Playing Conditions – First Class Counties
Second XI Championship

The Second XI Championship (and 3-day Second XI friendly matches) will be played according to County Championship Playing Conditions with the following variations:

NOTE: 4-day friendly matches shall also be played to these playing conditions except that County Championship Playing Condition 11 -Intervals (as they relate to the County Championship) and 12 – Start of Play; Cessation of Play shall apply.

1 Law 1 – The players

1.1 In addition to Championship playing condition 1.1 (Number of players), the following shall apply:

By agreement of the captains, either one or both may nominate 12 players but with 11 only to bat per innings. For the avoidance of doubt one captain, by agreement, may nominate 12 players when the opposing captain has elected to nominate 11.

1.2 When a side consists of 12 nominated players, there shall be no limit on the number of occasions an exchange of nominated players can take place when that side is fielding, always providing not more than 11 fielders shall field at any one time.

1.3 Umpires shall be informed of all player exchanges on every occasion.

1.4 Regardless of whether 11 or 12 players have been nominated in a team, prior to the scheduled start of play
on the last scheduled day of the match, a replacement player shall be allowed by right immediately in the event of a cricketer currently playing in a Second Eleven Championship match (a) being required, to join an England representative team or his County First Team for a three/four-day match or a one-day match or (b) sustaining an injury or illness such that he can take no further part in the match or (c) being replaced by a First XI player because he has been replaced in the First XI by a returning England player. Such replacement may be permitted to bat, bowl or act as wicket-keeper in that match, subject to the approval of ECB Cricket Operations, provided that it is not intended that the cricketer originally selected will return and participate again in the match.

If the cricketer originally selected is batting at the time he is required to leave the match, he shall retire ‘not out’ and his replacement may be permitted to bat later in that innings subject to the approval of ECB Cricket Operations. If, however, it is intended that the cricketer originally selected will return and participate again in the match, a replacement player will not be permitted to take his place during the period of his absence.

The number of replacement players permitted to take a full part in a match shall be limited to two per team in any match other than in exceptional circumstances approved by ECB Cricket Operations.

3 **Law 3 – The scorers**

County Championship Playing Condition 3.1 shall not apply.

4 **Law 4 – The ball**

4.1 Grade 1 quality red balls of Dukes manufacture shall be used in Second XI Championship matches. In 2-,
3- or 4-day Second XI friendly matches, ECB Cricket Operations Department shall determine which make of ball shall be used in each match. Such balls shall not be branded.

5 **Law 5 – The bat**

5.1 County Championship Playing Condition 5 shall apply except that all Types of bat shall be allowed.

6 **Law 6 – The pitch**

6.1 **Law 6.5 – Non-turf pitches** – will not apply. However, stitched hybrid pitch systems in which synthetic turf fibres (polyethylene or polypropylene, of beige and/or green colour) are inserted vertically into an entire soil pitch with established natural turf, shall be permitted. Fibre stitches should be at a mean square spacing of 18 to 22 mm parallel to the direction of play and over the whole pitch area as defined by Law 6.1.

10 **Law 10 – Covering the pitch**

10.1 Counties shall make every effort to comply with the covering regulations applying in the Championship. For matches played at headquarter grounds, the minimum covering requirements for First Class cricket shall apply.

11 **Law 11 – Intervals**

11.1 Lunch – on Days 1 & 2, the normal commencement time for the lunch interval shall be 1.15pm (12.45pm in matches where the scheduled first day is in September). On Day 3, as per County Championship.

11.2 Tea – as per County Championship except that 3.40pm is replaced by 4.10pm and 3.10pm is replaced by 3.40pm.
11.3 In the event of the hours of play being rearranged by mutual agreement, the lunch and tea intervals shall be timed to allow as equal sessions of play as possible.

11.4 If, on the first and/or second day of three day games, play has been suspended for 30 minutes or more prior to the scheduled time for the tea interval, tea will be delayed by half an hour and the 32 over proviso will no longer apply.

12  Law 12 – Start of play; cessation of play

12.1 The normal hours of play will be:

1st and 2nd days ........................................... 11.00am-6.30pm

(10.30am-6.00pm in matches where the scheduled first day is in September)

or after 104 overs have been bowled, whichever is the later.

3rd day ..................................................... 11.00am-6.00pm

(10.30am-5.30pm in matches where the scheduled first day is in September).

or as mutually arranged, provided that the number of overs to be bowled in a day are adjusted accordingly at a rate of 16 overs per hour. The total hours of actual scheduled playing time in each match shall be 19 hours.

12.2 If a 12.00 noon start is agreed (not applicable to matches where the scheduled first day is in September), the suggested normal times will be:

1st day ..................................................... 12 noon -7.00pm

(or after 96 overs have been bowled, whichever is the later)

2nd day ..................................................... 11.00am-7.00pm
(or after 112 overs have been bowled, whichever is the later)

3rd day .............................................. 11.00am-6.00pm

12.3 County Championship playing condition 12.2.2 shall not apply. In the event of play being delayed or interrupted on the first and/or second day for any reason other than normal intervals or one or more changes of innings, the umpires will not deduct any overs from the day’s minimum requirement until an hour or more has been lost.

After that, and for all interruptions on the third day, the number of overs will be reduced by one over for each 3 minutes 45 seconds or part thereof of the aggregate playing time lost. When extra time is played in these circumstances, play shall cease when the minimum number of overs for the day have been bowled.

12.4 Championship playing condition 12.2.6 will apply to the 1st and 2nd days only.

12.5 Over-Rate Penalties

The minimum over-rate to be achieved is 16 overs per hour. When calculating the over-rate, two minutes will be allowed for each wicket taken which results in the subsequent batsman immediately commencing his innings. For the avoidance of doubt, no allowance shall be given for the final wicket in an innings or for a wicket that falls prior to any interval.

No allowances shall be given for drinks intervals.

Any suspension of play for an injury to a player or for any other reason beyond the control of the players shall be a deductible allowance. 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 and the scorers at the earliest opportunity. (This
matter will not be subject to retrospective negotiation).

Overs will be calculated at the end of the match and penalties applied on a match by match basis.

The relevant calculation to establish the match target is:

\[(\text{Total minutes in the field} - 2 \times \text{minutes per allowable wicket} - \text{Umpires’ allowances})/3.75 \text{ (fractions to be ignored)}\]

For example, a side that has been in the field for 491 minutes throughout the course of the match and that has taken 18 allowable wickets and been allowed 10 minutes by the Umpires, has a match target of 491-36-10/3.75 = 118.67 overs. Ignoring fractions, the match target is 118 overs.

For the purpose of over-rate calculations, no single innings will be assessed at more than 24 overs per hour. In any such innings, any overs bowled in excess of a rate of 24 overs per hour will be disregarded.

For each over (fractions to be ignored) that a side has bowled short of the target number, 0.50 points will be deducted from their Championship total as follows:

1 over short of the match target ................. 0.50 points deduction
2 overs short of the match target ............... 1.00 points deduction
3 overs short of the match target .......... 1.50 points deduction etc.

Only matches in which a team has bowled for 4 hours or more (net of time allowed for wickets taken and Umpires’ allowances) in the match will be subject to over-rate penalties.

Where possible, the scoreboard shall show the number of overs above or below the target overs for the bowling side. This number is calculated by subtracting the number of overs that should have been bowled (calculated as above and ignoring fractions) from the number of overs that have actually been bowled (ignoring
fractions in the total number of overs bowled in the match). This will be updated at the very minimum at the start of every session.

13 **Law 13 – Innings**

13.1 Second XI Championship matches shall be of 3 days’ scheduled duration.

16 **Law 16 – The result**

16.1 For a win, 16 points, plus any points scored in the first innings.

16.2 In a tie, each side to score 8 points, plus any points scored in the first innings.

16.3 In a drawn match, each side to score 5 points, plus any points scored in the first innings.

16.4 If the scores are equal in a drawn match, the side batting in the fourth innings to score 8 points, plus any points scored in the first innings and the opposing side to score 5 points plus any points scored in the first innings.

16.5 First Innings Points (awarded only for performances in the first 100 overs of each first innings and retained whatever the result of the match).

16.5.1 A maximum of four batting points to be available as under:

- 150 to 199 runs .......................................................... 1 point
- 200 to 249 runs .......................................................... 2 points
- 250 to 299 runs .......................................................... 3 points
- 300 runs or over .......................................................... 4 points
16.5.2 A maximum of four bowling points to be available as under:

3 to 4 wickets taken .............................................. 1 point
5 to 6 wickets taken .............................................. 2 points
7 to 8 wickets taken .............................................. 3 points
9 to 10 wickets taken ............................................. 4 points

16.6 If a match is abandoned without a ball being bowled, each side to score 5 points.

16.7 County Championship Playing Condition 16.2.7 shall not apply.

16.8 The Second XI Championship will be played in two groups. Each team will play each other team either home or away in a match scheduled for 3 days duration. The side which has the highest aggregate of points gained at the end of the season shall be the winner of their respective group. Should any sides in a group be equal on points, the following tie-breakers will be applied in the order stated: most wins, fewest losses, team achieving most points in contests between teams level on points, most wickets taken, most runs scored.

The winners of each group shall contest the Final which shall be a 4-day game. The winner of the Final will be the Second XI Champions. If the Final is drawn, the side that achieves a first innings lead will be the Second XI Champions. If there is no result on first innings (i.e. the team batting second has neither exceeded its opponents' total nor completed its innings), or if first innings scores are tied in a drawn match, then the Second XI Championship will be shared.
24 Law 24 – Fielder’s absence; substitutes

24.1 When both teams have nominated 11 players, County Championship playing condition 24 shall apply.

24.2 When one or both teams have nominated 12 players, Laws 24.1, 24.2, 24.3 shall not apply. County Championship playing conditions 24.1.1 and 24.1.3 apply. County Championship playing conditions 24.1.2 and 24.2 do not apply.