

Outline Playing Conditions for New League

Tier 1

All matches

Panel umpires to officiate.

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 Saturdays of the season

Start at 12.00 (11.30 in final 2 weeks).

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

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

Two new white balls, one to be taken at the beginning of each innings; coloured clothing to be worn

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

Minimum over rates enforced 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 DLS 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 the middle 9 Saturdays

Start at 11.00 with lunch and tea intervals.

Minimum of 120 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 66 overs (or as recalculated in the event of bad weather).

Minimum over rates enforced 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).