



Playing Conditions: Championship, Readman, Conner, Wilberfoss, Midgley & U19 Cups

(Email all queries to assistant@yplncricket.co.uk)

1. Duration of matches

- a. Matches will consist of one innings per team, each innings limited to a maximum of 20 overs, with a result only possible if both teams have had the opportunity to bat for at least five overs.
- b. Any time lost due to ground, weather or light conditions will result in the deduction of two overs from the match for every complete 7.5 minutes lost to interruptions before or during the first innings, or one over for every complete 3.75 minutes lost to interruptions during the second innings.
- c. For interruptions before or during the 1st innings, where possible the remaining overs should be allocated so that the innings are of equal length. Where that is not possible, the remaining 1st innings overs will be deducted, the innings closed and the balance of overs to be deducted will be taken from the 2nd innings. In this instance a target score will be set for the 2nd innings using DLS, if it is being used, or average run rate if DLS is not being used (see "Result" section)
- d. If the team batting first are bowled out before reaching their allocated overs, and there is a subsequent interruption in play, the unused first innings time will be used before overs are reduced in the second innings.
- e. If an interruption means that either team do not have the opportunity to bat for at least five overs then the match should be abandoned.
- f. The interval should be no longer than 15 minutes.

2. Limitation of overs

- a. No bowler may bowl more than four overs in an innings. In a reduced over match, no bowler may bowl more than one fifth of the revised number of overs in the innings (rounded up if not a whole number) unless his/her quota had been exceeded prior to the interruption.
- b. When an interruption occurs mid-over and on resumption the bowler has exceeded the new maximum allocation they will be allowed to finish the incomplete over.

3. U19s T20 Cup only – retirement at 50

- a. When a batter reaches or passes the personal total of 50 runs they must retire
- b. Retired batters may return once all other batters have been dismissed
- c. Batters return in the order in which they had retired

4. Limitation of Fielders

- a. At the instant of delivery, there may not be more than five fielders on the leg-side
- b. A fielding 'circle' will be clearly marked 30 yards from each middle stump.
- c. For the first six overs of each innings only two fielders are permitted to be outside the fielding circle at the instant of delivery.
- d. For the remaining overs of each innings only five fielders are permitted to be outside the fielding circle at the instant of delivery.
- e. In circumstances when the number of overs of the batting team is reduced, the number of Fielding Restriction Overs shall be reduced in accordance with the table below.

Total Overs	No. of overs for which fielding restrictions apply
5-6	1
7-9	2
10-13	3
14-16	4
17-19	5

- f. Umpires will call 'No-ball' if limitations are breached at the point of delivery.

5. Wide-balls and short-pitched deliveries

- a. A ball that passes on the legside of both the stumps and the pads of the batter standing in a normal batting position will be called wide unless it has done so only because the batter changed position after the ball had come into play, in which case a wide will not be called.
- b. Any offside delivery which in the opinion of the umpire does not give the batter a reasonable opportunity to score shall be called a wide.
- c. There may be no more than one short-pitched delivery in any over, irrespective of which batter is on strike. 'Short-pitched' is defined as above shoulder height to the batter when standing upright in his/her crease. Any subsequent short-pitched delivery will be called a 'No-ball'.

6. Free hits on No-balls

- a. The delivery following a no-ball will be a free hit for whichever batter is facing it, with the exception of a no-ball called for an above-head-height short-pitched delivery.
- b. The umpire will signal a free hit by (after the normal No-ball signal) extending one arm straight upwards and moving it in a circular motion.
- c. 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 batter is facing it.
- d. 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 a Wide-ball.
- e. Field changes are not permitted for free hit deliveries unless there is a change of striker or the No-ball was the result of a field restriction breach in which case the field may be changed to the extent of correcting the breach. However, in all circumstances, any fielder within 15 yards of the striker may retreat to a position on the same line no more than 15 yards from the striker.

7. Late Arrival of Players

- a. Teams are required to exchange team cards prior to the 'toss' and notify the opposing captain and umpire of any absentee player. When a player arrives after the official starting time, the following will apply:
 - i. Fielding team: A player arriving late must not enter the field of play without an umpire's permission and will not be permitted to bowl until he/she has been on the field of play for an equivalent number of overs to that which had been bowled prior to him/her appearing on the field.
 - ii. Batting team: A player arriving late will not be permitted to bat until he/she has been present at the ground for an equivalent number of overs to that which had been bowled prior to his/her arrival, except upon the fall of the ninth wicket. The onus is upon the captain of the batting team to inform the umpires of the arrival of his/her player at the ground.

8. Type of ball, clothing and sightscreens

- a. Red balls, white clothing and white sightscreens will be used unless both teams specifically agree otherwise:
 - i. If both teams wish to use coloured clothing, this is acceptable.
 - ii. If only one team wishes to use coloured clothing then this is only acceptable if the other team gives their permission in advance. Either team is perfectly entitled to insist that white kit is used by both teams.
 - iii. Where one or both teams are using coloured clothing, agreement must be reached on whether red or pink balls are to be used. In all situations both teams must use the same colour of match ball.
 - iv. In cup finals the Cup Manager must consent to coloured kit being used by either team.
- b. Each team will provide its own balls for knockout matches prior to finals. In the Championship the match ball provided by each team must be new, but in other cups teams may provide a used match ball if they wish. For cup finals the league will provide a new ball for each team, but teams must provide their own spares.
- c. All balls must comply with Law 4.1, be four-piece leather, grade A or grade 1, in good condition, at least partially UK manufactured and be approved by the umpires.

9. Umpires

- a. Championship Cup: The YPLN umpire panel will provide both umpires for all games, where possible.
- b. Other cups: During the knockout stages teams are required to provide their own umpires. The YPLN umpire panel will provide umpires for all finals.

10. Result

- a. A result can be achieved only if both teams have had the opportunity to bat for at least 5 overs, unless a team is all out in fewer than 5 overs or the team batting second reaches the target in fewer than 5 overs.
- b. When overs are not reduced after play has commenced, and both sides have thus had the opportunity of batting for the same agreed number of overs, the team scoring the higher number of runs shall be the winner. If the scores are equal, the team losing the fewer wickets will be the winner. If each team has lost the same number of wickets the winner will be the team with the highest score after 5 overs, if necessary reducing by one over until a result is obtained.
- c. In the Championship Cup DLS will be used in the event of overs being reduced after play starts. In other cups the captains must decide before the toss whether DLS will be used.
- d. If overs are reduced after play starts and DLS is being used then DLS should be used to calculate the target score for the second innings, and thus the result of the match.
- e. If overs are reduced after play starts and DLS is not being used:
 - i. If both teams have had the opportunity of batting for the same number of overs, the team scoring the higher number of runs shall be the winner. If the scores are equal, the team losing the fewer wickets will be the winner. If each team has lost the same number of wickets the winner will be the team with the highest score after 5 overs, if necessary reducing by one over until a result is obtained.
 - ii. Where the number of overs in the second innings is less than the first innings and DLS is not being applied, a target score will be calculated for the team batting second to win the match by multiplying the revised total number of overs in the second innings by the average number of runs per over scored by the team batting first and then rounding up to the next highest whole number. (Note: if a team is dismissed in fewer overs than the maximum that they were allowed, that maximum number will be used in this calculation). If this calculation leads to a whole number without rounding up, then 1 run should be added to determine the target winning score.
- f. If the above procedures do not produce a winner, or if a match is abandoned before both teams have had the opportunity to bat 5 overs and either team does not wish to reschedule the match, then the outcome shall be determined by a bowl-out. However, if either umpire considers that this is unsafe or impractical for any reason then the result will be determined by the toss of a coin.

11. Bowl-out procedure

- a. The umpires will select a used ball, in reasonable condition, which both teams will use (unless it becomes wet, in which case it can be changed with the approval of the umpires).
- b. The side which batted second will begin the bowl-out. Five players from each side will alternately bowl one overarm delivery each at a wicket, pitched at a distance of 22 yards (nets can be used if ground conditions require it).
- c. The side which bowls down the wicket the most times shall be the winner. If the scores are equal, the same five players will bowl one ball each alternately to achieve a result on a 'sudden death' basis.
- d. Front-foot no-balls, or balls which bounce twice before the popping crease, will not be re-bowled but cannot count towards a team's score.