

# The Benson and Hedges Cup

## 1 Playing Conditions

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

## 2 Duration

The matches will consist of one innings per side, each innings being limited to a maximum of 50 overs.

In the knock-out stages, including the Final, two days will be allocated in case of weather interference, but the aim will be to complete the match in one day if possible. There will be no reserve day for Group League matches.

## 3 Hours of Play and Intervals

### 3.1 In all matches without a Reserve Day (Group League matches)

Scheduled Start and Cessation Times

First Session . . . . . 10.45am - 2.15pm

Interval . . . . . 2.15pm - 3.00pm

Second Session . . . . . 3.00pm - 6.30pm

#### 3.1.1 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.

3.1.2 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

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.

3.1.3 Intervals for Drinks

Two drinks intervals per innings shall be permitted, separated by equal period of time. Law 15.9 will apply. However, when the number of overs to be faced by either side is reduced as a result of an interruption there will no further drinks intervals scheduled in the match (drinks intervals shall still be permitted but no time allowance will be provided for them).

3.2 In all matches with a Reserve Day

3.2.1 The scheduled hours of play will be 10.45am to 6.30pm

3.2.2 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 finish can

be obtained on that day. If the Umpires are satisfied that a result cannot be obtained on the first day, the timing for cessation of play on that day will be 8.00pm

Up to 60 minutes of 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

- 3.2.3 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 will commence correspondingly earlier.

- 3.2.4 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 and both Captains 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.

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.

- 3.2.5 Two drinks intervals per innings shall be permitted, separated by equal periods of time. Law 15.9 will apply, however, when the number of overs to be faced by either side is reduced as a result of an interruption there will be no further drinks intervals scheduled in the match (drinks intervals shall still be permitted but no time allowance will be provided for them).

## **4 Length of Innings**

- 4.1 In uninterrupted matches (ie. matches which are neither delayed nor interrupted):

4.1.1 Each team shall bat for 50 overs unless all out earlier.

4.1.2 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 13 shall apply.

4.1.3 If the team batting first is dismissed in less than 50 overs, the team batting second shall be entitled to bat for 50 overs.

4.1.4 If the team fielding second fails to bowl 50 overs by the scheduled time for the cessation of the second innings (normally 6.30pm), 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 13 shall apply.

## 4.2 In Delayed or Interrupted Matches

### 4.2.1 General

- (a) 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 final scheduled day of the match. 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.
- (b) 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.
- (c) Except as provided for in 4.2.3 below, the calculation of the number of overs to be bowled shall be based on a rate of one over for every full four minutes in the total time available for play up to 6.30pm on the last scheduled day of the match. A minimum of 10 overs must be bowled to the team batting second (subject to it not being all out earlier) in order to constitute a match.
- (d) 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 and Playing Condition 13 shall apply.

- (e) 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.

#### 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 4.2.1 (a), 4.2.1 (b) and 4.2.1 (c) above. In the event of its innings being completed prior to the scheduled time, the interval shall take place immediately and the innings of the team batting second will commence correspondingly earlier.
- (b) If the team fielding first fails to bowl the required number of overs by the rescheduled time for the cessation of the first innings, play shall continue until the required number of overs has been bowled and Playing Condition 13 will 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.

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

If there is a delay or interruption to the innings of the team batting second, the overs shall be reduced at a

rate of one over for every full four minutes 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** The Home Authority will provide a Match Manager. 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. The Match Manager must understand the Duckworth/Lewis method and must check the scorers' calculations.

## **5 The Ball**

As for Championship Playing Conditions except that Readers cricket balls will be used.

## **6 The Result**

**6.1** 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:

- 6.1.1 The team losing the lesser number of wickets shall be the winner.
- 6.1.2 If the result cannot be decided by 6.1 or 6.1.1, the winner shall be the team with the higher score after 15 overs, or if still equal after 14 overs, or if still equal after 13 overs etc.
- 6.2 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 10 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. An integral target will be set for the team batting second with one run less than this target resulting in a Tie (see 6.4 below). If after the restart of play it is discovered that the wrong Duckworth/Lewis target has been set the faulty target shall stand.
- 6.3 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), the result shall be decided by the Duckworth/Lewis method.
- 6.4 In the event of a Tie when the Duckworth/Lewis method has been used, the match will be decided as outlined in 6.5.
- 6.5 In the event of a tie or no result being obtained in a Group Stage match within this rule, each team will be awarded one point. In a Knock-out match the



Captains should, 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 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. If circumstances make the contest impossible, the match shall be decided by the toss of a coin.

The following shall also apply in respect of 'bowl-outs':

- 6.5.1 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.
- 6.5.2 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.
- 6.5.3 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.

6.5.4 Each side will appoint a wicket-keeper to stand behind the wicket but out of reach of the stumps.

## 6.6 Points System in the Benson and Hedges Cup Group Stage

6.6.1 Each team will play every other team in its Group. Two points will be awarded for a Win, one point for a Tie or No Result and no points for a Loss.

6.6.2 The three Groups are as detailed below:

North	Midlands /Wales/West	South
Derbyshire	Glamorgan	Essex
Durham	Gloucestershire	Hampshire
Lancashire	Northamptonshire	Kent
Leicestershire	Somerset	Middlesex
Nottinghamshire	Warwickshire	Surrey
Yorkshire	Worcestershire	Sussex

6.6.3 After the Group matches, the top two teams from each group and the two third placed teams achieving most points will progress to the Quarter-finals, where the top team from each Group and the second placed team achieving most points will receive home draws.

6.6.4 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.

#### 6.6.5 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 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 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.

## **7 Restrictions on The Placement of Fieldsmen**

- 7.1 At the instant of delivery there shall not be more than five fieldsmen on the leg side.
- 7.2 For the first 15 overs only of each innings, only two fieldsmen are permitted to be outside an area bounded by two semi-circles centred on each middle stump (each with a radius of 30 yards) and joined by a parallel line on each side of the pitch (the fielding circle). The fielding circle should be marked by painted white '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.
- 7.3 For the remaining overs of each innings only five fieldsmen are permitted to be outside the fielding circle at the instant of delivery.
- 7.4 Two inner circles shall be drawn on the field of play. The circles shall have as their centres the centrepoint 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. For the first 15 overs only of each innings there must be a minimum of two stationary fieldsmen (excluding the wicket-keeper) within 15 yards 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.

- 7.5 In circumstances where the number of overs for the team batting first is reduced, the number of overs in regard to the restrictions in 7.2 and 7.4 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. (If on resumption the number of overs for fielding restrictions has already been exceeded this should take effect immediately).

Total overs in innings	No. of overs for which fielding restrictions in 7.2 and 7.4 above will apply
10-13 .....	3
14-16 .....	4
17-19 .....	5
20-23 .....	6
24-26 .....	7
27-29 .....	8
30-33 .....	9
34-36 .....	10

37-39 .....	11
40-43 .....	12
44-46 .....	13
47-49 .....	14
50 .....	15

Where the number of overs for the team batting second is reduced the aim will be to maintain the restrictions in 7.2 and 7.4 for the same proportion of the second innings that they were maintained for the first innings (fractions to be ignored).

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

## **8 Number Of Overs Per Bowler**

No bowler may bowl more than ten 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.

When an interruption occurs mid-over and on resumption the bowler has exceeded the new maximum allocation, he will be allowed to finish the incompleting over.

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 number of overs bowled by each individual bowler shall be indicated on the scoreboard from the commencement of an innings.

## **9 Declarations**

Law 14 will not apply in this competition. The Captain of the batting side may not declare his innings closed at any time during the course of a match.

## **10 Laws 24.12 - No Ball - Penalty**

Law 24.12 will apply except that the penalty for a No ball will be 2 runs.

## **11 Law 25 - Wide Ball**

In addition to Law 25 and in place of Championship Playing Condition 26 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.

As a guide, if the 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 should call and signal 'Wide'.

A penalty of one run shall be scored. This penalty shall stand in addition to any other runs which are scored or awarded.

## **12 No Ball - Short Pitch Bowling**

Championship Playing Condition 31.1.1 - for the purpose of this competition, only the first sentence will apply and in addition, if the ball passes, or would have passed, above the shoulder height of the striker standing upright at the crease, the Umpire at the bowler's end shall call and signal 'No Ball'.

## **13 Over-Rate Penalties**

All sides are expected to be in position to bowl the first ball of the last of their 50 overs within 3 hrs. 30 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 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.

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 by the weather, 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.

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

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

