

Clydesdale Bank 40

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

3. Law 3 – The Umpires

- 3.1 In all circumstances, use of floodlights does not preclude the application of LV County Championship Playing Condition 3.3, Fitness of Ground, Weather and Light.
- 3.2 In floodlit matches, the floodlights will be turned on at the interval between innings or at 7.30pm (6.30pm for matches in September), whichever is the earlier. If during a floodlit match, in the opinion of the Umpires, natural light is deteriorating to an unsuitable level, they may authorise the home authority to turn on the floodlights so that the match can continue in acceptable conditions. Once the floodlights have been turned on, they will remain on for the duration of the game.

At day matches where the home authority has confirmed prior to the commencement of the competition that floodlights are available, if in the opinion of the Umpires, natural light has deteriorated to an unsuitable level, they may authorise the home authority to turn on the floodlights so that the match can continue in acceptable conditions.

In the event of floodlight malfunction or if the floodlights cannot be used for safety reasons with resultant loss of time, then Clydesdale Bank 40 League Playing Condition 16.2.2 shall apply as appropriate.

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 Penalties

The regulations in the 2010 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 NatWest Series ODI playing conditions Appendix 4 shall be marked in white at each end of the pitch.

10 Law 10 – Preparation and Maintenance of the Playing Area

LV County Championship Playing Condition 10.1 shall not apply.

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 The match will consist of one innings per side each innings being limited to a maximum of 40 overs. No reserve days are allocated for any group matches. One reserve day is allocated to semi-finals and the final.
- 12.2 Number of Overs per Bowler
- 12.2.1 No bowler may bowl more than eight overs, however, in a delayed start, or interrupted match, where the overs are reduced for both sides, or for the side bowling second, no bowler may bowl more than one-fifth of the total overs allowed (unless such a number has been exceeded before the interruption), except that where the total overs are not divisible by five, an additional over shall be allowed to the minimum number of bowlers necessary to make up the balance – e.g. after 16 overs, rain interrupts play and the innings is reduced to 32 overs. Both opening bowlers have bowled 8 overs. Two bowlers can bowl 7 overs and three bowlers can bowl 6. Bowlers 1 and 2 have already exceeded this limit. They count as the two bowlers who were allowed the extra over (7 as opposed to 6) and so any other bowlers are limited to 6 overs.
- 12.2.2 When an interruption occurs mid-over and on resumption the bowler has exceeded the new maximum allocation, he will be allowed to finish the incomplete over.
- 12.2.3 In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.
- 12.2.4 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 Forefeiture

- 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 A tea interval of 25 minutes shall be taken at the conclusion of the innings of the team batting first (normally 4.25pm (3.25pm in all matches in September) in uninterrupted matches. In the event of between 30 and 60 minutes being lost in aggregate the length of the interval shall be reduced from 25 to 15 minutes. In the event of more than 60 minutes being lost in aggregate, the duration of the interval shall be 10 minutes.

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.

16 Law 16 – Start of Play; Cessation of Play

16.1 Hours of Play

- 16.1.1 Normal hours of play for daytime matches will be 1.45pm – 7.30pm (12.45pm – 6.30pm in all matches in September).

The normal scheduled hours of play for floodlit matches will be 4.40pm to 10.25pm.

Hours of play for the final will be 3.00pm – 8.45pm.

Should the reserve day be required in semi-finals or Final, the hours of play shall be agreed between the two Counties and approved by the Umpires and ECB.

Floodlights will not be available on the Reserve Day of the Final.

- 16.1.2 A scheduled cessation time for each innings shall be fixed prior to its commencement by applying the provisions of Clause 16.2 as appropriate.
- 16.1.3 Close of play for daytime matches shall normally be at 7.30pm (6.30pm in all matches in September), but play may continue after that time, subject to conditions of ground, weather and light, until the required number of overs has been bowled or a result achieved. See Playing Condition 21 below.

16.2 Length of Innings

16.2.1 In Uninterrupted Matches:

- 16.2.1.1 Each team shall bat for 40 overs unless all out earlier.
- 16.2.1.2 If the team fielding first fails to bowl the required number of overs by the scheduled time for the cessation of the first innings, play shall continue until the required number of overs has been bowled, and Playing Condition 16.4 will apply.
- 16.2.1.3 If the team batting first is dismissed in less than 40 overs, the team batting second shall be entitled to bat for 40 overs.
- 16.2.1.4 If the team bowling second fails to bowl 40 overs by the scheduled time for the cessation of the second innings, the hours of play shall, subject to conditions of ground, weather and light, be extended until the required number of overs has been bowled or a result has been achieved and Playing Condition 16.4 shall apply.

16.2.2 Delayed or interrupted matches.

- 16.2.2.1 Any revision of the number of overs that may be necessary due to a delayed start or one or more interruptions in play as a result of adverse ground, weather or light conditions or any other reason,

shall take no account of the potential existence of a reserve day. To constitute a match, a minimum of 10 overs (20 overs in Semi-Finals and Final) has to be bowled to the side batting second, subject to the innings not being completed 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.

16.2.2.2 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 4.00 mins per over in the total time available for play. When calculating the length of remaining playing time available for the match the duration of the interval between innings will be taken into account.

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 10 overs (20 overs in semi-finals and final) has to be bowled to the side batting second, subject to the innings not being completed 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 4.00 mins per over in respect of each over already bowled and/or scheduled to be bowled in each innings. All relative delays, interruptions in play, and the duration of the interval will be taken into account.

If this calculation produces a close of play time that is earlier than the original time for cessation of play on the final scheduled day for play, then one additional over should be allocated to each team, with the interval and close of play times being recalculated accordingly.

If there is more than one interruption to the innings of the side batting first, the above calculations should always be based on the original scheduled close of play, rather than the rescheduled close resulting from the previous interruption.

- 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 16.4 shall apply.

In all reduced overs matches both teams will be given one over's leeway in addition to any time that the Umpires might allow for stoppages. Allowances prior to a stoppage are carried forward for the purposes of the application of Playing Condition 16.4 only – they do not influence the recalculated number of overs or the scheduled close of either innings.

16.2.2.3 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 4.00 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 4.00 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 10 overs (20 overs in semi-finals and final) have to be bowled to the team batting second subject to the innings not being completed 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 16.4 shall apply.

In all reduced overs matches the fielding team will be given one over's leeway in addition to any time that the Umpires might allow for stoppages. Allowances prior to a stoppage are carried forward for the purposes of the application of Playing Condition 16.4 only – they do not influence the recalculated number of overs or the scheduled close of play.

- Note** The Home Authority will provide a Match Manager. The Match Manager must understand the Duckworth/Lewis 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.

- 16.3 If extreme strong wind is forecast that would preclude the use of the floodlights for safety reasons at the time when the floodlights would be required, prior to the toss for innings the Umpires may, in consultation with ECB Cricket Department, reduce the number of scheduled overs to be bowled in the match. In making such reduction, the overs shall be calculated to allow for the longest possible match in natural light with the overs divided evenly between each team. For the purpose of determining the duration of the length of the interval between innings, 15.1 shall apply with the minutes of playing time lost deemed to include the reduction in scheduled overs x 4.00.

16.4 Over Rate Penalties

All sides are expected to be in position to bowl the first ball of the last of their 40 overs within 2 hours 40 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.

If the innings is terminated before the scheduled or re-scheduled cut off-time, no over rate penalty shall apply. If the innings is interrupted, the over-rate penalty will apply based on the re-scheduled cessation time for that innings.

The Umpire shall inform the fielding team Captain when taking the field for the first time and on every subsequent occasion if play is interrupted, the scheduled cessation time for that innings. The Umpire at the bowler's end will inform the fielding Captain, the batsman and his fellow Umpire of any time allowances as and when they arise. (This matter will not be subject to retrospective negotiation). In addition, in all reduced overs matches, the fielding team will be given one over's leeway. For the avoidance of doubt, one over's leeway means that the fielding side must be in position to bowl the first ball of the penultimate over by the scheduled or rescheduled cut off time.

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

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

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

17 Law 17 – Practice on the Field

- 17.1 Where logistically possible, best endeavours shall be made to provide an opportunity to practise all facets of the game under floodlights in the lead up to the match. This shall include net practise on the square.

21 Law 21 – The Result

- 21.1 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 a tie, the following shall apply:
- 21.1.1 In the event of a tie in a Group Stage match, no account shall be taken of wickets lost and each team shall be awarded one point.
- 21.1.2 In the event of a tie in a semi-final or final, the team losing the lesser number of wickets shall be the winner.
- 21.1.3 In the event of a tie in a semi-final or final, if the result cannot be decided by 21.1.2, the winner shall be the team with the higher score after 10 overs, or if still equal after 9 overs, or if still equal after 8 overs etc.
- 21.2 If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than that originally allotted (minimum of 10 overs in a Group match, 20 overs in semi-finals and final), then a revised target score should be set for the number of overs which the team batting second will have the opportunity of facing, this revised target being calculated by the Duckworth/Lewis method. A par score will be set for the second innings.

If this is exceeded a win for the team batting second shall result. If the par score is equalled then the result shall be a Tie (see 21.4 and 21.5 below). If after the restart of play it is discovered that the wrong Duckworth/Lewis target has been set the faulty target shall stand.

- 21.3 If a match is abandoned before it has been played to a conclusion and before the team batting second has received its allotted number of overs (providing that it has received not less than 10 overs in a Group match, 20 overs in semi-finals and final), the result shall be decided by the Duckworth/Lewis method.
- 21.4 In the event of a tie in a Group Stage match when the Duckworth/Lewis method has been used, each team will be awarded one point.
- 21.5 In the event of a tie in a 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 one over per side eliminator to determine the winner. The following procedure will apply should the provision for a one over per side eliminator be adopted in any match.
- 21.5.1 Subject to weather conditions the one over per side eliminator will take place on the scheduled day of the match at a time to be determined by the Umpires. In normal circumstances it shall commence 5 minutes after the conclusion of the match.
- 21.5.2 Should for any other reason prior to its commencement or during the eliminator it is deemed that the eliminator cannot be completed, 21.6 shall apply.
- 21.5.3 The one over per side eliminator 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.

- 21.5.4 Prior to the commencement of the one over per side eliminator each team elects three batsmen and one bowler.
- 21.5.5 The nominated players are given in writing to the umpires.
- 21.5.6 The umpires shall stand at the same end as that in which they finished the match.
- 21.5.7 The umpires shall choose which end to bowl and both teams will bowl from the same end.
- 21.5.8 Each team's over is played with the same fielding restrictions as apply for a non-powerplay over in a normal Clydesdale Bank 40 match.
- 21.5.9 The team batting second in the match will bat first in the one over eliminator.
- 21.5.10 The same ball (or a ball of a similar age if the original ball is out of shape or lost) as used at the end of the team's innings shall be used for the "extra" over.
- 21.5.11 The loss of two wickets in the over ends the team's one over innings.
- 21.5.12 In the event of the teams having the same score after the one over per side eliminator has been completed, the team that hit the most number of boundary sixes combined from its two innings in both the main match and the one over per side eliminator shall be the winner.
- 21.5.13 If the number of boundary sixes hit by both teams is equal, the team whose batsmen score the most number of boundaries from its two innings in both the main match and the one over per side eliminator shall be the winner.
- 21.5.14 If the number of boundaries from the two innings in both the main match and the one over per side eliminator are equal, the team which took the most number of wickets combined in both the main match and the one over per side eliminator shall be the winner.

21.5.15 If still equal, a count-back from the final ball of the one over eliminator 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	<u>2</u>	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 Should the one over per side eliminator not be possible due to either 21.5.1 or 21.5.2 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':

- 21.6.1 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.
- 21.6.2 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.
- 21.6.3 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.
- 21.6.4 Each side will appoint a wicket-keeper to stand behind the wicket but out of reach of the stumps.
- 21.7 Should neither a one over per side eliminator nor a bowl out be possible, the result of the match should be determined by the toss of a coin.
- 21.8 In a Group Stage match, if it is not possible for both teams to receive the minimum of 10 overs necessary to constitute a match, the match shall be declared No Result and each team shall be awarded 1 point.

In a semi-final or final, if it is not possible for both teams to receive the minimum of 20 overs necessary to constitute a match, the match shall be decided by a bowl out as described in 21.6. If a bowl out is not possible then the match shall be determined by the toss of a coin.

21.9 Points System in the Clydesdale Bank 40 Group Stage

- 21.9.1 Each team will play all other teams in its group home and away. Two points will be awarded for a Win, one point for a Tie or No Result and no points for a Loss.
- 21.9.2 The three Groups are as detailed in the Rules for ECB Competitions section.
- 21.9.3 The first-placed team from each group and the best second placed team will qualify for the draw for the semi-finals. This will be a free draw save that the two best first-placed teams will receive a home draw.
- 21.9.4 The tie-breakers for teams finishing on equal points will be:
- a Most wins in Group matches
 - b When teams have both equal points and equal wins and are in the same group, the teams will be ordered according to which team achieved the most points in the matches played between them.
 - c If still equal, the team with the higher net run rate in the Group Matches will be placed in the higher position (see below).
 - d If still equal, the team with the higher number of wickets taken per balls bowled in the Group Matches in which results were achieved, will be placed in the higher position.
 - e In the event that teams cannot be separated by (a) to (d) above, this will be done by drawing lots.

21.9.5 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.

24 Law 24 – No Ball

24.1 Law 24.12 – No Ball – Penalty

Law 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.

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 1 minute 30 seconds of the fall of the previous wicket or the retirement of a batsman. The incoming batsman is expected to be ready to make his way to the wicket immediately, and is expected to jog to the wicket.

41 Law 41 – The Fielder

41.1 Restrictions on the placement of fieldsmen

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

41.1.2 In addition to the restriction contained in clause 41.1.1 above, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply (hereinafter referred to as the Powerplay Overs) are set out in the following paragraphs.

41.1.3 The following fielding restrictions shall apply:

- a Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field. (Refer appendix 5 of ODI playing conditions). The fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5 yard (4.57 metres) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.

During the first block of Powerplay Overs (as set out below), only two fieldsmen shall be permitted outside this fielding restriction area at the instant of delivery.

During the second and third Powerplay blocks only three fieldsmen shall be permitted outside the fielding restriction area at the instant of delivery.

- b Two inner circles shall be drawn on the field of play. The circles shall have as their centres the centrepiece of the popping crease at either end of the pitch. The radius of each of the circles shall be 15 yards (13.72 metres). These fielding restriction areas should be marked by 'dots'. The segment of the circles reserved for the slip positions shall not be demarcated (refer appendix 5 of ODI playing conditions).

During the initial block of Powerplay Overs (in an uninterrupted innings, the first 8), there must be a minimum of two stationary fieldsmen within the

applicable fielding restriction area measured from the striker's end at the instant of delivery. When a fast bowler is bowling the two stationary fieldsmen may be permitted to stand deeper than 15 yards (13.72 metres) (in the undemarcated area) provided only that they are standing in slip, leg slip or gully positions.

41.1.4 During the non Powerplay Overs, no more than 5 fieldsmen shall be permitted outside the fielding restriction area referred to in clause 41.1.3 a) above.

41.1.5 Subject to the provisions of 41.1.6 below, the Powerplay Overs shall apply for 16 overs per innings to be taken as follows:

- a The first block of Powerplay Overs (block of 8 overs for an uninterrupted match) shall be at the commencement of the innings.
- b For the remaining second and third block of Powerplay Overs (blocks of 4 overs for an uninterrupted match), one block shall be taken at the discretion of the fielding captain and the other at the discretion of either of the batsmen at the wicket.
- c A batsman must nominate his team's Powerplay no later than the moment at which the umpire reaches the stumps at the bowler's end for the start of the next over. The fielding captain may nominate his team's Powerplay any time prior to the commencement of the over. The umpire who will stand at the bowler's end for the commencement of a Powerplay block shall determine which side first made the request.
- d Once a side has nominated a Powerplay, the decision can not be reversed.
- e Should either team choose not to exercise their discretion, their Powerplay Overs will automatically commence at the latest available point in the innings (i.e. in an uninterrupted innings, one unclaimed Powerplay will begin at the start of the 37th over).

41.1.6 In circumstances when the number of overs of the batting team is reduced, the number of Powerplay Overs shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

Innings duration	First Powerplay	Fielding Powerplay	Batting Powerplay	Powerplay Total
10-11	2	1	1	4
12-13	3	1	1	5
14-16	3	2	1	6
17-18	4	2	1	7
19-21	4	2	2	8
22-23	5	2	2	9
24-26	5	3	2	10
27-28	6	3	2	11
29-31	6	3	3	12
32-33	7	3	3	13
34-36	7	4	3	14
37-38	8	4	3	15
39	8	4	4	16

41.1.7 Each block of Powerplay Overs must commence at the start of an over.

41.1.8 If play is interrupted not during the Powerplay overs, then on resumption, it is necessary to determine how any remaining Powerplay overs should be allocated. The total number of Powerplay overs for the innings is derived from the table in 41.1.6. Any Powerplay overs already taken prior to the interruption will be deemed to have been in sequence: the initial allocation, the fielding side's allocation then the batting side's allocation. The decision of the batting side, and if applicable of the fielding side, of when to take any remaining Powerplay overs, is made in the usual way.

Illustrations of 41.1.8:

A match starts as 32 overs; with the first 7 as Powerplays (PP). The next two overs are not PP, the match is then delayed after 9 overs and shortened to 25 overs.

The new PP allocation is 5+3+2, we have had 7 PP overs, so there is one over of fielding side selection left and both of the two overs for the batting side. Both teams can choose when to use their respective 1 and 2 over allocations.

As above but the match resumes as 19 overs each

The PP allocation is now 4+2+2, so one batting side PP over remains to be taken at their discretion.

- 41.1.9 If play is interrupted during the first or second Powerplay and on resumption the overs required to be bowled in that Powerplay have already been exceeded, then subsequent Powerplay(s) will assume to have been taken consecutively up to that point.
- 41.1.10 If play is interrupted during the first Powerplay and resumes during the second Powerplay, the second Powerplay will be deemed to have been nominated by the fielding captain.
- 41.1.11 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.

Illustrations of 41.1.9, 41.1.10 and 41.1.11

A 40 over innings is interrupted after 7.3 overs, and on resumption has been reduced to (a) 30 overs, (b) 19 overs, (c) 15 overs.

- a *Powerplay overs are 6+3+3. 2nd Powerplay is in progress with 1.3 out of the fielding team's 3 overs completed. The batting side's 3 over Powerplay can start any time after the 9th over.*
- b *Powerplay overs are 4+2+2. 3rd Powerplay is in progress with 1.3 out of 2 overs completed.*
- c *Powerplay overs are 3+2+1. All Powerplay overs have been completed. Non-Powerplay restrictions take effect immediately and do not need to wait until the end of the over.*

41.1.12 If following an interruption while a Powerplay is not in progress, it is found on resumption that the recalculated number of Powerplay overs remaining equals or exceeds the number of overs to be bowled in the innings, then the Powerplays will commence at the start of the next over.

Illustration of 41.1.12:

A 40 over innings in which only the 1st Powerplay has been taken is interrupted after 26.2 overs and reduced to 30 overs. Powerplay overs are 6+3+3. Powerplays automatically resume for the start of the next over (28th) and remain in force for the remainder of the innings.

41.1.13 At the commencement of each discretionary block of Powerplay Overs, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle. If the batting side has chosen the Powerplay the umpire shall signal this to the scorers by tapping his hands above his head after the signal.

41.1.14 The umpire shall also indicate to the fielding captain before any signal is made that the batting side has chosen its Powerplay.

41.1.15 A light or other indicator shall be displayed on the scoreboard whenever the Powerplay Overs are being bowled, along with the number of overs remaining in the current block of Powerplay Overs.

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

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

41.1.18 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).