from the total number of hours of play remaining, and the match shall end earlier on the final day by the amount of time by which play was previously

extended.(ie. the time for the commencement of the last hour will be adjusted accordingly and the minimum number of overs prior to the last hour will be correspondingly reduced at a rate of one over for each full 3 minutes 45 seconds).

5 Minimum Overs in the Day

5.1 Play shall continue on each day until the completion of a minimum number of overs or until the scheduled cessation time, whichever is the later. The minimum number of overs to be completed, unless an innings ends or an interruption occurs, shall be:

5.1.1 on days other than the last day - a minimum of 104 overs

5.1.2 on the last day - a minimum of 80 overs (or 16 overs per hour) for playing time other than the last hour when condition 5.6 below shall apply.

Note The regulation applying to Test Matches which provides for up to an hour's additional time to be played in the event of play being suspended, shall not apply to First Class Tour Matches.

5.2 When an innings ends a minimum number of overs shall be bowled from the start of the new innings. The number of overs to be bowled shall be calculated at the rate of one over for each full 3 minutes 45 seconds to enable a minimum of 104 overs to be bowled on days other than the last day (80 overs on the last day in the period prior to the commencement of the last hour). Condition 5.6 below shall apply in respect of the last hour of the match.

5.3 Where a change of innings occurs during a day's play, in the event of the team bowling second being unable to complete its overs by the scheduled cessation time, play shall continue until the required number of overs have been completed.

Where there is a change of innings during a day's play

(except during the lunch or tea interval or during a suspension of play due to ground, weather or light conditions), two overs will be deducted from the minimum number of overs to be bowled.

- 5.4 Except in the last hour of the match, for which 5.6 below makes provision, if play is suspended due to adverse conditions of ground, weather or light, or exceptional circumstances, the minimum number of overs shall be reduced by one over for each full 3 minutes 45 seconds of the aggregate playing time lost.
- 5.5 On the last day, if any of the minimum of 80 overs, or as recalculated, have not been bowled when one hour of scheduled playing time remains, the last hour of the match for the purposes of 5.6 below shall be the hour immediately following the completion of those overs.
- 5.6 Laws 16.6, 16.7 and 16.8 will apply except that a minimum of 16 (six ball) overs shall be bowled in the last hour and all calculations with regard to suspensions of play or the start of a new innings shall be based on one over for each full 3 minutes 45 seconds. If, however, at any time after 5.30pm both Captains (the batsmen at the wicket may act for their Captain) accept that there is no prospect of a result to the match, they may agree to cease play at that time.
- 5.7 Notwithstanding any other provision, there shall be no further play on any day, other than the last day, if a wicket falls or a batsman retires or if the players have occasion to leave the field during the last minimum over within two minutes of the scheduled cessation time or thereafter.
- 5.8 An over completed on resumption of a new day's play shall be disregarded in calculating minimum overs for that day.
- 5.9 Fractions are to be ignored in all calculations re the number of overs, except where there is a change of innings in a day's play, when the over in progress at the conclusion shall be rounded up.

- 5.10 The scoreboard shall show:
- the total number of overs bowled with the ball currently in use; and
 - the minimum number of overs remaining to be bowled in the day.

6 Substitutes

As for Test Matches except that in Playing Condition 6.3, if the penalty runs are awarded, the matter will be reported.

7 Law 3.8 and 3.9- Fitness of Ground, Weather and Light

As for Test Matches.

8 Law 5 - the Ball

As for Test Matches, except that the selection of the ball by the fielding Captain or his nominee shall take place in the presence of the Umpires in the Umpires' room.

Law 5.4 (New Ball) and Law 5.5 (Ball Lost or Becoming Unfit for Play)

As for Test Matches.

9 Law 6 - the Bat

As for Test Matches.

10 Law 7 - the Pitch

As for Test Matches except that, in the event of any dispute concerning a TV pitch inspection, one or both Umpires will rule and his/their ruling will be final.

11 Law 8 - The Wickets

As for Test Matches.

12 Law 9.3 - The Popping Crease

In matches when a 3rd Umpire is present, Law 9.3 shall apply, except that the reference to "a minimum of 6 ft" shall be replaced by "a minimum of 15 yards".

13 Law 11 - Covering the Pitch

In place of Laws 11.2, 11.3, 11.4, the following will apply:

13.1 The Pitch

The whole pitch shall be covered:

- 13.1.1 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.
- 13.1.2 On each night of the match and, if necessary, throughout any rest days.
- 13.1.3 In the event of play being suspended on account of bad light or rain during the specified hours of play.

Notes

- (a) The covers shall be removed before 8.00am on each morning of the match (including the first day and rest days) provided it is not raining at the time, but they will be replaced if rain falls prior to the commencement of play.
- (b) If flatsheet covers are to be used on Championship 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.

13.2 Other Areas

The following areas will be covered, in addition to the pitch as in 16.1 above, unless the Umpires decide otherwise:

- 13.2.1 The bowler's 'run up' to a distance of at least 10 yards, with a width of four yards.
- 13.2.2 At least 20 feet either side of the length of the pitch.

13.2.3 In addition to 16.2.1 and 16.2.2 further areas and in particular worn patches should, if possible and practicable, also be covered.

13.3 Covering During Play

13.3.1 In order to make play possible, the Umpires may decide, following consultation with the Captains, to have particularly wet or muddy areas covered by mats or blankets whilst play is in progress.

13.3.2 A pitch being prepared for a future match may be protected by a porous mat in order to avoid unnecessary damage. A second porous mat may be put down if an additional pitch which is intended to be used for a future Test Match, One Day International or an ECB Cup Final requires protection.

14 Drying of Pitch and Ground

As for Test Matches.

15 Law 17 - Practice on the Field

As for Test Matches.

16 Law 19 - Boundaries

As for Test Matches.

17 Law 24.1 - No Ball - Mode of Delivery

As for Test Matches.

18 Law 24.12 - No Ball - Penalty

In U19 Test Matches, Law 24.12 will apply.

In Vodafone Challenge and other first-class tour matches, Law 24.12 will apply, except that the penalty for a No Ball will be 2 runs.

19 Law 25.1 Judging a Wide

As for Test Matches.

Law 25.1 will apply, but in addition:

For bowlers whom umpires consider to be bowling down the leg side as a negative tactic, the One Day

International Wide interpretation will be applied.

20 Helmets (and Protective Equipment)

As for Test Matches.

21 Laws 40.4, 41.7 and 41.8 - Movement by Wicketkeeper and Fielders

Laws 40.4, 41.7 and 41.8 are replaced by:

It is normal fielding practice for fielders in recognised close to the wicket catching positions to be stationary, and for outfielders to walk in towards the striker when the bowler commences his run up. Any significant movement, off line or in depth, by either fielder or wicket-keeper once the bowler commences his run up is considered unfair and either Umpire shall call Dead Ball. As a guide, the movement of a wicket-keeper standing back who moves up to the stumps would be regarded as significant, whereas the movement forward by a wicket-keeper of a couple of paces for a slower delivery or in taking his normal stance would not be regarded as significant. The same provision will apply to a slip fielder who takes only a couple of steps forward. The Umpire has to make a judgement taking all the circumstances into account.

22 Law 42.3 - The Match Ball - changing its condition

- 22.1 Law 42.3 will apply except that 42.3(d)(i) will be replaced by:

The batsmen at the wicket shall then choose the replacement ball from a selection of six other balls of various degrees of usage (including a new one) and of the same brand as the ball in use prior to the contravention.

- 22.2 No member of the fielding side may skim the ball along the ground, and use what in the opinion of the Umpires is an excessive number of bounces on to the ground when returning the ball by any means to either the wicket-keeper or bowler.

- 22.3 At the end of every over, when the ball is dead, the ball will be handed to the Umpire who was standing at the striker's end, and he will inspect the condition of the ball before the commencement of the next over. In addition, the Umpires shall make further frequent and irregular inspections of the condition of the ball including, but not limited to, at the fall of a wicket and at each drinks interval. This is in addition to Law 5.2(b).

23 Law 42.6 Dangerous and unfair bowling

23.1 Law 42.6 will apply except that

- 23.1.1 Law 42.6(a)(ii) - re Bowling of fast short pitched balls - is to be amended to read as follows:

Any delivery which, after pitching, passes or would have passed over head height of the striker standing upright at the crease, although not threatening physical injury, shall be considered as part of the repetition sequence in Law 42.6(a)(i). A bowler shall be limited to two fast, short-pitched balls per over. The umpire at the bowler's end shall make it clear to the bowler and both batsmen when such a delivery has been bowled.

A fast, short pitched ball is defined as a ball which passes or would have passed above the shoulder height of the striker standing upright at the crease.

If this limit is exceeded, the umpire at the bowler's end shall call and signal No ball on each occasion.

If a bowler exceeds his limit of short pitched deliveries in an over, the umpire shall follow the procedures of Law 42.7 (a).

If a bowler is No balled a second time in the innings for the same offence, the umpire shall follow the procedures of Law 42.7 (b).

If a bowler is No balled a third time in the innings for the same offence, the umpire shall follow the procedures of Law 42.7 (c)

23.1.2 Law 42.6(b) - Bowling of high full pitched balls - is to be amended to read as follows:

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

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

24 Law 42.8 - Deliberate bowling of high full pitched balls

Law 42.8 is to be amended to read as follows:

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

- (a) call and signal No ball
- (b) direct the Captain, when the ball is dead, to take the bowler off forthwith
- (c) implement the remainder of the procedure as laid down in Law 42.7(c).

25 'Hitting Up'

As for Test Matches.

26 Players' Conduct

Touring players shall be bound by the terms of the I.C.C. Code of Conduct and/or Law 42.18. County and other 'home' players shall be bound by the terms of the ECB rules of conduct and/or Law 42.18.