



T20 Blast, T20 Plate & Championship Cup Playing Conditions 2026

1. 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 Days, before the toss is made (for example, if poor weather or light is forecast). The league strongly recommends shortening T20 matches that commence at 6pm or later, held before May 17th or after August 1st, to 16 overs.
- 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 below (for example, if the first semi-final starts one hour late then both semi-finals will comprise 16 overs per innings).
- 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 (see appendix).
- Any time lost due to ground or weather conditions will result in the deduction of four overs from the match for every complete 15 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).
- Where, for whatever reason, the first innings lasts for less than 1 hours 15 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.
- Teams are expected to be in position to bowl the first ball of the last of their overs within 1 hours 15 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. 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.
- 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.
- The umpires (or league cup/match manager) have the authority to delay the abandonment of any game in order to allow a result to be achieved, where practical and where it will not unduly compromise a later match.
- On Group Days there will be a 30 minute period between the end of one match and the start of the next, unless both captains agree to start earlier. This over-rides the published start time of the match, although no team can be forced to start a match earlier than the published start time.

2. Bowlers' overs

- 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.

3. 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 six 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
 - 7-9 overs: 2 over powerplay
 - 10-13 overs: 3 over powerplay
 - 14-16 overs: 4 over powerplay
 - 17-19 overs: 5 over powerplay
- Umpires will call 'No-ball' if limitations are breached at the point of delivery.

4. 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.

5. 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.

6. Late Arrival of Players – Laws 24 & 25 (“penalty time”) will apply

7. Type of ball, clothing and sightscreens

- Coloured clothing will be worn. In the Championship Cup teams that do not have coloured kit may wear whites.
- A new pink Dukes Special League A match ball (or equivalent ball approved by the Cup Manager) will be used for each innings. In the T20 Blast/Plate the league will supply match balls. In the Championship Cup teams must provide their own match balls except for Finals Day. Teams must provide at least one spare pink ball. Red spare balls may be used once all pink spare balls are lost.

8. Umpires & Scorers

- T20 Blast: The YPL umpire panel will provide both umpires for all games.
- T20 Plate & Championship Cup: The YPLN umpire panel will provide both umpires for all games. Where this is not possible the Cup Manager will inform the teams with plenty of notice.
- Both teams must provide a scorer for all games, which must be scored digitally. If a team fails to provide a scorer then, during their batting innings only, they must always have a team member present in the scoring box (financial penalties stipulated by the league will also apply).

9. 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 then:
 - on a T20 Blast/Plate Group Day the result will be a tie, unless the Group Day only comprised one match, in which case the team with the highest score at the end of the 6th completed over will be the winner (if still tied, or if one team did not bat for 6 overs, reduce by one over at a time until a result is obtained).
 - for any other match, the team with the highest score at the end of the 6th completed over will be the winner (if still tied, or if one team did not bat for 6 overs, reduce by one over at a time until a result is obtained).
- Where overs are reduced after a match commences DLS will be used to achieve a result. Scorers should display the DLS par score from the commencement of the second innings. For T20 Blast/Plate Group Day games if DLS does not produce a winner then the outcome will be a tie, unless the Group Day has comprised only a single match.
- Where a result cannot be achieved via the above, and both sides have had the opportunity for batting for five overs (or have not had such opportunity but the game is not being rearranged), then the game will be decided by a ‘bowl out’ (or ‘coin toss’ if the umpires consider that a bowl-out is not safe or practical), unless the Cup Manager determines otherwise.

10. 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.

11. Practice on the field of play

- In the T20 Blast/Plate the home team should designate a cut strip on the square and an area on the outfield where the visitors can practice. Aside from this, Law 26 will apply as normal.

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.

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
15	4	45	4
30	8	60	8
45	12	75	12
60	16	90	16
75	20	105	20
90	24	120	24
105	28	135	28
120+	Play 5-over match or abandon	150+	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

Powerplay			
Overs in innings	Powerplay overs	Overs in innings	Powerplay overs
5-6	1	14-16	4
7-9	2	17-19	5
10-13	3	20	6