



Playing Conditions for ECB Premier League

(Updated March 2020)

1	Conduct of matches
	1.1 All matches will be conducted in accordance with the Laws of Cricket, the Spirit of Cricket and any current ECB directives, except as provided for in these playing conditions.
2	Fixtures
	2.1 All fixtures will be arranged by the League's fixture secretary.
	2.2 Cancellations. Home clubs must take all possible steps to ensure that games take place in accordance with guidance prepared in association with the Institute of Groundsmen. However, if, taking into account the ground conditions and weather forecast, the home team believes that cancellation is advisable before 9.00am on the day of the game, they may do so only with the agreement of the visiting team. The visiting team may insist that the fixture is not cancelled in advance, but should they do so and there is subsequently no play, they will be liable for £100 game expenses, i.e. umpires' fees and teas). This liability will not apply where, in the opinion of the umpires, the pitch, surrounding areas and run-ups had not been adequately covered, and the home team will then be liable for all expenses. If the game is not cancelled before 9.00am it should not be cancelled until the visitors and umpires are on the ground.
	2.3 Rearrangements. Once the fixture list is published, fixtures may only be arranged due to ground unavailability, or if a team has three or more first-team players who have been selected to play in an ECB competition that unavoidably takes place on the same day. Applications for rearrangement must be made in writing or by email to the fixture secretary 14/21* days in advance on the scheduled date, or the proposed rearranged date, whichever is the earlier, giving full reasons for the request. Except where a ground is required for a first-class or analogous fixture, a rearrangement fee of £50 will be charged.
	2.4 Clubs must check all fixtures for anomalies when they are issued. Any issues detected must be reported to the Fixture Secretary by December 1st. Issues found after this date will have to be resolved by the club (s) concerned.
3	Teams
	3.1 All clubs will play their strongest possible team in all games. No game will start unless a minimum of seven nominated players from each team are present on the ground at the time of start.
4	Toss, nomination of players and pre-match meeting
	4.1 The toss will take place no earlier than 30 minutes and no later than 15 minutes before the scheduled start time. If no member of a team is available to toss during this time, the umpires will at their discretion award or delay the toss.
	4.2 Before the toss for innings, the captain of each team must nominate his players to the umpires. The ages of all players covered by ECB directives on fast bowling and wearing of helmets for under-19 players must be stated. Such nominations must be provided on the cards provided by the League for this purpose.

	4.3	The umpires and both captains must meet no later than 20 minutes before the scheduled start to agree on drinks intervals and any other issues specific to the game. The umpires will also advise on behaviour standards expected in relation to the Spirit of Cricket.												
5	Start of play													
	5.1	Unless ground or weather conditions do not permit, all games will commence at 12.00pm. No game will start at 4.30pm or later, unless tea has been taken, in which case 4.45pm or later.												
6	Duration of play													
	6.1	The normal duration of play will be 50 overs per team, unless reduced due to ground or weather conditions – see rule 9 below. Any unused overs in the first innings will not be carried forward into the second innings.												
	6.2	In order to achieve a result, both teams must have had the opportunity of batting for a minimum of 20 overs.												
	6.3	Where bad weather is anticipated later in the day, if both teams agree, the duration of the match may be reduced. In these circumstances, a match of at least 20 overs per team must be played.												
7	Intervals													
	7.1	A tea interval of 30 minutes will be taken between innings unless tea is taken during a stoppage due to ground or weather conditions. If the tea interval is not taken between innings, 15 minutes of playing time will be saved and a further interval of 15 minutes will be taken between innings. One drinks interval will normally be taken in each innings; this may be dispensed with or added to only by agreement of both captains.												
	7.2	In a shortened game of 20-30 overs per team starting at 12.00pm, the captains have the option to forgo the tea interval. If this option is taken, in agreement with the umpires, then a 15 minute change of innings will replace the tea break.												
8	Teas													
	8.1	The home club will provide 13 teas for the visiting team plus two for the umpires. The cost of teas will be borne by the home club.												
9	Time lost before and during the match													
	9.1	Any delay of more than 15 minutes to the start of the match will result in the deduction of two overs per innings for every complete 15 minutes lost.												
	9.2	All time lost after the start of the match will be aggregated. The first 30 minutes lost will be ignored. Any time lost due to ground, weather or light conditions in excess of 30 minutes (except as in 9.4 below) will result in the deduction of four overs for every further complete 15 minutes lost. For example:												
		<table border="1"> <thead> <tr> <th>Time lost in total</th> <th>Net loss over 30 minutes</th> <th>Deduction</th> </tr> </thead> <tbody> <tr> <td>20 mins</td> <td>Nil</td> <td>Nil</td> </tr> <tr> <td>1 hr 15 mins</td> <td>45 mins</td> <td>12</td> </tr> <tr> <td>2 hr 25 min</td> <td>1 hr 55 min</td> <td>28 (10 min ignored)</td> </tr> </tbody> </table>	Time lost in total	Net loss over 30 minutes	Deduction	20 mins	Nil	Nil	1 hr 15 mins	45 mins	12	2 hr 25 min	1 hr 55 min	28 (10 min ignored)
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9.3	Where overs are reduced after the start of the match, the result will be determined by the DLS method.													
9.4	Where, for whatever reason, the first innings lasts for less than 3 hours 10 minutes, the balance of unused time will be added to the 30 minutes that is allowed before overs are reduced in the second innings. For example; when the first innings lasts for 2 hours 30 minutes, there is an unused balance of 40 minutes, which means that in the second innings, 1 hour 10 minutes will be allowed before overs are deducted as above.													
9.5	Play should not commence or re-commence in rain.													

10	Over rates
10.1	Teams are expected to bowl a minimum of 16 overs per hour.
10.2	In the event of a 50-over innings not being completed within 3 hours and 10 minutes, the batting team will be awarded five penalty runs for each full over remaining to be bowled at this time. The over in progress at this time will not count.
10.3	These targets will be adjusted pro rata in the event of the scheduled innings being less than 50 overs.
10.4	The umpires may at their discretion extend the time allowed for the innings to compensate for unscheduled stoppages.
11	Fielding restrictions
11.1	Throughout the game, the fielding team will have, at the instant of delivery, six fielders (including the bowler and wicket keeper) in a designated area, which is defined by two semi circles, each with a radius of 30 yards, with their centres being the middle stumps.
11.2	The ends of each semi-circle will be joined to the other by a straight line drawn on the field on the same side of the pitch.
11.3	Either umpire will call and signal 'No Ball' at the instant of delivery if this rule is not observed.
11.4	Teams must use white plastic discs to mark out the designated area; white lines alone are not sufficient.
12	Bowling restrictions
12.1	No bowler will bowl more than one-quarter of the overs allocated for an innings (fractions of an over to count as one over), with an upper limit of 13 overs.
12.2	No bowler may bowl more than two short-pitched deliveries in any over, irrespective of which batsman is on strike. 'Short-pitched' is defined as above shoulder height to the batsman when standing upright in his crease. Any subsequent short-pitched delivery will be called a 'no ball.'
12.3	Umpires are instructed to apply a very strict and consistent interpretation of the law relating to leg side wide balls. Any ball passing down the leg side of the batsman and outside the line of the leg stump, which does not come into contact with the bat or any part of the batsman's person, will be called and signalled 'wide ball', regardless of any movement on the batsman's part.
13	Match day practice
13.1	No practice will be allowed on the playing area in the 5 minutes before the scheduled time of start and the five minutes before the resumption of play after any interval.
13.2	Other than at these times, practice will be allowed on the playing area on the day of the game whilst play is not in progress, except on the strip being used for the game and the two strips to either side of it.
13.3	The home team should designate an area on the outfield where the opposition can practice and provide a cut strip on the square, unless ground and weather conditions preclude.
13.4	Whilst play is in progress, there will be no practice on the playing area, except that a new bowler will be allowed a maximum of two practice deliveries on the outfield before bowling.
14	Covering of pitches
14.1	Pitches, including bowlers' run-ups and adjacent pitches, should be fully covered when there is a likelihood of rain during the week before a game, and should, wherever possible, be covered during the game whenever there is a stoppage due to rain.

15	Umpires
	15.1 Umpires will be appointed to all games by the Umpires Secretary, who will administer a panel of umpires for YPLN ECB Premier League and Yorkshire South Premier League.
	15.2 The umpires' fee will include travelling costs and will be determined annually by the Board.
	15.3 Umpires fees must be paid by the home team prior to the resumption of play after tea.
	15.4 Once the umpires have arrived at the ground the full fee will be payable, irrespective of whether or not play takes place.
16	Scorers
	16.1 Each team will provide a competent scorer for the game and live scores will be maintained using an ECB approved system.
	16.2 All scorers will be expected to be in possession of and have working on match days, the following; <ol style="list-style-type: none"> 1. A laptop with Windows operating system and the following installed; <ol style="list-style-type: none"> a. Play-Cricket Scorer Pro b. DLS version 3 (V3) c. Printer drivers 2. An internet connection (wi-fi, USB dongle or mobile phone hotspot connection) 3. A printer to be able to print off DLS tables 4. Walkie Talkies for communication with the umpires.
	16.3 Should a team fail to provide a scorer, they must nominate a scorer for the whole game from their eleven nominated players. This acting scorer may only be relieved if a suitable alternative scorer is provided. An acting scorer will be allowed to bowl immediately on taking the field.
	16.4 The scoreboard must be updated as a minimum at the end of each over, and must display the overs remaining, which will include the over being bowled.
	16.5 In all league and cup matches scorers will be expected to display the DLS Par score from the commencement of the second innings.
	16.6 Scorers must be in an enclosed area away from the public.
	16.7 All must hold a current DBS certificate.
17	Reports
	17.1 Home teams must submit a match scorecard on the day of the match in accordance with the procedures published on the League Website. Failure to meet the deadline for submission of results or to provide comprehensive details will attract a deduction in ECB performance related payments.
	17.2 Both captains must submit on a match by match basis ground and umpire marks by midnight on the Wednesday following the game. Failure to submit details within the required time frame will attract a deduction in ECB performance related payments.
17.3 Umpires must complete an on-line Ground, Facilities and Conduct report by midnight on the Wednesday following the game.	

18	Distribution of points
	18.1 A win will be determined in accordance with Law 16.2 (irrespective of whether the game has been played over 100 overs or a reduced number of overs), or by the Duckworth Lewis system. If the scores are equal or the team batting second equals the DLS par score when both innings have been completed, the result will be a tie regardless of wickets lost.
	18.2 Points will be awarded as follows:
	18.2.1 Win: The winning team will be awarded 10 points (regardless of the number of wickets they have taken).
	18.2.2 Tie: Each team will be awarded 5 points.
18.2.3 Losing Teams: The team which loses the match will be awarded; 0 points if, in the 2 nd innings, they fail to achieve 75% of the 1 st innings score or , in the 2 nd innings they fail to take 6 or more wickets. 2 points if, in the 2 nd innings, they score 75% or more, but less than 90% of the 1 st innings score or , in the 2 nd innings they take 6 or 7 wickets. 4 points if, in the 2 nd innings, they score 90% or more of the 1 st innings score or , in the 2 nd innings they take 8 or 9 wickets.	
18.2.4 Cancelled/Abandoned games: In a match where no play is possible or the full or revised number of overs cannot be bowled due to ground or weather conditions, each team will be awarded 4 points.	
19	Match balls
	19.1 Each team taking to the field will use an official League specified new cricket ball.
	19.2 Each team will lodge a match ball and suitable spare with the umpires at the time of the toss.
	19.3 If the match ball and spare are lost, it will be the responsibility of the home team to furnish replacement balls in both innings
	19.4 In order to save time, the batting team will be responsible for searching for any lost balls.
19.5 All balls used must be acceptable to the umpires.	
20	Position of teams in the league table
	20.1 Where two or more teams have the same number of points in the league table, they will be differentiated by the first of the following criteria that separates them: i. the team with the most wins ii. the team with the most wins in the games between them iii. the team with the most points from the games between them
20.2 If two or more teams finish on level points and cannot be separated by use of the criteria above, they will be deemed to be joint champions. Where it is necessary to separate teams in the table that have finished on an equal number of points, e.g, to represent the league in the Yorkshire Premier Leagues Champions Trophy or for to decide relegation, teams will be separated by the first of the following methods that can be arranged in the time available: i. a 20 over match ii. a bowl out iii. a coin toss	
21	Discipline
	21.1 All disciplinary matters will be dealt with in accordance with the League's published disciplinary rules, which are in line with ECB disciplinary regulations for Premier Leagues.