



The Ryman Surrey Championship

**Rules and Playing Conditions
Tier ONE
Premier and 1st Division 1st XI**

Version 1 - 2015

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THE SURREY CHAMPIONSHIP

GENERAL PLAYING CONDITIONS FOR ALL FORMATS PREMIER AND DIVISION ONE OF THE 1ST XI SCHEDULE ONE

Laws	Except as otherwise provided for hereinafter, the prevailing MCC code of the Laws of Cricket will apply in all matches.
1. Balls and Players	
(a)	The match will be played with two identical new balls nominated and supplied to Member Clubs by the Championship, one new ball must be taken at the start of each innings. The home club shall provide two such balls at the start of the match. In addition the home club will provide the umpires with spare balls of the same make as the match balls, and in varying degrees of wear.
(b)	No match shall start until both sides have a minimum of eight players present, unless both Captains or their Deputies agree that the match can start with fewer players. Any side not having eight players present at the scheduled time for the toss shall forfeit the said toss. If the match subsequently starts late then overs will be recalculated by the umpires.
2. Points	
	Points in each Match shall be in accordance with Appendix One of the Constitution PC 5 (a) – Time Matches, PC5 (b) Limited Overs matches Matches and PC5 (c) Bonus Points.
3. Player Restrictions and Registration	
(a)	Each side within the Premier and First Divisions 1 st XI MUST play a minimum of eight players qualified to play for England. No side may play more than three Exempt Overseas players – See PC14 of Appendix one of the Constitution.
(b)	All players playing in the Premier Division and Division One 1 st XI are required to have an accepted Play Cricket Registration. For all registrations matters refer to Appendix One of the Constitution PC14 in its entirety.
4. Premier League Requirements	
(a)	Each Premier League Club must comply with the mandatory requirements of the Premier Leagues Assessment of Facilities Form subject to any grant of dispensation given by the Executive Committee in respect of items which are stated therein to be subject to possible exemptions. It will be a breach of such duty of compliance if any Member Club fails to use any mandatory facility subject to dispensation as above.
(b)	Any amendment to these Playing Conditions for the Premier and First Division require only a simple majority of the Member Clubs of the Premier and First Division from time to time.

**PREMIER AND FIRST DIVISION OF THE 1ST XI
LIMITED OVERS MATCHES - ROUNDS 1-4 & 14-18
SCHEDULE TWO**

1. Duration

(a)	<p>All matches shall be played on the day designated by the Executive Committee.</p> <p>Matches in Rounds 1-4 and 14-16:</p> <p>Normal hours of play will be:</p> <table style="width: 100%; border: none;"> <tr> <td style="padding-left: 20px;">First Innings</td> <td style="padding-left: 100px;">12.00 noon to 3.10 pm</td> </tr> <tr> <td style="padding-left: 20px;">Interval</td> <td style="padding-left: 100px;">3.10 pm to 3.40 pm</td> </tr> <tr> <td style="padding-left: 20px;">Second Innings</td> <td style="padding-left: 100px;">3.40 pm to 6.50 pm</td> </tr> <tr> <td style="padding-left: 20px;">Scheduled Close of Play</td> <td style="padding-left: 100px;">7.20 pm</td> </tr> </table> <p>Matches in Rounds 17-18:</p> <p>Will start at 11.30 am and all corresponding times will be brought forward by 30 minutes.</p>	First Innings	12.00 noon to 3.10 pm	Interval	3.10 pm to 3.40 pm	Second Innings	3.40 pm to 6.50 pm	Scheduled Close of Play	7.20 pm
First Innings	12.00 noon to 3.10 pm								
Interval	3.10 pm to 3.40 pm								
Second Innings	3.40 pm to 6.50 pm								
Scheduled Close of Play	7.20 pm								
(b)	There will be an interval of 30 minutes between innings, although this may be varied at the discretion of and agreement of both the Umpires and Captains in the case of an interrupted match.								
(c)	<p>(i) Each match shall consist of a maximum of 50 overs per innings save where time is lost after the scheduled start time due to inclement weather or other unavoidable cause, when the number of overs shall be reduced as hereinafter provided.</p> <p>(ii) Unless bowled out earlier, the team batting first shall bat for the full number of overs allotted prior to the commencement of the match or as reduced by the umpires; declarations are not permitted. Should the side batting first be dismissed before the overs to which it is entitled have been bowled, the team batting second shall be entitled to bat for 50 overs or as reduced due to inclement weather or other cause.</p> <p>Note: Overs only begin to be deducted from either innings once more than 30 minutes of cumulative match playing time have been lost.</p>								
(d)	Delayed start matches. The number of overs shall be arranged so that both teams have the opportunity of batting for the same number of overs (minimum 20 overs each team). A result can only be achieved in a match of less than 20 overs per side if both sides have the opportunity to bat for the full number of overs originally allocated. The calculation of the number of overs to be bowled shall be based on one over per side for each full 7.6 minutes or part thereof, in the time remaining before Close of Play (normally 7.20pm but 6.50pm in Rounds 17-18). Time for the interval must be allowed for in the calculations. <i>See Note in paragraph 1(c) above.</i>								
(e)	<p>Suspended matches.</p> <p>(i) First innings. When play is suspended during the first innings, the object shall be to rearrange the number of overs so that both sides have the opportunity of batting for the same number of overs (minimum 20 overs per side). <i>See Note in</i></p>								

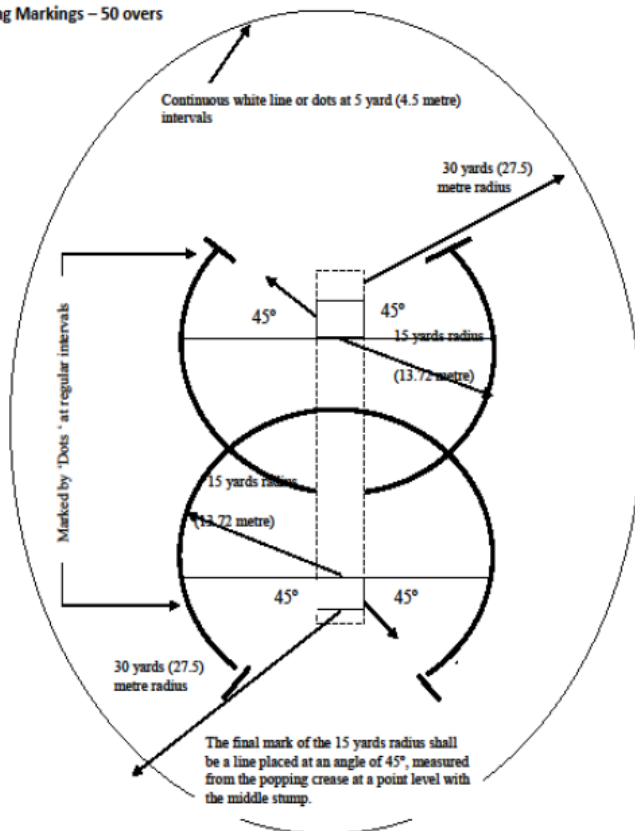
	<p><i>paragraph 1 (c) above.</i></p> <p>(ii) Second innings. If, owing to a delayed start to the second innings or a suspension of play during the second innings, there is insufficient time for the side batting second to face the same number of overs as the side batting first, then the number of overs to be bowled will be those that could be bowled by the scheduled close of play assuming a rate of 3.8 minutes per over subject to a minimum of 20 overs (with fractions of an over rounded up). The number of overs to be faced by the team batting second will never be increased after an interruption. <i>See Note in paragraph 1 (c) above.</i></p> <p>(iii) In the event of a suspension occurring in the middle of an over, the number of full overs to be bowled will be calculated and any balls remaining to be bowled in the over during which play was suspended, will be added.</p>
(f)	The fielding Captain shall agree drinks intervals with the Umpires prior to the start of each innings. A maximum of 5 minutes will be allowed for each drinks break. Drinks intervals should be ignored when calculating any time remaining.
(g)	Should the loss of time result in less than 20 overs being available to the team batting second, the game shall be abandoned.
2. Number of overs per bowler	
(a)	In each innings of the match no bowler may bowl more than 20% of the available overs in an innings. Where the total overs are not divisible by 5, an additional over shall be allowed to the minimum number of bowlers necessary to make up the balance - e.g. in a 43 over match, 3 bowlers may bowl 9 overs and no other more than 8 overs
(b)	In the event of a reduction in overs after the commencement of the match, the maximum number of overs allowed per bowler will be calculated as in paragraph 2 (a) above.
(c)	In the event of a bowler being incapacitated or suspended and being unable to complete an over, the remaining balls will be bowled by another bowler providing that bowler did not bowl the previous over or part thereof. Such part of an over shall count as a full over only insofar as each bowler's limit is concerned.
3. Restriction on the placement of fielders	
(a)	At the instant of delivery, there may not be more than five fielders on the leg side.
(b)	In addition to the restriction contained in paragraph 3 (a) above and 3 (d) below, 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
(c)	<p>The following fielding restrictions shall apply:</p> <p>(i) 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 fielding restriction area should be marked by '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.</p> <p>During the first block of Powerplay Overs (as set out below) only two fielders shall be permitted outside this fielding restriction area at the instant of delivery.</p>

During the second Powerplay block only three fielders shall be permitted outside the fielding restriction area at the instant of delivery.

- (ii) Two inner circles shall be drawn on the field of play. The circles shall have as their centres the centrepunt of the popping crease at either end of the pitch. The radius of each of the circles shall be 15 yards. The fielding restriction area should be marked by 'dots'. The segment of the circles reserved for the slip positions shall not be demarcated.

During the initial block of Powerplay Overs (in an uninterrupted match, the first 10) there must be a minimum of two stationary fielders within this fielding restriction area at the instant of delivery. When a fast bowler is bowling the two stationary fielders may be permitted to stand deeper than 15 yards (in the un-demarcated area) provided only that they are standing in slip, leg slip or gully positions. See diagram below.

Fielding Markings – 50 overs



(d)	During the non Powerplay Overs, no more than five fielders shall be permitted outside the field restriction area referred to in paragraph 3(c)(i) above at the instant of delivery.
(e)	<p>Subject to the provisions of paragraph 3(f) below, the Powerplay Overs shall apply for 15 overs per innings to be taken as follows:</p> <ol style="list-style-type: none"> i. The first block of Powerplay Overs (10 overs for an uninterrupted match) shall be at the commencement of the innings. ii. the remaining second block of Powerplay Overs (5 overs for an uninterrupted match), shall be taken at the discretion of either batsmen at the wicket. iii. 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. iv. Once a batsman has nominated a Powerplay, the decision cannot be reversed. v. Should the batting side 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, the Powerplay will begin at the start of the 46th over. <p>Note: Powerplay overs cannot overlap.</p>

(f) Numbers of Overs for Field Restrictions

Where the number of overs of either team is reduced under paragraphs 1(d), or 1(e) above, the number of overs in regard to the restrictions in paragraph 3(e) above shall be reduced in accordance with the following table.

Innings duration	Initial Powerplay	Batting Powerplay	Total Powerplay
50 - 49	10	5	15
48 – 45	9	5	14
44 – 42	9	4	13
41 – 39	8	4	12
38 – 35	7	4	11
34 – 32	7	3	10
31 – 29	6	3	9
28 – 25	5	3	8
24 – 22	5	2	7
21 – 20	4	2	6

(g) If play is interrupted during the Initial Powerplay and on resumption the overs required to be

bowled in that Powerplay have already been exceeded, then the Batting Powerplay will assume to have been nominated by the batting captain and taken consecutively up to that point.

If play is interrupted during a Powerplay and on resumption the total number of Powerplay overs has already been exceeded then the fielding restrictions will be lifted immediately.

Note: this is the only circumstance under which the Powerplay status can be changed during an over.

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.

Numerical examples of adjustments to Powerplay overs following an Interruption

A 50 over innings is interrupted after 9.3 overs, and on resumption has been reduced to (a) 38 overs, (b) 28 overs,

- (i) Powerplay overs are 7+4 for 38 over innings. Batting Powerplay is deemed in progress with 2.3 out of the batting team's 4 overs completed.*
- (ii) Powerplay overs are 5+3 for 28 over innings. Powerplays are completed for the innings.*

A 50 over innings in which only the Initial Powerplay has been completed is interrupted after 38.1 overs and the innings reduced to 40 overs. The Powerplay overs for a 40 over innings are 8+4 and so the Powerplay will apply for the last 1.5 overs of the innings.

At the commencement of the Batting Powerplay Overs, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle. The umpire shall also indicate to his colleague and the fielding captain before any signal is made that the batting side has chosen its Powerplay.

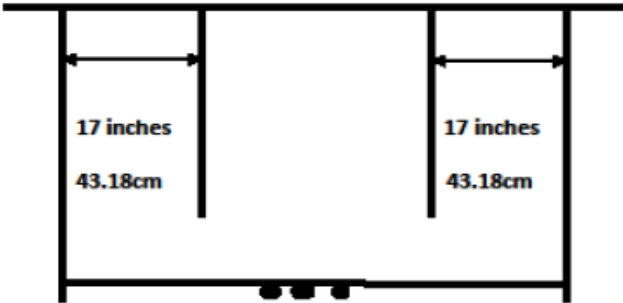
In the event of an infringement of any of the above fielding restrictions, the Umpire at the striker's end shall call and signal 'No Ball'.

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.

4. No ball

(a) If a bowler bowls a ball underarm the umpire shall call and signal 'No Ball'.

(b) The delivery following a no ball called for a foot fault shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a

	<p>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.</p> <p>For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for a free hit is called wide ball.</p> <p>Field changes are NOT permitted for free hit deliveries unless there is a change of striker.</p> <p>However, 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.</p> <p>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.</p> <p>Any fielding restrictions in place at the time will still apply for the free hit delivery.</p> <p>The free hit delivery after a foot fault no ball counts as a ball in the over unless it in turn is a wide or any form of No Ball.</p>
<p>5. Wide ball</p>	
(a)	<p>Umpires are instructed to apply a very strict and consistent interpretation in regard to judging a wide in order to prevent negative bowling wide of the wicket.</p> <p>The following criteria should be adopted as a guide to umpires:</p> <p>If a 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 shall call and signal "Wide Ball". In addition, any ball passing down the leg side of the batsman and the wicket should be called and signalled "Wide Ball."</p>
(b)	<p>Pitch markings should be expanded to include lines, 17 inches (43.18cms) inside either return crease as an aid to umpires in judging whether an offside wide has been bowled. A diagram showing this is below</p> <p>Note: The above provisions do not apply if the striker makes contact with the ball, or if it passes below head height between the striker and the wicket</p>
<p style="text-align: center;">Crease Markings – 50 overs matches</p> 	
<p>6. The bowling of fast short pitched balls (the bouncer) and beamers</p>	
(a)	<p>Law 42.6 (a) (ii) is amended to read as follows:-</p> <p>i. A bowler shall be limited to one fast short pitched ball per over. The umpire at the</p>

	<p>bowler's end will make it clear to both the bowler and the batsmen at the wicket when such a delivery within this limit is bowled. This ruling shall apply even though the striker has made contact with the ball with his bat, person or equipment. A short pitched ball is defined as one that passes or would have passed over shoulder height of the batsman standing upright at the crease. It is unfair if the limit is exceeded and the umpire shall call and signal No Ball on each such occasion. In addition, the umpires will adopt the procedures of law 42.7.</p> <p>ii. In addition, a ball that passes above head height, which prevents him from being able to hit it with his bat by means of a normal cricket stroke, shall be called a No Ball. For the avoidance of any doubt, any fast short pitched delivery under this playing condition shall also count as the allowable short pitched delivery in that over.</p>
(b)	<p>Law 42.6 (b) is amended to read as follows:</p> <p>I. Any high full pitch 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. In addition, if the high full pitched ball is fast, it shall be deemed dangerous and unfair 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.</p> <p>II. Law 42.7 (b) shall not apply and Law 42.7 (a) shall be considered as the first and final warning. For avoidance of doubt, the warnings in respect of paragraphs 6 (a)(i), 6 (a)(ii) and 6 (b) are cumulative.</p>
7. Result	
(a)	A result can only be achieved if both teams have had the opportunity of batting for at least 20 overs, unless the team batting second has scored more runs than its opponents or has achieved its target score as hereinafter defined.
(b)	Save as hereinafter provided, the team that has scored the most runs shall win a match.
(c)	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 20 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 determined and agreed by the scorers and 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 match shall be tied. If after the restart of play it is discovered that the wrong Duckworth/Lewis target has been set and agreed by the scorers, the target score played to shall stand.
(d)	<p>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), the result shall be decided by the Duckworth/Lewis method as determined and agreed between the scorers.</p> <p>Note: The umpires are only responsible for recalculating the overs and giving these details to the scorer/s. It is the responsibility of clubs to ensure that there is someone present at each match who is competent to make the Duckworth/Lewis calculations. If neither side has such a person then the umpires will abandon the match if there are weather interruptions after the match has started and the "golden half hour" has been used.</p>
8. Over rate penalties	
(a)	All sides are expected to be in position to bowl the first ball of the last of their 50 overs within 3 hours 10 minutes playing time.

	<p>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.</p>
(b)	<p>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.</p>
(c)	<p>The umpires 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 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 a one over leeway.</p> <p>Over rate penalties apply only to innings of 25 overs or more duration. This is the only penalty for a slow over rate.</p>

**PREMIER AND FIRST DIVISION OF THE 1ST XI
120 OVER TIMED MATCHES - ROUNDS 5-13
SCHEDULE THREE**

1. Duration

(a)	Matches will start at 11.30am.
(b)	Last for a minimum of 120 overs except where the match is affected by weather.
(c)	Have a luncheon interval of 35 minutes commencing at 1.30pm.
(d)	Have an interval of 10 minutes between innings.
(e)	Have a tea interval of 25 minutes commencing at 5.15pm.
(f)	Finish at the later of 7.40pm or when 120 overs or such other number of overs as determined by the umpires, and as detailed below in 1(h) - 1 (l) below have been bowled, if such overs have not been bowled by 7.40pm. There are no minimum overs in the last hour of play.
(g)	Have one drinks interval in each innings unless other arrangements have been agreed by the captains of each side and approved by the umpires prior to commencement of play.
(h)	Any match that cannot start by 3.05pm because of weather conditions shall be treated as an abandoned match. In the event of a late start to any match because of weather conditions the umpires shall:- <ul style="list-style-type: none"> (i) re-calculate the minimum number of overs to be played in the game by multiplying the hours of playing time available from the revised start time to 7.40pm by 17. The resultant figure rounded up shall be substituted for 120 in paragraph 1(f) above and 55% of such figure rounded up shall be substituted for 66 in paragraph (i) below; (ii) set revised times for the luncheon and tea intervals if they consider this appropriate.
(i)	The side batting first shall not be entitled to bat for longer than 66 overs or such other number of overs as determined in these provisions contained in this playing condition herein.
(j)	If after a match has started there is a weather interruption or weather interruptions during the innings of the side batting first, for each complete period of 7 minutes of interruption or interruptions (cumulatively), the number of overs available to the side batting first shall be reduced by 1 over (hereafter called "the maximum overs") and the number of overs available to the side batting second shall be reduced by 1 over (hereinafter called "the minimum overs").
(k)	<ul style="list-style-type: none"> (i) At the conclusion of the innings of the side batting first the umpires shall make a calculation of the number of overs available to the side batting second assuming a finish at 7.40pm and overs being bowled at a rate of 17 per hour with the resultant number of overs being rounded up (in this paragraph called "the available overs") which shall be a minimum of 54 overs (or such minimum overs that have been recalculated in the event of paragraphs (h)(i) and/or (j) above applying) and shall be (unless there is rain interruption during the innings of the side batting second) the minimum number of overs to be bowled to the side batting second. If after the start of the innings of the side batting second there is weather interruption or interruptions the number of overs available to the side batting second shall be the available overs reduced by 1 over for each complete period of 3½ minutes of interruption or interruptions (cumulatively). (ii) For the purpose of calculating the minimum overs to be bowled in the second innings, a part of an over in the first innings is counted as a complete over.
(l)	In the event that under 10 overs is the available number of overs to the side batting second in any circumstances then the match shall be abandoned.

2. Bouncers, Beamers and Wides	
(a)	Law 42.6 (a) (i) Bowling of fast short-pitched balls, will apply.
(b)	<p>Law 42.6(a) (ii) is amended to read as follows:</p> <ul style="list-style-type: none"> (i) Any delivery which, after pitching, passes or would have passed clearly over head height of the striker standing upright at the crease, and in the umpire’s opinion so prevents him from being able to hit it with his bat by means of a normal cricket stroke, although not threatening physical injury, shall be considered as part of the repetition sequence in Law 42.6(a) (i). The umpire shall call and signal No Ball for each such delivery (ii) Any delivery which, after pitching, passes or would have passed clearly over shoulder height of the striker standing upright at the crease, and in the umpire’s opinion he is able to hit it with his bat by means of a normal cricket stroke shall, if applicable, be considered part of the repetition sequence in Law 42.6 (a)(i). (iii) Any delivery which, after pitching, passes clearly over shoulder height of the striker standing upright at the crease and wide of the striker so that in the umpire’s opinion he is unable to hit it with his bat by means of a normal cricket stroke shall, although not threatening physical injury, be considered part of the repetition sequence in Law 42.6 (a)(i) and, if not a No Ball, shall be called and signalled wide (iv) A bowler shall be limited to a total of two deliveries, as defined in paragraphs (i), (ii) and (iii) above, per over. The umpire will make it clear to the bowler and the batsmen at the wicket when a delivery within this limit has been bowled. It is unfair if the limit is exceeded and the umpire shall call and signal No Ball on each such occasion. In addition, the Umpire will adopt the procedures of Law 42.7.
(c)	<p>Law 42.6 (b) – Bowling of high full pitched balls, to be amended to read as follows:</p> <p>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.</p> <p>In addition, if the high full pitched ball is fast it shall be deemed dangerous and unfair 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.</p>
(d)	<p>Law 42.7. Dangerous and Unfair Bowling – action by the umpire.</p> <ul style="list-style-type: none"> (i) Law 42.7 applies except that the reference to Law 42.6 is the amended Law 42.6 as above. (ii) Law 42.7 (b) shall not apply and Law 42.7 (a) shall be considered as the first and final warning. The reference to Law 42.6 is the amended Law 42.6 as above. <p>For the avoidance of doubt, the warnings in respect of paragraphs 2 (b) -2 (c) above are cumulative.</p>
3. Wide Ball	
	Law 25 (Wide Ball) shall apply, except that the ‘one day wide’ interpretation shall be used for all bowlers whom Umpires consider to be bowling down the leg side as a negative tactic. The Umpires shall notify the bowler and the fielding captain of his intention to invoke the ‘one day wide’ interpretation.
4. Over Rates and Points Deductions	
(a)	(i) The fielding side is required to bowl its overs at an average of 17 overs per hour throughout each innings. In the event that the total minutes (rounded down) of any innings exceeds the number of overs (rounded up) in the innings times 3½, the bowling

	<p>side will have 2 points deducted for each over or part over per hour they fall short of this requirement. The umpires will notify each captain after the end of each innings of any points deduction and in determining whether a points deduction is appropriate and the amount of such deduction the umpires will have the discretion to take into account any interruptions to play beyond the control of the fielding side, the frequency of wickets taken and the general state of the match. The umpires will report to the Executive the circumstances of each occasion when a points deduction is made.</p> <p>(ii) A one minute allowance will be given for the fall of each wicket up to an including the 9th wicket.</p>
(b)	There shall be no points deduction for the side fielding first in the event that the side batting first has been bowled out within the time calculated by multiplying 3½ by 66 overs (or in the event of weather interruption or weather interruptions by the maximum overs).
(c)	There shall be no points deduction for the side fielding second in the event that 120 overs or such number of overs as the umpire shall have re-calculated in accordance with paragraph 1(h)(i) above and/or such number of overs as are available to the side batting second pursuant to paragraphs 1(j) or 1(k)(i) above have been bowled by 7.40pm or the side batting second has been bowled out by 7.40 pm.
(d)	There shall be no points deductions if an innings lasts less than two and a half hours of allowable playing time. There will be no points deductions if an innings is interrupted by 30 minutes or more due to Ground, Weather or Light Conditions

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