

NatWest Series One-Day Internationals

One-day Tour Matches and Under 19 One-day Internationals

Laws

The npower Test Match Playing Conditions shall apply except as varied below.

1 Duration

All one-day matches will consist of one innings per side, and each innings will be limited to 50 six-ball overs. A minimum of 25 overs per team shall constitute a match. Matches shall be of one day's scheduled duration with the exception of the final of the NatWest Series, for which a reserve day has been allocated in case of weather interference. The reserve day will be used if necessary to continue a match which has not been completed on the first scheduled day.

2 Hours of Play and Intervals

2.1 In all Matches Without a Reserve Day (includes U19 One-day Internationals)

2.1.1 Scheduled Start and Cessation Times

Day Matches

First Session 10.45am-2.15pm

Interval 2.15pm-3.00pm

Second Session 3.00pm-6.30pm

Floodlit Matches

First Session 2.30pm-6.00pm

Interval 6.00pm-6.45pm

Second Session 6.45pm-10.15pm

2.1.2 Interval Between Innings

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.

Where play is delayed or interrupted the Umpires will reduce the length of the interval as follows:

Time Lost	Interval
Up to 60 minutes	30 Minutes
Between 60 and 120 Minutes	20 Minutes
More than 120 Minutes	10 Minutes

Note Refer also to the provisions of Condition 4.2.

2.2 In Matches With a Reserve Day (NatWest Series Final)

2.2.1 Scheduled Start and Cessation Times

The scheduled hours of play will be 10.45am to 6.30pm. If there is a delayed start or one or more interruptions in play, the Umpires may order extra time on the first day if they consider that a result can be obtained on that day. If the Umpires are satisfied that a result cannot be obtained on the first day, the timing for the cessation of play on that day will be 8.00pm, subject to conditions of ground, weather and light.

2.2.2 Sessions of Play and Interval Between Innings

There will normally be two sessions of play of 3 hours 30 minutes each, separated by an interval of 45 minutes from 2.15pm to 3.00pm. 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 shall commence correspondingly earlier.

Where the innings of the side batting first is delayed or interrupted, the Umpires will reduce the length of the interval. In the event of time being lost up to and including 60 minutes in aggregate, the length of the interval shall be reduced from 45 to 30 minutes. In the event of more than 60 minutes being lost in aggregate, the duration of the interval shall be agreed mutually by

the Umpires, both Captains and the Referee, subject to no interval being of more than 35 minutes' duration or less than 10 minutes' duration. In the event of disagreement, the interval shall be of 25 minutes' duration.

2.3 Intervals for Drinks

Two drinks intervals per session shall be permitted, each 1 hour 10 minutes apart. The provisions of Law 15.9 shall be strictly observed, except that under conditions of extreme heat the Umpires may permit extra intervals for drinks.

An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken on to the field without the permission of the Umpires. Any player taking drinks on to the field shall be dressed in proper cricket attire.

2.4 Extra Time

- (a) In NatWest Series matches without a reserve day provision has been made for up to 60 minutes of extra official playing time in day matches and up to 30 minutes in floodlit matches to make up for playing time lost - refer 4.2.1 (a) and 4.2.3.
- (b) In NatWest Series matches with a reserve day (the Final) up to 60 minutes of extra official playing time is allowed on the reserve day to make up for playing time lost - refer 4.2.1 (a) and 4.2.3.

3 Appointment of Umpires

Umpires will be appointed as per ICC rules.

4 Length of Innings

4.1 Uninterrupted Matches (ie. Matches Which are Neither Delayed nor Interrupted)

- (a) Each team shall bat for 50 overs unless all out earlier. A team shall not be permitted to declare its innings closed.

- (b) If the team fielding first fails to bowl the required number of overs by the scheduled time for the cessation of the first session, play shall continue until the required number of overs has been bowled.

Unless otherwise determined by the Referee (or by the Umpires in the case of matches where no Referee has been appointed), the innings of the team batting second shall be limited to the same number of overs that it bowled at the scheduled time for the cessation of the first session. The over in progress at the scheduled cessation time shall count as a completed over.

The interval shall not be extended and the second session shall commence at the scheduled time.

The Referee (or the Umpires in matches where no Referee has been appointed) may increase the number of overs to be bowled by the team bowling second if, after consultation with the Umpires, he is of the opinion that events beyond the control of the team bowling first, prevented that team from bowling the required number of overs by the scheduled time for the cessation of the first innings.

- (c) If the team batting first is all out and the last wicket falls at or after the scheduled time for the interval, the innings of the team batting second shall, subject to the discretion of the Referee (or the Umpires where no Referee has been appointed) as provided for in 4 (b) above, be limited to the same number of overs bowled to the team batting first at the scheduled time for the interval (the over in which the last wicket falls to count as a complete over).
- (d) If the team batting first is dismissed in less than 50 overs, the team batting second shall be entitled to bat for 50 overs except as provided for in 4.1 (c) above.
- (e) If the team fielding second fails to bowl 50 overs or the number of overs as provided for in 4.1 (b), (c) or (d) 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 achieved.

- (f) Penalties shall apply for slow over-rates in NatWest Series matches (refer ICC Code of Conduct).

4.2 Delayed or Interrupted Matches

4.2.1 General

- (a) In the final of the NatWest Series for which a reserve day has been allocated, any rearrangement 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 only be made on the second day. The timing and duration of all suspensions of play (including all intervals) or delays on any day will be taken into account when calculating the length of time available for either innings.

The object shall always be to rearrange the number of overs so that, if possible, both teams have the opportunity of batting for the same number of overs. A team shall not be permitted to declare its innings closed.

A minimum of 25 overs must be bowled to the team batting second (subject to it not being all out earlier) in order to constitute a match, unless the provisions of Clause 4.1(b) apply (i.e. if the innings of the team batting second is reduced to less than 25 overs as a result of that team having earlier failed to bowl the required number of overs (minimum 25 overs) by the scheduled time for the completion of the first innings).

Except as provided for in Clause 4.2.3 below, the calculation of the number of overs to be bowled shall be based on a rate of 14.28 overs per hour in the total time available for play (note provisions of 2.2.1 and 2.4). If a reduction of the number of overs is required, any recalculation must not cause the match to be rescheduled to finish earlier than the original cessation time. This time may be extended to allow for one extra

over for both teams to be added if required.

- (b) If the team fielding second fails to bowl the required number of overs by the scheduled cessation time, the hours of play shall, subject to conditions of ground, weather and light, be extended until the overs have been bowled or a result has been achieved.
- (c) The team batting second shall not bat for a greater number of overs than the team batting first unless the latter has been all out in less than the agreed number of overs.
- (d) Fractions are to be ignored in all calculations re the number of overs.

4.2.2 Delay or Interruption to the Innings of the Team Batting First

- (a) If the number of overs of the team batting first is reduced, a fixed time will be specified for the completion of its innings, as calculated by applying the provisions of Clauses 2.1.2 and 2.2.2 (whichever versions apply depending on whether a reserve day has been allocated for the match or not) and Clause 4.2.1 (a).
- (b) If the team fielding first fails to bowl the required number of overs by the scheduled time for the cessation of the first session, play shall continue until the required number of overs has been bowled, and Clause 4.1 (b) shall apply
- (c) If the team batting first is all out and the last wicket falls at or after the scheduled time for the interval, Clause 4.1 (c) shall apply.

4.2.3 Delay or Interruption to the Innings of the Team Batting Second

If there is a suspension in play during the second innings, the overs shall be reduced at a rate of 14.28 overs per hour for time lost, except that, when the innings of the team batting first has been completed prior to the scheduled or rescheduled time for the interval between innings, the reduction of overs will not

commence until an amount of time equivalent to that by which the second innings started early has elapsed.

(Note provisions of 2.2.1 and 2.4).

5 Restrictions on The Placement of Fieldsmen

- 5.1 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 (27.5m). 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 field restriction area should be marked by continuous painted white lines or 'dots' at five-yard intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring seven inches (18cms) in diameter.
- 5.2 At the instant of delivery, there may not be more than five fieldsmen on the leg side.
- 5.3 For the first 15 overs only two fieldsmen are permitted to be outside the field restriction marking at the instant of delivery.
- 5.4 For the remaining overs only five fieldsmen are permitted to be outside the field restriction marking at the instant of delivery.
- 5.5 Two inner circles shall be drawn on the field of the play. The circles have as their centres the centre point of the popping crease at either end of the pitch. The radius of each of the circles is 15 yards (13.72 metres). The field restriction area should be marked by 'dots'. The segment of the circles reserved for the slip positions shall not be demarcated. (The final mark of the 15 yards radius shall be a line placed at an angle of 45 degrees, measured from the popping crease at a point level with the middle stump). In the first 15 overs there must be a minimum of two stationary fieldsmen within the 15 yard field restriction of the striker at the instant of delivery. When a fast bowler is bowling the two stationary fieldsmen may be permitted to stand deeper than 15

yards (in the un-demarcated area) provided only that they are standing in slip, leg slip and gully positions.

- 5.6 In circumstances where the number of overs for the team batting first is reduced, the number of overs in regard to the restrictions in 5.3 and 5.5 above shall be reduced proportionately in a ratio of 15:50 (30%) in accordance with the table below. Fractions are to be ignored in all calculations re the number of overs.

Total overs in innings	No. of overs for which fielding restrictions in 5.3 and 5.5 above will apply
25-26	7
27-29	8
30-33	9
34-36	10
37-39	11
40-43	12
44-46	13
47-49	14
50	15

- 5.7 Where the number of overs for the team batting second is reduced (including under the provisions of Clause 4.1 (b) and/or 4.1 (c) above), the restrictions in 5.3 and 5.5 above will apply for the same proportion of the second innings as applied in the first innings (fractions to be ignored).
- 5.8 In the event of an infringement of any of the above fielding restrictions, the square leg Umpire shall call and signal 'No Ball'.

6 Number of Overs per Bowler

No bowler shall bowl more than 10 overs in an innings.

In a delayed or interrupted match where the overs are

reduced for both teams or for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed. This restriction shall not apply to the team fielding second where the provisions of Clause 4.1 (b) have been applied.

Where the total overs is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

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 scoreboard shall show the total number of overs bowled and the number of overs bowled by each bowler.

7 No Ball

Short Pitched Bowling - if the ball passes or would have passed above the shoulder height of the striker standing upright at the crease, either Umpire shall call and signal 'No Ball'.

In the NatWest Series and Under 19 One-day International matches, the penalty shall be one run for the no ball plus any runs scored. In the non-international matches, the penalty shall be two runs plus any runs scored.

8 Wide Bowling - Judging a Wide

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.

Any offside or legside delivery which in the opinion of the Umpire does not give the batsman a reasonable opportunity to score shall be called a wide. As a guide, on the leg side a ball landing clearly outside the leg stump going further away shall be called wide.

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. All runs which are run or result from a wide ball which is not a no ball shall be scored wide balls.

9 The Ball

The ECB shall provide Grade 1 BSI approved cricket balls.

In the NatWest Series, coloured clothes and white balls manufactured by Readers will be used.

Each fielding team shall have one new ball for its innings.

The fielding Captain or his nominee may select the ball with which he wishes to bowl from the supply provided by the ECB. In NatWest Series matches the fourth Umpire shall take a box containing at least 6 new balls to the dressing room and supervise the selection of the ball.

In the event of a ball during play being lost or in the opinion of the Umpires, being unfit for play through normal use, the Umpires shall allow it to be replaced by one that in their opinion has had a similar amount of wear.

The Umpires shall retain possession of the match ball(s) throughout the duration of the match when play is not actually taking place. During play Umpires shall periodically and irregularly inspect the condition of the ball and shall retain possession of it at the fall of a wicket, at drinks intervals, at the end of each over, or any other disruption in play.

In the event of a ball becoming wet and soggy as a result of play continuing in inclement weather or it being affected by dew, or a white ball becoming significantly discoloured and in the opinion of the Umpires being unfit for play, the ball may be replaced for a ball that has had a similar amount of wear, even though it has not gone out of shape.

If the ball is to be replaced, the Umpire shall inform the batsmen. Either bowler or batsman may raise the matter with the Umpires and the Umpires' decision as to a replacement or otherwise will be final.

10 The Result

- 10.1 A result can be achieved only if both teams have had the opportunity of batting for at least 25 overs (subject to the provisions of Clauses 4.1(b) and 4.2.2 (b) above), unless one team has been all out in less than 25 overs or unless the team batting second scores enough runs to win in less than 25 overs.

All matches in which both teams have not had the opportunity of batting for a minimum of 25 overs (subject to the provisions of Clauses 4.1(b) and 4.2.2 (b) above) shall be declared 'No Result'.

10.2 Tie

In matches in which both teams have had the opportunity of batting for the agreed number of overs, subject to the provisions of Clauses 4.1 (b) and 4.2.2 (b), the team scoring the higher number of runs shall be the winner. If the scores are equal, the result shall be a Tie and no account shall be taken of the number of wickets which have fallen.

10.3 Delayed or Interrupted Matches - calculation of the Target Score Experimental Condition (2 years from August 1999)

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 originally allotted (minimum 25 overs unless the provisions of 4.1 (b) or 4.2.2 (b) apply), then a revised target score (to win) 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. The target set will always be a whole number and one run less will constitute a Tie (see Duckworth/Lewis Regulation 4).

10.4 At the interval between innings or whenever a revised target has been set, a print-out of 'par' scores (the score for which if the match was abandoned the match would be tied) for the end of each over will be supplied to both teams' dressing rooms and to the Match Umpires, Referee and Ground Authority.

11 Points System in the NatWest Series

Format of the Competition

England, Australia and Pakistan will play each other 3 times in the Group Matches (total 9 matches). Points will be allocated for each match Win, Tie or No Result in accordance with the system described in 11.1 below and the top two teams at the end of the Group Matches will contest the Final.

11.1 The following points system will apply:

Win	2
Tie or No Result	1
Loss	0

In the event of teams finishing on equal points in either Group, the right to play in the Final will be decided in the following order of priority:

(a) The most wins in the Group Matches.

(b) When two teams have both equal points and equal wins, the team which was the winner of the greater number of Group Matches played between them will be placed in the higher position.

(c) If still equal, the team with the higher net run rate in the Group Matches will be placed in the higher position (see 11.2 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 highly unlikely event that teams cannot be separated by (a) to (d) above this will be done by drawing lots.

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

Only those matches where results were achieved and where the D/L method for recalculating the target score was not utilised will count for the purpose of net run rate calculations.

11.3 Final of the NatWest Series

In the event of a tied Final or if there is no result in the two days allocated, the prize money will be shared equally by the finalists.

12 Day/Night Matches and NatWest Series Matches

- (a) Pads and players' and Umpires' clothing shall be coloured
- (b) Sight screens will be black.
- (c) In Day/Night Matches, the floodlights will be turned on at the interval between innings or at 7.00pm, whichever is the earlier. If, during a Day/Night 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.

