

The First Class Counties

Second XI Trophy

1 Duration Of Matches

All matches shall be completed in one day, except the Semi-Finals and Final for which reserve days have been allowed. Matches will consist of one innings per side, each innings being limited to a maximum of 50 overs. The Playing Conditions for Second XI Championship matches will apply, with the following exceptions:

2 Hours Of Play And Intervals

2.1 In All Matches Without a Reserve Day

2.1.1 Scheduled Start and Cessation Times

First Session 11.00am - 2.15pm

Interval. 2.15pm - 3.00pm

Second Session 3.00pm - 6.15pm

2.1.2 Interval Between Innings

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.

Where play is delayed or interrupted the Umpires will reduce the length of the interval as follows:

Time Lost. Interval

Up to 60 minutes 30 Minutes

Between 60 and 120 Minutes. 20 Minutes

More than 120 Minutes 10 Minutes

Note Refer also to the provisions of Clause 3.2.

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.

2.1.3 Intervals for Drinks

Two drinks intervals per innings shall be permitted, each 1 hour and 5 minutes apart. Otherwise, the provisions of Law 15.9 shall be strictly observed, except that under conditions of extreme heat the Umpires may permit extra intervals for drinks. When the number of overs to be faced by either side is reduced as a result of an interruption, there will be no further drinks intervals scheduled in the match (drinks intervals shall still be permitted but no time allowance will be provided for them).

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 without the permission of the Umpires. Any player taking drinks on to the field shall be dressed in proper cricket attire.

2.2 In the Semi-finals and Final (With a Reserve Day)

2.2.1 Start and Cessation Times

The scheduled hours of play will be 11.00am to 6.15pm

- If there is a delayed start or one or more interruptions in play, the Umpires may order extratime on the first day if they consider that a result can be obtained on that day. If the Umpires are satisfied that a result cannot be obtained on the first day, the timing for the cessation of play on that day will be 7.00pm, subject to conditions of ground, weather and light.

Up to 60 minutes of extra official playing time is allowed on the reserve day to make up for playing time lost. Refer to 3.2.1 (a) and 3.2.3.

2.2.2 Sessions of Play and Interval Between Innings

There will normally be two sessions of play of 3 hours 15 minutes each, separated by an interval of 45 minutes from 2.15pm to 3.00pm

- 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.

Where the innings of the side batting first is delayed or interrupted, the Umpires will reduce the length of the interval. In the event of time being lost up to and

including 60 minutes in aggregate, the length of the interval shall be reduced from 45 to 30 minutes. In the event of more than 60 minutes being lost in aggregate, the duration of the interval shall be agreed mutually by the Umpires and both Captains, subject to no interval being of more than 35 minutes' duration or less than 10 minutes' duration. In the event of disagreement, the interval shall be of 25 minutes' duration.

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.

2.2.3 Intervals for Drinks

As per 2.1.3

3 Length of Innings

3.1 Uninterrupted Matches (ie. Matches Which are Neither Delayed nor Interrupted)

3.1.1 Each team shall bat for 50 (six ball) overs unless all out earlier. A team shall not be permitted to declare its innings closed.

3.1.2 If the team fielding first fails to bowl the required number of overs by the scheduled time for the cessation of the first session, play shall continue until the required number of overs has been bowled and Playing Condition 13 will apply.

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

3.1.4 If the team fielding second fails to bowl 50 overs by the scheduled time for the cessation of the second innings, the hours of play shall, subject to conditions of ground, weather and light, be extended until the required number of overs has been bowled or as a result has been achieved and Playing Condition 13 will apply.

3.2 Delayed or Interrupted Matches

3.2.1 General

(a) In the Semi-finals and Final for which a reserve day has been allocated, any rearrangement 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 only be made on the second day. The timing and duration of all suspensions of play (including all intervals) or delays on any day will be taken into account when calculating the length of time available for either innings.

(b) The object shall always be to rearrange the number of overs so that, if possible, both teams have the opportunity of batting for the same number of overs.

The calculation of the number of overs to be bowled shall be based on a rate of 16 overs per hour in the total time available for play up to 7.00pm on the last

scheduled day of the match (first day in the case of matches for which no reserve day has been allocated) always providing that the overs left to bowl at the resumption is not greater than that at the commencement of the delay or interruption.

In zonal matches a minimum of 20 overs must be bowled to the team batting second (subject to it not being all out earlier) in order to constitute a match. In the semi-final and final, when Duckworth Lewis is the method used for re-setting target scores, a minimum of 10 overs must be bowled to the team batting second (subject to it not being all out earlier) in order to constitute a match.

- (c) If the team fielding second fails to bowl the required number of overs by the scheduled cessation time, the hours of play shall, subject to conditions of ground, weather and light, be extended until the overs have been bowled or a result has been achieved and Playing Condition 13 shall apply.
- (d) The team batting second shall not bat for a greater number of overs than the team batting first unless the latter has been all out in less than the agreed number of overs.
- (e) Fractions are to be ignored in all calculations re the number of overs.

3.2.2 Delay or Interruption to the Innings of the Team Batting First

- (a) If the number of overs of the team batting first is reduced, a fixed time will be specified for the completion of its innings, as calculated by applying

the provisions 2.1.2 or 2.2.2 above (whichever versions apply depending on whether a reserve day has been allocated for the match or not), 3.2.1 (a) above (if appropriate) and 3.2.1 (b) above.

- (b) If the team fielding first fails to bowl the required number of overs by the scheduled time for the cessation of the first session, play shall continue until the required number of overs has been bowled, and Playing Condition 13 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.
- (c) If the team batting first is all out and the last wicket falls at or after the scheduled time for the interval, Playing Condition 13 shall apply.

3.2.3 Delay or Interruption to the Innings of the Team Batting Second

Refer to second paragraph 3.2.1 (b) above.

4 Restrictions on the Placement of Fieldsmen

- 4.1 Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards. The ends of each semi-circle shall be joined to the other by a straight line drawn on the field on the same side of the pitch. The field restriction area should be marked by continuous painted white lines or 'dots' at five-yard intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc

measuring seven inches in diameter.

- 4.2 At the instant of delivery, there may not be more than five fieldsmen on the leg side.
- 4.3 For the first 15 overs of each innings only two fieldsmen are permitted to be outside the field restriction marking at the instant of delivery.
- 4.4 For the remaining overs of each innings only five fieldsmen are permitted outside the field restriction marking at the instant of delivery.
- 4.5 In the first 15 overs there must be a minimum of two stationary fieldsmen within 15 yards of the striker at the instant of delivery (orthodox slip, leg slip and gully positions at an angle of less than 45 degrees are exempt from this 15 yard restriction when a fast bowler is bowling).
- 4.6 In circumstances where the number of overs of either team is reduced, the number of overs in regard to the restrictions in 4.3 and 4.5 above shall be reduced proportionately in a ratio of 15:50 (30%) in accordance with the table below. Fractions are to be ignored in all calculations re the number of overs. (If on resumption the number of overs for fielding restrictions has already been exceeded, this shall take effect immediately).

Total overs in innings	No. of overs for which fielding restrictions in 4.3 and 4.5 above will apply
20-23.....	6
24-26.....	7

27-29.....	8
30-33.....	9
34-36.....	10
37-39.....	11
40-43.....	12
44-46.....	13
47-49.....	14
50.....	15

- 4.7 In the event of an infringement of any of the above fielding restrictions, the striker's end Umpire shall call and signal 'No Ball'.
- 4.8 In the Semi-finals and Final where the Duckworth/Lewis method is the target setting mechanism, 4.6 above will be replaced by ECB Trophy regulation 6.5.

5 Number of Overs per Bowler

If a match starts as a 50 over match, no bowler shall bowl more than 10 (six ball) overs in an innings.

If, however, the start of the match is delayed and the overs of both teams are restricted to less than 50 overs, no bowler may bowl more than one-fifth of the total overs allowed.

Where the total overs are not divisible by five, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

In a match where the innings of either or both teams is reduced after the start of the match, the maximum

number of overs allowed per bowler shall remain as at the start of the match.

In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

In the Semi-finals and Final where the Duckworth/Lewis method is the target setting mechanism, this regulation will be replaced by ECB Trophy regulation 7.

6 No Ball

Law 24.12 will apply except that the penalty for a No Ball will be 2 runs.

7 Free Hit after a Foot Fault No Ball

In addition to 6 above, the delivery following a no ball called for a foot fault (Law 24.5) shall be a free hit for whichever batsman is facing it. 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 permitted for free hit deliveries.

8 Law 25 - Wide Ball

In addition to Law 25 and in place of County Championship playing Condition 26, the following

will apply:

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

As a guide, if the ball passes either side of the wicket sufficiently wide to make it virtually impossible for the striker to play a 'normal cricket stroke' both from where he is standing and from where he should normally be standing at the crease, the Umpire should call and signal 'Wide'.

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

9 No Ball - Short Pitch Bowling

County Championship Playing Condition 31.1.1 - for the purpose of this competition, only the first sentence will apply and in addition, if the ball passes, or would have passed, above the shoulder height of the striker standing upright at the crease, the Umpire at the bowler's end shall call and signal 'No Ball'.

10 The Result

- 10.1 In zonal matches a result can be achieved only if both teams have had the opportunity of batting for at least 20 overs, unless one team has been all out in less than 20 overs or unless the team batting second scores enough runs to win in less than 20

overs (10 overs in semi-final and final - refer 3.2.2 (b) above).

All zonal matches in which both teams have not had the opportunity of batting for a minimum of 20 overs (subject to the provisions of 3.1 2 and 3.2.2 (b) above) shall be declared 'No Result' (10 overs in semi-final and final - refer 3.2.2 (b) above).

- 10.2 When there is no interruption after play has commenced and when both teams have had the opportunity of batting for the same agreed number of overs (subject to the provisions of 3.2.2 (b) above), the team scoring the higher number of runs shall be the winner. If the scores are equal, the following shall apply:
- 10.2.1 The team losing the lesser number of wickets shall be the winner.
- 10.2.2 If both teams are all out, the team with the higher overall scoring rate, based on the respective number of balls that each team has received, shall be the winner.
- 10.2.3 If the result cannot be decided by 10.2.1 or 10.2.2 the winner shall be the team with the higher score after 25 overs, if still equal, 20, then 15 overs, etc.
- 10.3 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 20 overs in zonal matches, 10 overs in semi-final and final - refer 3.2.2 (b) above), then a revised target score should be set for the number of overs which the team batting

second will have the opportunity of facing. In zonal league matches this will be calculated on the basis of average run rate. In the Semi-finals and Final this revised target will be calculated by the Duckworth/Lewis method. An integral target will be set for the team batting second with one run less than this target resulting in a Tie (see 10.5 below). If after the restart of play it is discovered that the wrong Duckworth/Lewis target has been set, the faulty target shall stand.

- 10.4 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 20 overs in zonal matches, 10 overs in semi-final and final - refer 3.2.2 (b) above), the result shall be decided by average run rate in the zonal league matches of the competition and by the Duckworth/Lewis method in the Semi-finals and Final.
- 10.5 In the event of a Tie when the Duckworth/Lewis method has been used, the match will be decided as outlined in 10.7.
- 10.6 Points Scoring System - Zonal League Matches
- 10.6.1 The side winning the match to score two points.
- 10.6.2 In a 'No result' match, each side to score one point.
- 10.6.3 In the event of two or more sides in any zone having an equal number of points, their positions in the table shall be based on the higher net run-rate achieved in all zonal league matches in which the side batting second is scheduled, at the start of its innings, to bat for 30 overs or more .

A team's net run-rate is its own overall run-rate in all the zonal league matches which it has played (ie., total runs scored x 100 divided by balls received) minus the combined cumulative run-rate of its opponents in those same matches (calculated on the same basis). In the event of a side being all out in less than its full quota of overs, the calculation of its run rate shall be based on the full quota of overs to which it would have been entitled, and not on the number of overs in which it was dismissed.

Note If any side has not received 30 overs or more in all its zonal league matches, 25 overs, (then 20 overs, 15 overs, etc.) will constitute a match for calculation purposes only.

10.7 If in either Semi-final no result can be achieved the winner shall be the team with:

10.7.1 The higher average number of points per match in those zonal league matches in which a result was achieved, or if still equal.

10.7.2 The higher net run-rate achieved in the zonal league matches (to be calculated as in 10.6.3 above).

If it is still not possible to determine the winner(s) of the Semi-final(s) on either of the above bases, then the result shall be decided by the toss of a coin.

10.8 In the event of no result being achieved within the two days allocated for the Final, the trophy will be shared.

11 Covering the Pitch and Surrounding Areas

Counties should make every effort to comply with

the covering regulations applicable to one-day matches, and particularly should ensure that the pitch is fully covered and as much of the bowler's 'run-up' as possible.

12 The Ball

Grade A quality balls shall be used. They shall be manufactured by Dukes and be orange.

13 Over-Rate Penalties

All sides are expected to be in position to bowl the first ball of the last of their 50 overs within 3 hrs15 minutes playing time. In the event of them failing to do so, the full quota of overs will be completed, and the batting side will be credited with 6 runs for every whole over that has not been bowled. This will apply to both innings of the match. If the side batting second is credited with runs in this way and this consequently takes their score past that of the side batting first then the match shall be deemed to be won by the side batting second. 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.

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.

Over-rate penalties apply only to innings of 15 overs or more duration.

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