

## **Outline Playing Conditions for New League**

### **Tier 2**

#### **All matches**

Panel umpires to officiate subject to availability and allocation by the Panel.

Each side to have 8 players on the ground before match can start unless otherwise agreed between captains. Toss forfeited by a side which doesn't have 8 players on the ground.

Where a weather-related reduction in overs means the team batting second cannot receive 20 overs the match is abandoned.

#### **Limited over matches**

Played on first 4 and last 5 weeks of the season

Start at 12.00 (11.30 in final 2 weeks).

Each side to have 8 players on the ground before match can start unless otherwise agreed between captains. Toss forfeited by a side which doesn't have 8 players on the ground.

Where a weather-related reduction in overs means the team batting second cannot receive 20 overs the match is abandoned.

100-over match, 50 per side. Tea interval of 30 minutes.

10 overs maximum per bowler (reduce pro rata if the match is shortened).

In Division 2, Division 3 East and Division 3 West two new white balls to be used; coloured clothing to be worn. In other divisions two new red balls to be used; in all cases one new ball to be taken at the beginning of each innings.

Powerplays and fielding restrictions as currently used in Surrey Championship Tier 1. Free hit following no balls.

As in existing Surrey Championship regulations, minimum over rates to be enforced if panel umpires are standing with an extra fielder in the ring if cut-off time missed.

Where weather intervenes, overs start to be reduced after 30 minutes is lost; second innings runs target to be set using DL formula in Play-Cricket.

Points: Win 20 points, Loss 0 points, Tie 10 points each, Abandoned 5 points each

Bonus points for batting at 150, 175, 200, 225, 250. For bowling at 5, 7, 9 wickets taken (or complete dismissal).

#### **Time matches**

Played on weeks 5-13 of the season.

Start at 12.00.

Minimum of 100 overs in the match unless delayed or interrupted by weather.

Two new red balls, one to be taken at the beginning of each innings

Team batting first allowed a maximum of 55 overs (or as recalculated in the event of bad weather).

As in existing Surrey Championship regulations, minimum over rates to be enforced if panel umpires are standing with a points deduction for non-compliance.

Points:

- Win by the team winning the toss and batting first; or by the side losing the toss: 24 points.
- Win by the side winning the toss and bowling: 20 points
- Loss – 0 points
- Tie – 12 points to each side
- Abandoned – 6 points to each side
- Drawn game: 6 points for the faster scoring rate, 2 points for the slower scoring rate

Bonus points for batting at 150, 175, 200, 225, 250. For bowling at 5, 7, 9 wickets taken (or complete dismissal).