



Members' Forum

Sunday 13 July



Lancashire
Cricket

Key Objectives for New Playing Schedule

- A recognition that pinch points in the schedule is a major player welfare problem, particularly with bunching back-to-back Championship matches and also with late night long travel and back-to-back Blast matches
- A recognition that to retain 14 championship matches would need 2 matches played during The Hundred
- A desire to grow Memberships and audiences for both Blast and County Championship and recognising that the schedule, particularly with fixture bunching has meant that we are nowhere near capacity for all matches excluding the Roses T20 match
- Impossible to curate a perfect schedule, compromises will be needed

Directors of Cricket County-Wide Feedback

- Supportive for making each of the three men's comps as high quality as possible – including the possible reduction in the volume of matches
- Support the view that grounds, pitches & facilities are an essential part of the debate especially with the volume of matches being played at HQ venues
- Very keen to understand more about what England Men want to see and what we need to do to the County Championship for them to take notice of performances when selecting Test squads
- Support the suggestion of greater prize money for the men's comps in order to encourage participation from our best players

Player & Medical Team Feedback

Players feel that the current schedule doesn't allow them to consistently perform at their best

- 67% of players concerned about current schedule impact on mental wellbeing
- 83% of players concerned about current schedule impact on physical wellbeing
- 72% think the current schedule is not conducive to High Performance
- 77% think counties play too many days of cricket

Players feel the Vitality Blast will be a better competition if completed prior to The Hundred

Players highly value the Championship as part of the summer but believe it'll benefit from an improved fixture list.

Attendances

- Bunching of fixtures – 5 Blast fixtures In 10 days (3 at EOT)
- 2025 attendance survey indicated ‘not enough time’ was the biggest barrier for buying a ticket
- Over 70% of paid members have not attended a county championship game this season.
- Average Blast buyer frequency is 1.71 games, with a 32% retention rate
- Only 202 Members have attended all Blast games this season (excluding today) – Just 2.3% of Paid members

County Championship - Proposals



Old Trafford



Lancashire
Cricket

County Championship	Top division - 12 – (2 conferences of 6 each) and bottom division of 6		Divisional
Option	<u>OPTION A</u> Minimum 12 matches Div 1 conference winners play a showpiece Final Promotion play-off in Div 2	<u>OPTION B</u> Minimum 12 matches 10 teams have 12 matches 6 teams in Div 1 have 13 matches 2 teams in Div 2 have 13 matches	<u>OPTION C</u> Existing Divisional Structure – 12 matches*
Structure	<u>Two Tiers</u> Division 1: 12 teams (<i>split into 2 conferences of 6 + 6</i>) Division 2: 6 teams	<u>Two Tiers</u> Division 1: 12 teams (<i>split into 2 conferences of 6 + 6</i>) Division 2: 6 teams	<u>Two Tiers</u> Division 1: 10 teams Division 2: 8 teams
Home and away	5	5	Division 1: 3 Division 2: 5
Home or away	Division 1: 2 (from other group) Division 2: 2	Division 1: 2 (from other group) Division 2: 2	Division 1: 6 Division 2: 2
Play-offs/2 nd Phase	Div 1: Winners of each conference play a showpiece Final. Div 2: 2 v 3 promotion match. £400k for each Div 1 conference winner. £600k winner take all for Final winners. First £1m prize money for any red ball tournament in the world.	Div 1: Top 6 (3 from each Div 1 group) – 1 fixture (home or away) against a team from top 3 from other group (seeded). Div 2: 2 v 3 promotion match. £400k for Title winner (most points across 12 teams in Division 1)	N/A £400k prize money for Division 1 winners.
Promotion/relegation	2 teams promoted (Div 2 winner and play-off winner) 2 teams relegated (bottom of each Div 1 conference)	2 teams promoted (Div 2 winner and play-off winner) 2 teams relegated (bottom of each Div 1 conference)	2 teams promoted (top two teams in Div 2) 2 teams relegated (bottom two teams in Div 1)
Notes	2026 tiers based on 2025 positions Requires min. of 13 rounds.	2026 tiers based on 2025 positions Requires min. of 13 rounds	Division 1 and 2 seeded Requires min. of 13 rounds

Vitality Blast Proposal

Vitality Blast

- Three groups of six teams
 - Lancashire, Yorkshire and Durham always grouped together.
 - The other three teams in each group rotate yearly.
- 12 matches per team (six home)
 - Five home and away games in the group.
 - Plus, one home and away match against a team from another group.
- Matches spaced out into six weekend blocks (Wed-Sun), making it easier for fans to attend and improving player recovery

Mechanics for the allocation for 2 additional fixtures from other groups plus the rotation of groups in 2028 are being worked by the PGC/Steering group

Quarter-Finals

Tuesday and/or Wednesday of Finals' week – minimum 2 days gap from last Pool match and before Finals' Day

Vitality Blast

Pool	Pool	Pool
Durham	Kent	Gloucestershire
Lancashire	Sussex	Glamorgan
Yorkshire	Hampshire	Somerset
<i>3 in above half of the Pools rotate each Season one to the right</i>		
Derbyshire	Essex	Northamptonshire
Nottinghamshire	Middlesex	Worcestershire
Leicestershire	Surrey	Warwickshire

Any questions?
