

NatWest T20 Blast

The Playing Conditions for First Class Cricket as they relate to matches in The 2015 LV County Championship will apply, with the following exceptions:

3. Law 3 – The Umpires

3.1 Use of floodlights does not preclude the application of Championship Playing Condition 3.3, Fitness of Ground, Weather and Light.

3.2 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 NatWest T20 Blast Playing Conditions 16.4 and 16.5 shall apply as appropriate.

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.

3.3 Clothing and Equipment

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

3.4 Sight Screens

Sight Screens shall be black.

5. Law 5 – The Ball

- 5.1 As for LV County Championship Playing Conditions except that white Kookaburra balls shall be used. One new ball shall be used for each innings.

7 Law 7 – The Pitch

7.1 Pitch Regulations

The regulations in the 2015 Pitches Document shall apply as they refer to 1-day pitches.

9 Law 9 – The Bowling, Popping and Return Creases

9.1 Additional Crease Markings

The following shall apply in addition to LV County Championship Playing Condition 9:

As a guideline to the umpires for the calling of wides on the offside the crease markings detailed in Royal London International Series playing conditions Appendix 4 shall be marked at each end of the pitch.

9.2 Law 9.1 – The creases

Law 9.1 applies save that there is no requirement for the creases to be white.

11 Law 11 – Covering the Pitch

11.1 Covering

Championship Playing Condition 11 applies except that in Note (a) to 11.2.3, the time for the removal of covers shall be at the Groundsman's discretion.

12 Law 12 – Innings

12.1 Law 12.1 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 League matches.

12.2 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).

12.3 Number of Overs Per Bowler

No bowler may bowl more than four overs, however in a delayed start or interrupted match, where the overs are reduced for both sides or for the side bowling second, no bowler may bowl more than one-fifth of the total overs allowed (unless such a number has been exceeded before the interruption), except that where the total overs are not divisible by five, an additional over shall be allowed to the minimum number of bowlers necessary to make up the balance. – e.g. after 8 overs, rain interrupts play and the innings is reduced to 12 overs. Both opening bowlers have bowled 4 overs. Two bowlers can bowl 3 overs and three bowlers can bowl 2. Bowlers 1 and 2 have already exceeded this limit. They count as the two bowlers who were allowed the extra over (3 as opposed to 2) and so any other bowlers are limited to 2 overs.

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

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.

The number of overs bowled by each individual bowler shall be indicated on the scoreboard from the commencement of an innings.

14 Law 14 – Declaration and Forfeiture

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

15 Law 15 – Intervals

15.1 There will normally be two sessions of play of 1 hour 15 minutes each, separated by an interval of 15 minutes.

15.2 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.

15.3 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.

15.4 Intervals for Drinks

No drinks intervals are permitted.

16 Law 16 – Start of Play; Cessation of Play

16.1 Group League matches (no Reserve Day) and Quarter-Finals (one reserve day)

Standard Scheduled Start and Cessation Times are as follows:

Day Matches

First Session 5.30pm - 6.45pm
 Interval 6.45pm - 7.00pm
 Second Session 7.00pm - 8.15pm

Floodlit Matches

First Session 7.00pm - 8.15pm
 Interval 8.15pm - 8.30pm
 Second Session 8.30pm - 9.45pm

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.

Note Start times may be altered with the approval of ECB.

16.2 Finals Day

16.2.1 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

16.2.2 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.

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

- 16.3.1 Each team shall bat for 20 overs unless all out earlier.
- 16.3.2 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 16.6 shall apply.
- 16.3.3 If the team batting first is dismissed in less than 20 overs, the team batting second shall be entitled to bat for 20 overs.
- 16.3.4 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 16.6 shall apply.

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

16.4.1 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 target) will still apply at the start of the reserve day.

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

a 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).

b 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.

c 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 16.6 shall apply. In all reduced overs matches both teams will be given one over's leeway in addition to any time that the

Umpires might allow for stoppages. Allowances prior to a stoppage are carried forward for the purposes of the application of Playing Condition 16.6 only – they do not influence the recalculated number of overs or the scheduled close of either innings.

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

- a 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.

- b 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.

- c 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 16.6 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 16.6 only – they do not influence the recalculated number of overs or the scheduled close of play.

Note The Home Authority will provide a Match Manager. The Match Manager must understand the Duckworth/Lewis method and must check the scorers' calculations. After any hold up in play, the Umpires will notify the Scorers of the number of overs lost and the Scorers will perform the Duckworth/Lewis calculations required. The Umpires will both satisfy themselves as to the correctness of all such calculations before allowing play to take place. The Match Manager will notify the Captains, Scorers and all others concerned of such decisions.

16.5 Delayed or Interrupted Matches – Finals Day

- 16.5.1 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 16.2.2 above.

The Technical Committee will apply the provisions of Clauses 16.4.2 and 16.4.3 as appropriate, and in accordance with 16.2.2 above.

- 16.5.2 After any hold up in play, the Technical Committee will perform the Duckworth/Lewis 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.

16.6 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, 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 to or past their victory target 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.

Play must not continue until the Umpires and Scorers are satisfied that the score is correctly displayed on the scoreboard.

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 over's leeway means that the fielding side must be in position to bowl the first ball of the penultimate over by the scheduled or rescheduled cut off time.

Over-rate penalties apply only to innings of 10 overs or more duration. 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.

(For the purpose of net run-rate calculations in the Group Stage, any runs accrued through application of this clause shall be included in calculations).

21 Law 21 – The Result

- 21.1 Laws 21.1, 21.4 and 21.5(b) shall not apply.
- 21.2 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:
- 21.2.1 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.
- 21.2.2 In a quarter-final, semi-final or final, the team losing the lesser number of wickets shall be the winner.
- 21.2.3 In a quarter-final, semi-final or final, if the result cannot be decided by 21.2.2, 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.

- 21.3 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 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 21.5, 21.6, 21.7 and 21.8 below). If after the restart of play it is discovered that the wrong Duckworth/Lewis target has been set the faulty target shall stand.
- 21.4 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 method.
- 21.5 In the event of the scores being tied in a Group Stage match when the Duckworth/Lewis method has been used, the match is tied and each team will be awarded one point.
- 21.6 In the event of the scores being tied in a quarter-final, semi-final or final when the Duckworth/Lewis method has been used, no account shall be taken of wickets lost. The teams shall compete in a Super Over to determine the winner. The following procedure will apply should the provision for Super Over be adopted in any match.

- 21.6.1 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.
- 21.6.2 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.
- 21.6.3 The umpires shall stand at the same end as that in which they finished the match.
- 21.6.4 In both innings of the Super Over, the fielding side shall choose from which end to bowl.
- 21.6.5 Only nominated players in the main match 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.
- 21.6.6 Any penance time being served in the main match shall be carried forward to the Super Over.
- 21.6.7 Each team's over is played with the same fielding restrictions as apply for a non-powerplay over in a normal NatWest T20 Blast match.
- 21.6.8 The team batting second in the match will bat first in the Super Over.
- 21.6.9 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.

21.6.10 The loss of two wickets in the over ends the team's one over innings.

21.6.11 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.

21.6.12 If still equal, then another Super Over shall be played in accordance with 21.6.

21.7 Should the Super Over not be completed due to LV County Championship Playing Condition 3.3 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 9). 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 28.1) 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). If circumstances make the bowl out impossible, the match shall be decided by the toss of a coin.

The following shall also apply in respect of 'bowl-outs':

21.7.1 The same suitably acceptable ball (not a new one) will be used by both teams. If this ball becomes wet, it may be changed subject to the Umpires' approval.

21.7.2 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.

21.7.3 If the original match has started, the five cricketers to take part in the 'bowl-out' must be selected from the original 11 cricketers and the 12th man. 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.

21.7.4 Each side will appoint a wicket-keeper to stand behind the wicket but out of reach of the stumps.

21.8 Should neither a Super Over nor a bowl out be possible, the result of the match should be determined by the toss of a coin.

21.9 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 21.7. If a bowl out is not possible then the match shall be determined by the toss of a coin.

21.10 Points System in NatWest T20 Blast Group Stage

21.10.1 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.

21.10.2 The two Groups are as detailed in the Rules for ECB Competitions section.

21.10.3 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.

21.10.4 The tie-breakers for teams finishing on equal points will be:

- a The team with the higher net run rate in the Group Matches will be placed in the higher position (see below).
- b In the event that teams cannot be separated by (a) above, this will be done by drawing lots.

21.10.5 Net Run Rate

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

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

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

21.11 The draw for the semi-finals will be a free draw.

24 Law 24 – No Ball

24.1 Law 24.12 – No Ball – Penalty

Laws 24.12 will apply except that the penalty for a no ball will be 2 runs.

24.2 Free Hit after a Foot Fault No Ball

In addition to 24.1 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 not permitted for free hit deliveries unless there is a change of striker save that in all circumstances, any fielder within 15 yards of the striker may retreat to a position on the same line no more than 15 yards from the striker.

The Umpires will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

25 Law 25 – Wide Ball

25.1 In addition to Law 25 and in place of LV County Championship Playing Condition 25 the following will apply.

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

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

31 Law 31 – Timed Out

31.1 Law 31 will apply except that the incoming batsman must be in position to take guard or for his partner to be ready to receive the next ball within 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.

41 Law 41 – The Fielder

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

41.2 For the first 6 overs only of each innings, at the instant of delivery no more than two fieldsmen 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 (but not metal) disc measuring seven inches in diameter.

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

41.4 In circumstances when the number of overs of the batting team is reduced, the number of powerplay overs in 41.2 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 overs for which fielding restrictions in 41.2 and 41.4 above will apply
5-8	2
9-11	3
12-14	4
15-18	5
19.....	6

41.5 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. Note that this is the only circumstance under which the powerplay status can be changed during an over.

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

41.7 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 41.5 has been breached (at the point of delivery, not more than two fielders other than the wicketkeeper shall be behind the popping crease on the on side), 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.

42 Law 42 – Fair and Unfair Play

42.1 Short Pitch Bowling

Championship Playing Condition 42.3.1.1 applies except that in 42.3.1.1 (d), there shall be no more than one delivery as defined in paragraphs 42.3.1.1 (a), (b) and (c).

42.2 Electronic Equipment

As per County Championship except that broadcaster-to-player communication shall be allowed.