Hundred Cup & Hundred Plate Playing Conditions 2026

1. Penalty run bonus awarded to a team when playing a team from a higher division

- Where the two teams are from different divisions, the lower division team will have 10 penalty runs added to their score at the start of their innings, unless the number of overs available at the start of their innings is 10 or fewer, in which case 5 penalty runs will be added.
- No reduction will be made to these figures after the first ball of the lower division team's innings has been bowled, regardless of any subsequent loss of overs due to interruptions in play, and regardless of whether or not the lower division team are bowled out before they have completed their available overs.
- When teams from the same division play each other no penalty runs as described above shall be awarded.

2. Duration of matches

- 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. Teams must comprise at least seven players or will be treated as having conceded the match.
- The captains may agree to shorten the scheduled duration of any game except on Finals Day, before the toss is made (for example, if poor weather or light is forecast).
- No play will start or restart in rain, i.e. precipitation falling visibly in separate drops.
- The interval should be no longer than 10 minutes.
- In the cup final match only, the first 30 minutes of time lost in aggregate before or during the match due to ground or weather conditions will be ignored. In all other matches there will be no "free" lost time.
- Any time lost before or during a match (apart from the first 30 minutes lost in the cup final) will be aggregated and will result in the deduction of four overs from the match for every complete 12.5 minutes lost (see appendix). For interruptions before or during the 1st innings, half the deduction will be made from each innings, unless there are insufficient overs remaining in the first innings, in which case the overs remaining in that innings will be lost, and the balance deducted from the second innings (any incomplete over in the first innings will be counted as a full over)(see “Result” section).
- On Finals Day, any overs lost before or during the first semi-final will be shared between the first and second semi-finals, before being allocated between innings as described above (unless the matches are played at the same time).
- Where, for whatever reason, the first innings lasts for less than 65 minutes, or a proportionately reduced time where overs are reduced, the unused first innings time will be used before overs are reduced in the second innings.

3. Bowler’s overs

- Two overs of five balls each shall be bowled from each end alternately. Batters shall not change ends in between any overs. A bowler shall be allowed to change ends as often as desired, provided they do not bowl more than two overs consecutively, nor bowl parts of more than two consecutive overs.
- The bowler’s end umpire will mark the end of the first of each pair of overs by signalling to the scorers with their team card.
- For innings of between 10 and 20 overs, no bowler may bowl more than one-fifth of the total overs allowed (unless such a number has been exceeded before an interruption), except that where the total overs are not divisible by five an additional over shall be allowed to the minimum number of bowlers necessary to make up the balance (see appendix). For example, after eight overs, rain interrupts play and the innings is reduced to 12 overs, which means that two bowlers can bowl 3 overs and the remaining bowlers can bowl 2 overs. Both opening bowlers have bowled four overs so have already exceeded this limit. They count as the two bowlers who were allowed the extra over, so any other bowlers are limited to two overs.
- For innings of between 5 and 9 overs no bowler may bowl more than two overs (see appendix)
- 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.
- In the event of a bowler being unable to complete an over, another bowler will bowl the remaining balls. Such part of an over will count as a full over only in so far as each bowler’s limit is concerned.

4. Limitation of Fielders

- At the instant of delivery, there may not be more than five fielders on the leg-side
- Fielding circle: Two semi-circles will be marked on the field of play, each with a radius of 30 yards (27.4m), with their centres being the middle stumps. The ends of each semi-circle will be joined to the other by a straight line on the same side of the pitch. Clubs must use white plastic discs to designate this area.
- "Powerplay": For the first five overs of each innings a maximum of two fielders are permitted to be outside the fielding circle at the instant of delivery. For the remaining overs of each innings a maximum of five fielders are permitted to be outside the fielding circle at the instant of delivery. If the number of overs in an innings is reduced then the powerplay shall be reduced as follows:
  - 5-6 overs: 1 over powerplay
  - 7-10 overs: 2 over powerplay
  - 11-14 overs: 3 over powerplay
  - 15-18 overs: 4 over powerplay
  - 19-20 overs: 5 over powerplay
- Umpires will call 'No-ball' if limitations are breached at the point of delivery.
- Teams are expected to be in position to bowl the first ball of the last of their overs within 65 minutes playing time (or an adjusted time if overs are reduced, balls are lost etc). In the event of them failing to do so then one fewer fielder will be permitted outside the "fielding circle" than would normally be the case (see below), for the remainder of the innings. This penalty will be applied as soon as the ball becomes dead after the deadline has been missed, but can only be applied if the scheduled innings length is at least 10 overs. This sanction can only be applied by a non-playing umpire. If only one non-playing umpire is officiating then he/she can apply the sanction alone. If two non-playing umpires are officiating then both must agree for the sanction to be applied. In addition, in all reduced overs matches, the fielding team will be given one over's leeway. For the avoidance of doubt, one over's leeway means that the fielding side must be in position to bowl the first ball of the penultimate over by the scheduled or rescheduled 'cut-off' time.

5. Wide balls and short-pitched deliveries

- 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.
- As a guide to the umpires for the calling of wides on the offside, crease markings will be drawn from the bowling crease to the popping crease, 17 inches from the return creases at each end of the pitch. However, if the striker makes a significant movement, and the umpire deems that in doing so that the striker could reach the ball, even if they subsequently miss the ball or do not play a shot, a wide will not be called even if the ball passes outside of the 17" wide line on the off-side.
- Any ball passing down the leg-side of the batter and outside the line of the leg stump, which does not come into contact with the bat or any part of the batter's person, will be called and signalled "wide ball" regardless of any movement on the batter's part. However, if the striker is attempting to play, or has aborted an attempt to play, a reverse sweep or switch hit, the ball may be bowled to either side of them within the 17" wide lines without being called a wide.
- Regardless of how wide of the striker a delivery is, there will be no more than one delivery per over that after pitching passes, or would have passed, clearly above shoulder height of the striker standing upright at the popping crease. Any subsequent such delivery within the over will be called a 'No-ball'. For the avoidance of doubt, if a delivery, after pitching, passes above head height of the striker standing upright at the popping crease, and is therefore an automatic "No-ball", all subsequent above-shoulder-height deliveries within the over will be No-balls.

6. Free hits on No-balls

- 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.
- 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.
- 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.
- 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.
- 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 / Fielder's Absence

- In the Hundred Cup, Laws 24 & 25 ("penalty time") will apply, but the first 15 minutes of absence will be ignored.
- In the Hundred Plate:
  - 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.
  - 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, or until the fifth wicket falls, if that is sooner. 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

- In the Hundred Cup coloured clothing will be worn, although teams that do not have it may wear whites. Each team will provide a pink Dukes Special League A balls for knockout matches prior to finals (or an alternative approved by the Cup Manager), plus at least one appropriate pink spare ball. Red spare balls may be used once all pink spare balls are lost.
- In the Hundred Plate white clothing and red balls will be used. Each team must provide one red Dukes Century A ball (or better), which can be new or a good quality used ball, plus an appropriate spare.
- All balls must comply with Law 4.1, be four-piece leather, grade A or grade 1, in good condition, at least partly UK manufactured and be approved by the umpires.
- For cup finals the league will provide a new ball for each team, but teams must provide their own spares.

9. Umpires & Scorers

- In the Hundred Cup the YPLN umpire panel will arrange both umpires for all games where possible, and will inform the teams with plenty of notice where this is not possible.
- In the Hundred Plate teams are required to provide their own umpires, with the exception of the final
- Both teams must provide a scorer for all games. If a team fails to do this then, during their batting innings only, they must always have a team member present in the scoring box (financial penalties stipulated by the league may also apply). Hundred Cup matches must be scored digitally.

10. Result

- A result can be achieved only if both teams have had the opportunity to bat for at least five overs, unless a team is all out in fewer than five overs or the team batting second reaches the target in fewer than five overs.
- 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 fewest 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 at the end of the 5th completed over (if still tied, or if one team did not bat for 5 overs, reduce by one over at a time until a result is obtained).
- In the Hundred Cup DLS will be used in the event of overs being lost after play starts.
- In the Hundred Plate the captains must decide before the toss whether DLS or Run Rate will be used in the event of overs being lost after play starts, and confirm this to the umpires. If they do not do so, or cannot agree, then Run Rate will be used.
- 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. If this results in a tie then a bowl-out (or coin toss) will be used to determine the result (see below).
- If overs are reduced after play starts and DLS is not being used then:
  - 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 at the end of the 5th completed over (if still tied, or if one team did not bat for 5 overs, reduce by one over at a time until a result is obtained).
  - Where the number of available overs in the second innings is less than the number of available overs in the first innings, and DLS is not being used, a target score will be calculated for the team batting second to win the match by multiplying the revised number of overs in the second innings (including partial overs) by the average number of runs per over scored by the team batting first and, if the result is not a whole number, rounding up to the next whole number. If this calculation leads to a whole number without rounding up, then 1 run should be added to determine the target winning score. (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 the team batting second scores one run less than the target score calculated via this method then the result will be a tie and a result must be achieved via bowl-out or coin toss(see below).
- If the above procedures do not produce a winner, or if a match is abandoned before both teams have had the opportunity to bat five overs and neither captain wishes 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

- 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).
- 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).
- 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.
- Front-foot no-balls, or balls which bounce twice before the popping crease, will not be re-bowled but will not count towards a team's score.

12. Cup Manager

- The league Cup Manager has the authority to alter any of the above if doing so is in the interests of fair play or achieving a result.

Powerplay	
Overs in innings	*Powerplay overs*
5-6	1
7-10	2
11-14	3
15-18	4
19-20	5

Bonus runs for lower division team	
Overs available at start of innings	*Penalty runs awarded at start of innings*
5-10	5
11-20	10

Time lost before or during match			
Games before Cup Final Match		**Cup Final Match**	
Aggregate mins lost before or during match	*Overs lost*	*Aggregate mins lost before or during match*	*Overs lost*
12.5	4	42.5	4
25	8	55	8
37.5	12	67.5	12
50	16	80	16
62.5	20	92.5	20
75	24	105	24
87.5	28	117.5	28
100	Play 5-over match or abandon	130	Play 5-over match or abandon

Note: On Finals Days, overs lost during the first semi-final are shared with the second semi-final

Overs per bowler	
Overs in innings	*Maximum overs per bowler*
20	4
19	4 bowlers can bowl 4 overs, other bowlers can bowl max 3 overs each
18	3 bowlers can bowl 4 overs, other bowlers can bowl max 3 overs each
17	2 bowlers can bowl 4 overs, other bowlers can bowl max 3 overs each
16	1 bowler can bowl 4 overs, other bowlers can bowl max 3 overs each
15	3
14	4 bowlers can bowl 3 overs, other bowlers can bowl max 2 overs each
13	3 bowlers can bowl 3 overs, other bowlers can bowl max 2 overs each
12	2 bowlers can bowl 3 overs, other bowlers can bowl max 2 overs each
11	1 bowler can bowl 3 overs, other bowlers can bowl max 2 overs each
10 or fewer	2