Playing Conditions – First Class Counties Second XI T20

The Playing Conditions for The Vitality Blast matches will apply, with the following exceptions:

3 Law 3 – The scorers
County Championship Playing Condition 3.1 shall not apply.

6 Law 6 – The pitch
The Vitality Blast Playing Condition 6.1 shall not apply.

9 Law 9 – Preparation and maintenance of the playing area
The Vitality Blast Playing Condition 9.1 shall not apply.

10 Law 10 – Covering the pitch
10.1 As per Second XI Championship except that the time for the removal of covers shall be at the Groundsman’s discretion.

10.2 Other areas
Counties should make every effort to comply with the covering regulations applicable to one-day matches, and particularly should ensure that the pitch is fully covered and as much of the bowler’s ‘run-up’ as possible.
12 Law 12 – Start of play; cessation of play

12.1 Timings for Group stage matches are given below. If a fixture comprises two day matches, then Match 1 and Match 2 timings are used. If a fixture comprises a day match and a floodlit match, then Match 2 and Match 3 timings are used.

**Match 1**
First Session..............................11.30am – 12.45pm
Interval .....................................12.45pm – 1.00pm
Second Session.............................1.00pm – 2.15pm

**Match 2**
First Session ..............................3.00pm – 4.15pm
Interval ......................................4.15pm – 4.30pm
Second Session.............................4.30pm – 5.45pm

**Match 3**
First Session ..............................6.30pm – 7.45pm
Interval ......................................7.45pm – 8.00pm
Second Session.............................8.00pm – 9.15pm

12.2 Finals Day

12.2.1 The scheduled hours of play for Finals Day are:
First semi-final..............................10.30am – 1.15pm
Second semi-final...........................1.45pm – 4.30pm
Final.............................................5.00pm – 7.45pm

12.2.2 The Vitality Blast playing condition 12.2.2 is replaced by:
A Technical Committee will be appointed who will in conjunction with the Umpires, determine the rearrangement of overs and timings of matches in the case of any match being delayed or interrupted.
13 Law 13 – Innings

No reserve days are allocated to any group match or knockout match. There are no quarter-finals. 60 minutes of extra time is allocated to the first match of each day of group matches. Any unused extra time shall be carried forward to the second match.

16 Law 16 – The result

16.11 Points System in the Second XI T20 Group Stage

16.11.1 There will be two groups of 10 teams. Each team will play 6 fixtures, 3 at home and 3 away with each fixture comprising two separate matches, as specified by ECB Cricket Operations. In each match, two points will be awarded for a Win, one point for a Tie or No Result and no points for a Loss. The Vitality Blast Playing Condition 16.10 shall not apply.

16.11.2 The two Groups are as detailed in the First Class County Competition Regulations section.

16.11.3 The first-placed team from each group will play the second-placed team from the other group in the semi-finals.

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

16.11.4.1 Most wins in Group matches

16.11.4.2 The team with the higher net run rate in the Group Matches will be placed in the higher position (see The Vitality Blast Playing Condition 16.11.5).

16.11.4.3 If still equal, the teams will be ordered according to which team achieved the most points in the matches played between them.
16.11.4.4 In the event that teams cannot be separated by 16.11.4.1 to 16.11.4.3 above, this will be done by drawing lots.

16.11.5 In the case of a tie in a semi-final or final, the winner shall be determined by the application of The Vitality Blast Playing Conditions 16.2, 16.6, 16.7, 16.8 as appropriate.

41 Law 41 – Unfair play

41.1 Guidelines for the Modus Operandi of Match Referees shall not apply.