

# FORD TROPHY

Except as modified hereunder, the NZC First Class Playing Conditions for cricket in New Zealand shall apply in all Ford Trophy matches.

## 1. THE COMPETITION

The Ford Trophy competition will comprise a series of eight rounds of matches with the six competing teams playing each other, followed by a preliminary finals playoff series, then a Grand Final. A reserve day has been scheduled for the Grand Final.

On completion of the series of eight rounds, all teams will be placed from first to sixth position according to the points obtained, or if equal on points, in accordance with Ford Trophy Condition 2.3.

### 1.1 Qualifying Finals

Teams placed first and second on completion of the eight rounds will play off, and teams placed third and fourth will play off in Qualifying Finals. The winner of the 1 v 2 Qualifying Final will proceed directly to the Grand Final.

The Qualifying Finals will be played at the home ground of the team which was placed in the higher position after the series of eight matches.

### 1.2 Elimination Final

The loser of 1 v 2 Qualifying Final will play off against the winner of 3 v 4 Qualifying Final in the Elimination Final. The winner of that match will proceed to the Grand Final.

The Elimination Final will be played at the home ground of the loser of 1 v 2 Qualifying Final.

In the event of no result or a tie being achieved in either a Qualifying Final or Elimination Final, the team which was placed in the higher position after the series of eight matches will be deemed the winner of that match.

### 1.3 Grand Final

The Grand Final will be played at the home ground of the team winning the 1 v 2 Qualifying Final match.

The team which wins the Grand Final shall be the winner of the competition. In the event of neither team winning the Grand Final (including a tie) the Ford Trophy will be awarded to the team winning the right to host the Grand Final through winning the 1 v 2 Qualifying Final match.

### 1.4 Application of the Reserve Day (Grand Final only)

The hours of play on the reserve day will be the same as on the scheduled day for the match (including the extra time provision).

If play is interrupted on the scheduled day, umpires will use the available extra time and, if necessary, reduce the number of overs to try to achieve a result on that day. Each team must have had the opportunity to bat for a minimum of 20 overs for a result to be achieved.

If play has not resumed by the cut-off time required to allow the minimum number of overs to be bowled to achieve a result on the scheduled day, play shall be abandoned for the day and the reserve day will be used to complete the match.

On the reserve day, play will recommence under the same circumstances that the last ball was bowled on the scheduled day.

The match starts when the coin toss takes place and teams are exchanged. If the toss occurs on the scheduled day and there is no play thereafter, the result of the toss and the named teams will be carried through to the reserve day.

Umpires should make all their ground / weather / light decisions to maximize play on the scheduled day of the match to achieve a result on that day - as if there was no reserve day available.

**Example 1:**

The match starts at 50 overs per side and there is an interruption at 10 overs. Overs are reduced to 35 overs per side and play is about to resume.

Before another ball is bowled it rains and play is abandoned for the day. As the match didn't resume under the revised overs, the match should continue on the reserve day at the original 50 overs per side with the overs reduced if necessary during the reserve day.

**Example 2:**

The same start as in example 1 i.e. match starts at 50 overs per side and there is an interruption at 10 overs. Overs are reduced to 35 overs per side and play is about to resume.

This time, play starts and after an over has been bowled it rains and play is abandoned for the day.

As the match has resumed, it is continued on the reserve day at 35 overs per side with the overs further reduced if necessary during the reserve day.

If the match (min 20 overs each) can be completed on the original scheduled day, then it must happen.

## 2. POINTS

### 2.1 Match Result

Points shall be scored in Ford Trophy matches as follows:

Win	4 points
Tie or no result	2 points
Bonus point	1 point
Loss	0 points

### 2.2 Bonus Points

The team that achieves a run rate of 1.25 times that of the opposition shall be awarded one bonus point. A team's run rate will be calculated by reference to the runs scored in an innings divided by the number of overs faced. Where a team is all out, the number of overs to be used is the maximum number of overs that team was otherwise eligible to face.

Where matches are shortened and targets revised using the DLS system, bonus run rates and defensive targets are derived as a function of the revised target score and maximum overs.

### 2.3 Competition Placing

In the event of teams finishing on equal points, the right to play in the preliminary finals series and grand final match will be determined as follows:

- the team with the most number of wins
- the team with the highest number of bonus points
- the team with the highest net run rate

In a match declared as "no result", run rate is not applicable.

A team's net run rate is calculated by deducting from the average runs per over scored by that team through the competition, the average runs per over scored against that team throughout the competition i.e. calculation of net run rate = team run rate per over less opponent run rate per over. 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.

In matches where play is delayed or interrupted, and the match becomes less than a 50 over per team match, the team run rates will be calculated as follows:

- (a) The team run rate for the team batting second will be the rate achieved in its innings, with such rate being based on the number of overs (Ford Trophy Condition 9.5).

- (b) The team run rate for the team batting first will be that which was achieved from the same number of highest scoring overs as set in Ford Trophy Condition 9.5 to be bowled to the team batting second.

### **3. LAW 2- THE UMPIRES**

#### **3.1 Light**

Normally, play should continue regardless of the state of the light, but Umpires are empowered to enforce Law 2.7 and 2.8 if they deem it necessary.

If, in the opinion of the Umpires, natural light is deteriorating to an unfit level, they may authorise the Ground Authority to use the available artificial lighting (if available) so that the match can continue in unfit conditions.

### **4. LAW 4 – THE BALL**

First Class Playing Condition 4 shall not apply and shall be replaced by:

White Kookaburra 156g Turf cricket balls, as approved by NZC will be used in all matches. Each fielding team shall have two new balls for its innings, to be used in alternate overs, i.e. one from each end. In a one day match reduced to 25 overs or less prior to the start of the first innings, only one new ball will be used per innings.

The Umpires shall retain possession of the match balls 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 balls and shall retain possession of them at the fall of a wicket, a drinks interval, or any other disruption in play. White balls will be used in all matches (including day / night matches).

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. Either bowler or batsman may raise the matter with the Umpires and the Umpires decision as to a replacement or otherwise will be final.

Host Major Associations shall ensure a good selection of quality used white Turf 156g balls are available at all venues. These should be varying in overs used – up to 25 overs.

### **5. LAW 11 - INTERVALS**

First Class Playing Condition 11 shall not apply and shall be replaced by:

#### **5.1 Interval between innings in uninterrupted match**

If the innings of the team batting first is concluded more than 30 minutes prior to the scheduled time for the interval, a 10 minute break will occur, and team two will commence its innings correspondingly earlier, and the interval will occur as scheduled.

The Umpires may decide to play 15 minutes (a minimum of four overs) extra time at the scheduled interval if requested by either captain if, in the Umpires' opinion, it would bring about a definite result in that session. If the umpires do not believe a result can be achieved no extra time shall be allowed.

If it is decided to play such extra time, the whole period shall be played out even though the possibility of finishing the match may have disappeared before the full period has expired.

Note: In addition to above, the length of the interval may be reduced by the Umpires should exceptional circumstances arise.

## 5.2 Interrupted Match

Where the start of play is delayed or play is interrupted and the total playing time is reduced to less than seven hours, the Umpires will vary the length of the break between the innings as follows:

Time Lost	Interval between Innings
1-14 minutes	No change i.e. 45 minutes
15 - 60 minutes	30 minutes
More than 60 minutes	the interval of 30 minutes may be further reduced by mutual agreement between the Umpires and both captains. The minimum interval shall be 10 minutes.

## 5.3 Intervals for drinks

Two drinks breaks per session shall be permitted, each one hour 10 minutes apart. The provisions of Law 11.8 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 onto the field without the permission of the Umpires. Any player taking drinks onto the field shall be dressed in proper cricket attire.

## 6. **LAW 12 - START OF PLAY; CESSATION OF PLAY**

NZC First Class Playing Condition 12 shall not apply and shall be replaced by:

### 6.1 Hours of Play

In those matches where the start of the play is not delayed or play is not interrupted then:

(a) Preliminary rounds, preliminary finals and Grand Final matches

11.00am – 2.30pm                      Session 1

2.30pm – 3.15pm                      Interval

3.15pm – 6.45pm                      Session 2

Unless otherwise advised by NZC

(b) Day/Night Matches

A match may be played as a day/night match where determined by NZC. The hours of play shall be:

2.00pm – 5.30pm                      Session 1

5.30pm – 6.15pm                      Interval

6.15pm – 9.45pm                      Session 2

Unless otherwise advised by NZC.

(c) Televised Matches

NZC shall have the right to vary the hours of play of any match which is televised live.

6.2 Revised Hours of Play

If there is a delayed start, or one or more interruptions in play, the Umpires will order extra time to extend the timing for the cessation of play up to:

7.30pm                                      Day matches

10.00pm                                    Day/Night matches

6.3 Penalties for not bowling the required overs

If either team in either innings fails to bowl the required number of overs by the scheduled time for the cessation of the session, play shall continue until the required number of overs have been bowled. After consultation between Umpires and scorers regarding any time allowances, for each over short of the required number of overs at the scheduled or rescheduled cessation time, teams may be penalised \$1100 + GST for each over short of the required target. The over in progress of the cessation time shall count as a complete over.

6.4 Allowances

For the purposes of determining penalties, the Umpires shall take the following allowances into account:

- (a) Actual time taken for treatment of an injured player on the field.
- (b) Actual time taken for a player leaving the field in the event of a serious injury.
- (c) Actual time taken to dry a wet ball, or recover a ball.
- (d) Referrals to third Umpire and sightscreen changes.

(e) Time wasting by the batting team.

In the event of any allowance being granted to the fielding team under (e) above (time wasting by batting team), then such time shall be deducted from the allowance granted to such batting team in the determination of its over rate.

There shall be no allowances given for wickets falling or drinks breaks.

#### 6.5 Verifying Allowances

Umpires are required to verify all times for allowances and stoppages in consultation with the official scorers, at the end of each session of play and at the completion of the match.

Should a team be penalized under this Condition more than once during a competition then, in addition to the fines imposed as above, NZC reserves the right (depending on the seriousness and context of the breach) to bring a charge against the Captain and/or any members of the fielding team under the NZC Code of Conduct.

#### 6.6 Captains

The player who is nominated as the Captain in any match will be deemed to be the captain should any penalties be imposed under this Condition. Notwithstanding this, where a team's regular Captain is playing in any match but is not nominated as the Captain for that match (regardless of the reason), he or she may be deemed to be the Captain for the purposes of bringing any charge under the NZC Code of Conduct in relation to over rate penalties. Payment of any monetary penalty imposed on the fielding team is the responsibility of that team's Captain.

### 7. **LAW 13 – INNINGS**

#### 7.1 Duration

A match will consist of one innings per team, and each innings will be limited to 50 overs. Matches are to be of one day's duration. A minimum of 20 overs per team will constitute a match. Note: No reserve day is allocated for the preliminary rounds or finals (other than the Grand Final).

#### 7.2 Interrupted Match – No Over Reduction

In an interrupted match, which includes a match where the start of play is delayed, or where play is suspended, but where it is possible for both sides to bat for 50 overs by 7.30pm or 10.00pm in any day/night match:

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

7.2.2 If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first session, play shall continue until the required number of overs has been bowled. The lunch break will be shortened as required with a minimum of 30 minutes for lunch.

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

7.2.4 If the team fielding second fails to bowl 50 overs by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result achieved.

7.2.5 Penalties shall apply for not bowling the required number of overs as set out in Ford Trophy Condition 6.3 above.

### 7.3 Interrupted Match – Over Reduction

In matches where the start is delayed or where play is suspended and it is not possible to complete a 50 over match:

7.3.1 The object should always be to rearrange the number of overs so that both teams have the opportunity of batting for the same number of overs (minimum 20 overs each team). The calculation of the number of overs to be bowled shall be based on an average rate of 14.28 overs per hour in the time remaining before close of play at 7.30pm or 10.00pm in any day/night match. Fractions are to be ignored in all calculations regarding the number of overs, and if the number of overs is an odd number, then the number of overs are to be rounded up.

7.3.2 If the number of overs of the team batting first is reduced, a fixed time will be specified for the close of its innings by applying the provisions of Ford Trophy Conditions 6.2 and 7.3.1. In the event of the team fielding second failing to bowl, if necessary, the reduced numbers of overs by 7.30pm in a day match or 10.00pm in any day/night match, the hours of play shall be extended until the required number of overs has been bowled or a result achieved.

7.3.3 If, owing to suspension of play during the innings of the team batting second, it is not possible for that team to have the opportunity of batting for the same number of overs as the team batting first, they will bat for a number of overs to be calculated as in 7.3.1.

7.3.4 The team batting second shall not bat for a greater number of overs than the first team unless the latter has been all out in less than the agreed number of overs. To constitute a match, a minimum of 20 overs have to be bowled to the team batting second, subject to a result not being achieved earlier.

### 7.4 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.

Where the total overs are not divisible by five, 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.

## **8. LAW 15 – DELARATION AND FORFEITURE**

First Class Playing Condition 15 shall be replaced by:

The Captain of the batting team may not declare his innings closed at any time during the course of the match.

## **9. LAW 16 – THE RESULT**

9.1 A result can be achieved only if both teams have had the opportunity of batting for at least 20 overs unless one team has been all out in less than 20 overs or unless the team batting second scores enough runs to win in less than 20 overs.

9.2 All other matches in which one or both teams have not had an opportunity of batting for a minimum of 20 overs, shall be declared “no result” matches.

9.3 In a match in which both teams have had the opportunity of batting for the agreed number of overs (i.e. 50 overs each in an interrupted match, or a lesser number of overs in an interrupted match), the team scoring the higher number of runs shall be the winner.

9.4 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.

9.5 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 20 overs unless the provisions of Ford Trophy Condition 9.1 applies, then a revised target score (to win) will be set for the number of overs which the team batting second will have the opportunity of facing – this revised target is calculated by the Duckworth Lewis Stern method (see Duckworth Lewis Stern Regulations - DLS).

9.6 At the interval between innings or whenever a revised target has been set, a printout 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 (by the scorers) to both team’s dressing rooms and to the match Umpires, and ground authority.

9.7 If a match is abandoned before it has been played to a conclusion and after the team batting second has received the minimum of 20 overs required to constitute a match (unless the provisions of Ford Trophy Condition 9.1 applies), then the result shall be decided by the DLS system.

## **10. LAW 21 – NO BALL**

### **10.1 Free Hit**

The delivery following a No ball called (all modes of no ball) shall be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery

(any kind of No ball or a wide ball) then the next delivery will become a free hit for whichever batsman is facing it.

For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called wide ball.

Neither field changes nor the exchange of individuals between fielding positions are permitted for free hit deliveries unless:

- (a) there is a change of striker; or
- (b) the No Ball was the result of a fielding restriction breach in which case the field may be changed to the extent of correcting the breach.

For clarity, the bowler can change his mode of delivery for the free hit delivery. In such circumstances Law 21.1 shall apply.

The umpires will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

## **11. LAW 22 – WIDE BALL**

11.1 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.

11.2 Any off side or leg side 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 a Wide. As a guide on the off side, a ball passing outside a line drawn between the bowling and popping creases, measured 432mm (17 inches) from the return crease shall be called Wide. The above provisions do not apply if the striker makes contact with the ball.

11.3 A penalty of one run 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 as Wides.

### **11.4 Guidelines and Application**

Umpires need to ensure a balance between the application of the Law and the Playing Condition.

#### **11.4.1 Leg side**

All deliveries directed and bowled down the leg side (behind the body of the striker, standing in his normal batting stance) will be interpreted as a form of negative bowling and should be called Wide.

For the sake of clarity, a ball that passes down the leg side, but in between the striker and the leg stump, shall not be deemed a Wide for the purposes of this Condition as there has been a reasonable opportunity for the batsman to score.

The only exception to this directive is for a ball that just misses the leg stump. This is not deemed negative bowling and should not be called Wide when the batsman moves across to the off stump from his original stance.

Had the batsman not moved onto the off stump but remained in his normal batting stance the ball would have struck him, thereby negating any Wide call.

#### 11.4.2 Offside

Applying Ford Trophy Condition 11.2 above in conjunction with Law 22, any delivery that passes outside the Wide guideline, with the batsman in a “normal” batting stance, should be called Wide.

For clarity:

- (a) If the batsman brings the ball sufficiently within reach and the ball passes outside the Wide “guideline” then it is not a Wide. For example, a batsman moving to the off side as the bowler bowls, could bring the ball within his reach even though the ball passes outside the Wide guideline, and if he fails to make contact with the ball, the delivery will not be called a Wide.
- (b) In extreme cases where the bowler delivers a ball and it passes wide of the return crease, then regardless of what movement the striker makes and even if he brings the ball within reach, if he makes no contact with the ball, then this delivery shall be called Wide.
- (c) When a right arm bowler is bowling around the wicket to a right hand batsman, or left arm bowler bowling around the wicket to a left hand batsman and bowls full yorkers on the off side marked guideline, this is deemed a negative tactic, and the delivery should be called Wide.

#### 11.4.3 Wide interpretation for the reverse sweep or switch hit

The interpretation to be followed on calling a Wide when a switch hit or reverse sweep is played or the batsman gets in a position to play the shot and then aborts it, is as follows:

- (a) By the batsman playing the switch hit or the reverse sweep or getting in a position to play the shot, he is deemed to bring the ball sufficiently within his reach, on the leg side as well.
- (b) Consequently, in these circumstances, the wider 75cm wide guidelines (ODIs and T20s) shall apply on both sides of the stumps.
- (c) Simply, when the batsman plays or aborts playing a reverse sweep or a switch hit, these shots negate the leg stump wide interpretation.

## 12. LAW 24 FIELDER'S ABSENCE; SUBSTITUTES

### 12.1. Fielder absent or leaving the field

First Class Playing Condition 24.2 shall apply except that the maximum penalty time shall be 90 minutes rather than 120 minutes;

## 13. LAW 28 THE FIELDER

### 13.1 Field restrictions

13.1.1 At the instant of delivery, there may not be more than five fielders on the leg side.

13.1.2 In addition to the restriction contained in Ford Trophy Condition 13.1.1 above, further fielding restrictions shall apply to certain overs in each innings. The nature of such restrictions and the overs during which they shall apply are set out in the following paragraphs.

13.1.3 The following fielding restrictions shall apply:

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 (27.43 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field. (Refer Appendix 1). The fielding restriction areas should be marked by continuous painted white lines or 'dots' at five yard (4.57 metres) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring seven inches (18 cm) in diameter.

At the instant of delivery:

- (a) Powerplay 1: no more than two (2) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 1 to 10 inclusive.
- (b) Powerplay 2: no more than four (4) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 11 to 40 inclusive.
- (c) Powerplay 3: no more than five (5) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 41 to 50 inclusive.

13.1.4 In circumstances when the number of overs of the batting team is reduced, the number of overs within each phase of the innings shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

<b>Innings duration</b>	<b>Powerplay 1</b>	<b>Powerplay 2</b>	<b>Powerplay 3</b>
20	4	12	4
21	4	13	4
22	5	13	4

23	5	14	4
24	5	14	5
25	5	15	5
26	5	16	5
27	6	16	5
28	6	17	5
29	6	17	6
30	6	18	6
31	6	19	6
32	7	19	6
33	7	20	6
34	7	20	7
35	7	21	7
36	7	22	7
37	8	22	7
38	8	23	7
39	8	23	8
40	8	24	8
41	8	25	8
42	9	25	8
43	9	26	8
44	9	26	9
45	9	27	9
46	9	28	9
47	10	28	9
48	10	29	9
49	10	29	10

13.1.5 If play is interrupted during an innings and the table in Ford Trophy Condition 13.1.4 applies, the Powerplay takes immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-over.

Example:

A 50 over innings is interrupted after 8.3 overs and reduced to 32 overs. The new powerplays are 7+19+6. Therefore the middle powerplay fielding restrictions take immediate effect when play resumes and last for a further 17.3 overs. The final powerplay begins after 26 overs have been bowled.

A 40 over innings is interrupted after 18.5 overs and reduced to 22 overs. The new powerplays are 5+13+4. When play resumes, the final powerplay fielding restrictions apply for the remaining 3.1 overs.

13.1.6 At the commencement of the middle and final powerplays of an innings, the Umpire shall signal such commencement to the scorers by rotating his arm in a large circle.

13.1.7 The scoreboard shall indicate the current Powerplay in progress.

13.1.8 In the event of an infringement of any of the above fielding restrictions, the square leg Umpire shall call and signal 'No Ball'.

## **14. LAW 41 – UNFAIR PLAY**

### **14.1 Time Wasting**

In relation to Laws 41.9 and 41.10, Umpires should fully take into account in limited over matches any deliberate slowing down of the time by either batsmen or fielders where it may be seen to be to the disadvantage of an opposition team e.g. in the case of a team fielding second slowing down the game knowing it might win a shortened match on run rate, or in the case of a team batting first slowing down the game to reduce the number of overs available to the team batting second.

## **15. SIGHTSCREENS**

These shall be black and be placed outside the agreed boundary.

## **16. SCOREBOARD**

Provision will be made for the scoreboard to show the total number of overs bowled and the number of overs bowled by individual bowlers. Provision will also be made to show the progressive Duckworth Lewis Stern par score in all matches.

## **17. COLOURED CLOTHING AND EQUIPMENT**

Pads, and players and Umpires clothing shall be coloured.

## **18. CONCUSSION SUBSTITUTE**

The following shall apply in addition to Law 24:

18.1 If the relevant Major Association Team Physio formally notifies the Match Referee of the diagnosis of a player with suspected concussion (Concussed Player), then a Concussion Substitute may be activated to take the place of the Concussed Player for the remainder of the match in accordance with this Ford Trophy Condition 18.

18.2 Formal notification in accordance with Ford Trophy Condition 18.1:

- (a) must be made orally by the relevant Major Association Team Physio to the Match Referee or the Umpire/s to be relayed to the Match Referee (if made on the field of play);
- (b) must be followed up in writing from the relevant Major Association Team Physio to the Match Referee as soon as practicable after making the oral notification; and
- (c) requires the relevant Major Association Team Physio to provide the Match Referee with a copy of the completed written SCAT 3 test for that incident as soon as practicable.

18.3 A Concussion Substitute:

- (a) cannot be activated without the formal notification of the diagnosis of the suspected concussion of the Concussed Player to the Match Referee; and

- (b) can be activated in accordance with and subject to this Ford Trophy Condition 18 at any time during the remainder of the match following the formal notification.
- 18.4 There is no obligation for a team to immediately or subsequently activate a Concussion Substitute following any formal notification/s made in accordance with Ford Trophy Condition 18.1.
- 18.5 Following the notification at Ford Trophy Condition 18.1, if the Concussed Player's team wishes to activate the Concussion Substitute, it must have its captain (or coach where the captain cannot practically do so) formally notify the Match Referee of its election to activate a Concussion Substitute for that Concussed Player.
- 18.6 The nominated 12<sup>th</sup> man will be the Concussion Substitute therefore it may not be a like-player substitution.
- 18.7 Once approved by the Match Referee the Concussion Substitute may immediately participate in the match concerned as a complete replacement player for the Concussed Player. To be clear, the Concussion Substitute is able to bat, bowl or field as though he was a member of the starting XI.
- 18.8 If, at the time of activation, the Concussion Substitute is replacing a:
- (a) Concussed Player that has "retired not out" during his team's current batting innings, the Concussion Substitute may only bat in that innings (where possible) as though he was a batsman returning to his innings; or
  - (b) Concussed Player from the fielding team, the Concussion Substitute may enter play pursuant to Law 2.5 as though he was a member of the fielding team returning to play.
- 18.9 Once replaced by a Concussion Substitute, a Concussed Player may take no further part in the match concerned.
- 18.10 The restrictions in First Class Playing Conditions 24.2 shall not apply if the player is a Concussion Substitute that has been activated in accordance with Ford Trophy Condition 18 and who is initially entering the field of play in replacement of a Concussed Player.

