



YPLN Umpires' Handbook 2022

Containing

**ECB Premier, Championship & First
Division Playing Conditions**

Hunter's Cup Playing Conditions

Ready Reckoners

YPLN Playing Conditions

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.
- 1.2 All Penalty Runs, as contained within the Laws of Cricket, will apply throughout the League.
- 1.3 If a fielder leaves the field during play, he will not incur Penalty time for the first 15 minutes of any absence. (Law 24)
- 1.4 Wide ball
 - 1.4.1 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.
 - 1.4.2 As a guideline to the umpires for the calling of wides on the offside, crease markings will be drawn from the bowling crease to the popping crease and 17 inches from the return creases at each end of the pitch.
- 1.5 Fielding Restrictions
 - 1.5.1 Throughout the match, the fielding team will have, at the instant of delivery, six fielders (including the bowler and wicket keeper) inside a designated area, which is defined by two semi circles, each with a radius of 30 yards, with their centres being the middle stumps. 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.
 - 1.5.2 Either umpire will call and signal 'No Ball' at the instant of delivery if this rule is not observed.
 - 1.5.3 White plastic discs must be used to mark out the designated area.
- 1.6 Short Pitched Bowling
 - 1.6.1 No bowler will bowl more than two 'short pitched' deliveries per over irrespective of which batsman is on strike.
 - 1.6.2 'Short pitched' is defined as above shoulder height of the batsman standing upright at the crease.
 - 1.6.3 The bowler's end umpire will inform the bowler and batsmen when a delivery has been deemed 'short pitched' by tapping his shoulder with 'one' or 'two' fingers, as appropriate.
 - 1.6.4 A third or subsequent 'short pitched' delivery in an over will be called 'No ball'

3. Grounds

- 3.1 It is left to Umpires and Captains to mutually agree, before each match, what shall constitute 4 or 6 hits.
- 3.2 All boundaries must be clearly defined by a continuous white line or an adequate alternative at ground level.
- 3.3 Creases must be fully remarked between innings.
- 3.4 Suitable sightcreens must be provided at both ends of the ground. Where a sightscreen is located within the field of play a rope must be placed in a crescent shape in front of the screen to define the boundary. The roped off area must be adequate to allow the screen to be moved from side to side without adjusting the rope.

4. Toss, nomination of players and pre-match meeting

- 4.1 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 must be stated. Such nominations must be provided on the cards provided by the League for this purpose.

5. Late Arrival of Players

- 5.1 In the event of the late arrival of a team, or major part of a team, the following will apply:
 - 5.1.1 No match can commence without a minimum of 7 players per team present.
 - 5.1.2 Any team not available to make the toss 15 minutes prior to the scheduled, or re-scheduled (in the event of inclement weather) start will forfeit the choice of innings.
 - 5.1.3 Any team not having a minimum of 7 players present and ready to commence play at the scheduled, or re-scheduled (in the event of inclement weather) start time will forfeit the choice of innings.
 - 5.1.4 In the case of late arrival of players, overs will not be deducted for a late start.
- 5.2 When a player arrives after the official starting time, the following will apply:
 - 5.2.1 Fielding Team: A player arriving late will not be permitted to bowl until he has been on the field of play for an equivalent number of overs to that which had been bowled prior to him appearing on the field of play.
 - 5.2.2 Batting Side: A player arriving late will not be permitted to bat until he has been present at the ground for an equivalent number of overs to that which had been bowled prior to his arrival except upon the fall of

the ninth wicket. The onus is upon the captain of the batting side to inform the umpires of the arrival of the player.

- 5.2.3 'Equivalent number of overs' will be counted from the commencement of the match.

6. Start of Play

- 6.1 Unless ground or weather conditions do not permit, matches will commence at 12.00pm unless otherwise agreed by both clubs.
- 6.2 No match will start at 4.29pm or later, unless tea has been taken, in which case 4.44pm or later.

7. Duration of Play

- 7.1 The normal duration of play will be 50 overs per team, unless reduced due to ground or weather conditions – see rule 10 below. Any unused overs in the first innings will not be carried forward into the second innings.
- 7.2 In order to achieve a result, both teams must have had the opportunity of batting for a minimum of 20 overs.

8. Intervals

- 8.1 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.
- 8.2 Umpires are required to ensure that a tea interval of 30 minutes is strictly enforced.

10. Matches affected by weather or ground conditions

- 10.1 Where it is impossible to commence a match due to adverse weather or the state of the pitch, light or ground, the game will be regarded as drawn. However, both teams must be prepared to begin, and continue the match until such time as the umpires agree the state of the weather, pitch, light or ground makes play impossible.
- 10.2 Once the toss has been carried out, the Umpires are the sole judges with regard to ground and weather conditions. They have sole authority in deciding whether a match continues or is abandoned and will make their decision in line with their responsibilities under "Duty of Care". In arriving at their decision, they will have considered the safety of the players and, where appropriate, consulted with both captains and ground staff.

- 10.3 Play should not commence or re-commence in rain.
- 10.4 At the discretion of the umpires, and with agreement from the two captains, tea may be taken during a period when play is suspended or delayed because of the weather. In this event, overs will not be deducted for a period of 30 minutes and, upon subsequent resumption or start of play, there will be an interval of 15 minutes between innings.
- 10.5 During the first innings where weather interrupts play in the course of an over and no further play is possible in the innings, it will be regarded as complete to the end of the uncompleted over.
- 10.6.1 Any delay of 15 minutes or more to the start of the match will result in the deduction of two overs per innings for every complete 15 minutes lost, except that, if between 225 and 255 mins are lost a 20 over per team match can take place.
- 10.6.2 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 10.6.5 below) will result in the deduction of four overs from the match total for every further complete 15 minutes lost.
- 10.6.3 Where possible, the deducted overs will be shared equally between the two innings. 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.
- 10.6.4 Where overs are reduced after the start of the match, the result will be determined by DLS.
- 10.6.5 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.

11. Bowling Restrictions

- 11.1 In the ECB Premier, Championship and First Divisions, bowlers will be restricted to a maximum of one-quarter of the overs allocated for the innings (fractions of an over to count as one over) with an upper limit of 13 overs.
- 11.2 If the total number of overs in an innings is reduced following an interruption in play, the maximum number of overs should be re-

calculated and bowlers restricted to the new figure (unless such a number has been exceeded before the interruption).

- 11.3 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.
- 11.4 In the event of a bowler breaking down and 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.

12. Over Rates

- 12.1 Teams are expected to bowl their overs at a minimum rate of 16 overs per hour with an allowance of 3 hours and 10 minutes for a 50 over innings.
- 12.2 These targets will be adjusted pro rata in the event of the total number of overs in the innings being reduced as a result of an interruption.
- 12.3 In the event of an innings not being completed within the target time, 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.
- 12.4 The target time for an innings may be extended by the umpires in the case of unavoidable delays such as a lost ball, an injury, time wasting by the batting team or a second drinks break.
- 12.5 The umpires are required to advise the fielding captain of the over-rate position at the drinks interval in each innings.

10. Covering of Pitches

- 10.1 All clubs must have adequate covers which must be utilised whenever rain interrupts play.

18. Cricket Balls

- 18.3 Each team must use a new ball at the start of each innings. Oxbridge Windsor balls must be used in the ECB Premier Division and either Oxbridge Windsor or Buckingham in the Championship & 1st Divisions.
- 18.4 Each team must provide a spare ball which conforms to the specification operative within that Division.

23. First Division Play Off

- 23.4 The match will be played under the current playing conditions for the 1st Divisions.
- 23.5 In the event of the score being level at the end of the match, the team losing the fewest wickets will be declared the winner
- 23.6 In the event of the scores and wickets lost being equal a bowl-out will

take place;

- (i) The bowl out will be supervised by the umpires
- (ii) Five bowlers from each nominated team will each bowl two consecutive overarm deliveries at a wicket (conforming to Law 8) from a wicket pitched at a distance of 22 yds with, if practicable, bowling, popping and return creases marked (conforming to Law 7)
- (iii) The same suitably acceptable ball (not a new one) will be used by both teams. If this ball becomes wet, it may be changed subject to the umpires' approval
- (iv) Bowlers from each team will alternate.
- (v) No extra delivery will be granted in the case of a wide or no-ball – there is no requirement for the ball to 'pitch'
- (vi) Each team will provide a wicket-keeper who must stand back
- (vii) The team which bowls down the wicket (as defined in Law 29.1.1) the most times from fair deliveries, will be declared the winner
- (viii) In the event of a tie after each team has bowled ten deliveries a sudden death bowl-out will take place with the same bowlers each bowling one delivery in the same order

23.7 In the event of conditions preventing the match being completed or it not being possible to commence a match once all players and officials are present, a bowl-out using the above rules will, if conditions allow, take place. The umpires will be the sole judges of whether conditions are suitable for a bowl out to take place

23.8 In the event of it not being possible to determine a winner by any of the above methods, the winner will be determined by the toss of a coin under circumstances to be arranged by the league secretary

**Appendix A - Time lost before the start of the match
Premier, Championship & 1st Divisions**

Time lost (Minutes)	Total Overs Lost	Length of each Innings
less than 15	0	50
15	4	48
30	8	46
45	12	44
60	16	42
75	20	40
90	24	38
105	28	36
120	32	34
135	36	32
150	40	30
165	44	28
180	48	26
195	52	24
210	56	22
225	60	20
240	60	20
255	60	20
270 or more	Match Abandoned	

Once 240 mins have been lost and play not started, the 30 mins that can be ignored once play has started can be used and hence a match would be abandoned once 270 mins have been lost (285 mins if tea has been taken)

If a tea interval of 30 minutes is taken whilst waiting to start the match, 15 of those minutes will not count as time lost and, should the match commence, an interval of 15 minutes will occur between innings.

Hence, a match scheduled to start at 12.00pm cannot start after 4.29pm (4.44pm if tea has been taken).

**Appendix B - Time lost after the start of the match
Premier, Championship & 1st Divisions**

Time lost (Minutes)	Total Overs Lost	Time lost (Minutes)	Total Overs Lost
less than 45	0	150	32
45	4	165	36
60	8	180	40
75	12	195	44
90	16	210	48
105	20	225	52
120	24	240	56
135	28	255	60
270 or more	Match Abandoned		

The object shall always be to rearrange the number of overs so that, if possible, both teams have the opportunity of batting for the same number of overs.

If a tea interval of 30 minutes is taken during an interruption, 15 of those minutes will not count as time lost and, should the match commence, an interval of 15 minutes will occur between innings.

Examples

1. An interruption and loss of 24 overs after 30 overs of the first innings. Loss of 12 overs per innings, so 8 overs left in 1st innings, 38 overs in 2nd innings.
2. An interruption and loss of 24 overs after 38 overs of the first innings. Loss of 12 overs per innings, so 1st innings is closed, 38 overs in 2nd innings.
3. An interruption and loss of 24 overs after 40 overs of the first innings. Loss of 12 overs per innings now not possible, so 10 overs are lost from the 1st innings and it is closed, 14 overs lost from the 2nd innings. 2nd innings is now 36 overs.
4. The first innings is completed without interruption and there is an interruption and loss of 8 overs after 30 overs of the second innings. Second innings is reduced to 42 overs.
5. The first innings is completed without interruption and there is an interruption and loss of 8 overs after 45 overs of the second innings. The 2nd innings is now complete.

Appendix C – Bowling Limitations Premier, Championship & 1st Divisions

In the ECB Premier, Championship and First Divisions, bowlers will be restricted to a maximum of one-quarter of the overs allocated for the innings (fractions of an over to count as one over) with an upper limit of 13 overs.

Number of Overs in Innings	Maximum Overs per Bowler	Number of Overs in Innings	Maximum Overs per Bowler
50	13	34	9
49	13	33	9
48	12	32	8
47	12	31	8
46	12	30	8
45	12	29	8
44	11	28	7
43	11	27	7
42	11	26	7
41	11	25	7
40	10	24	6
39	10	23	6
38	10	22	6
37	10	21	6
36	9	20	5
35	9		

If the total number of overs allocated to an innings is reduced due to an interruption, then the maximum number of overs per bowler should be reduced accordingly.

If, following an interruption, a bowler has bowled more overs than the reduced maximum per bowler, then he/she will be considered to have completed his/her spell and the reduced maximum will apply to all other bowlers. The exception to this is if he/she was part way through an over when the interruption occurred, in which case he/she will be allowed to complete the over.

In the event of a bowler breaking down and 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.

Hunters Cup Playing Conditions

1. Duration of Match

- i. Matches will consist of one innings per side, each innings limited to 40 overs, unless a team is all out.
- ii. Matches are due to commence at 1.00 p.m.
- iii. 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.
- iv. 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 will result in the deduction of four overs for every further complete 15 minutes lost.
- v. Where overs are reduced after the start of the match, the result will be determined by the DLS method.
- vi. A tea interval of 30 minutes will normally be taken between innings. However, at the discretion of the umpires, tea may be taken during a period when play is suspended or delayed due to weather or ground conditions. In this event, overs will not be deducted for a period of 30 minutes.
- vii. Where tea has been taken before the completion of the first innings, there will be an interval of fifteen minutes between innings.

2. Limitation of Overs

- i. No bowler may bowl more than eight overs in an innings.
- ii. In a reduced over match, no bowler may bowl more than one fifth of the overs unless his quota has been exceeded prior to the interruption.

3. Limitation of Fielders

- i. A fielding 'oval' shall be clearly marked at a distance of 30 yards from each middle stump. Four fielders, together with the wicket keeper and bowler must remain within the circle at the point of delivery.
- ii. Umpires shall call 'no-ball' if limitations are breached at the point of delivery.

4. Unlawful Bowling

- i. No Ball – as per Laws of Cricket.
- ii. 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.

- iii. Clubs are required to introduce lines 17” from the return crease to help judging off side wides.
- iv. No bowler may bowl more than one short-pitched delivery 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’.

5. Late Arrival of Players

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 shall apply:

Fielding Side

A player arriving late will not be permitted to bowl until he has been on the field of play for an equivalent number of overs to that which had been bowled prior to him appearing on the field of play.

Batting Side

A player arriving late will not be permitted to bat until he has been present at the ground for an equivalent number of overs to that which had been bowled prior to his arrival, except upon the fall of the ninth wicket. The onus is upon the captain of the batting side to inform the umpires of the arrival of his player.

‘Equivalent number of overs’ shall be counted from the commencement of the innings.

6. Type of Ball

Each side will provide its own ball for matches prior to the Final. This need not be new but must be quartered leather, grade A or grade 1, of British manufacture, which conforms with the League’s requirements, is in good condition, and be approved by the umpires.

A new ball will be provided for each team for the Final, but teams must provide their own spare balls.

7. Bowl Out Rules

- i. Five bowlers from each side shall each bowl two consecutive deliveries at a full set of stumps.
- ii. Bowlers from each side shall alternate.
- iii. No extra delivery will be granted in the case of a wide or no-ball (Normal definitions apply – there is no requirement for the ball to ‘pitch’).
- iv. Bowl-outs must supervised by an umpire.
- v. Each side shall provide a wicket-keeper who must stand ‘back’.

- vi. The side scoring the most direct hits shall be deemed as winners.
- vii. In the event of a tie after each side has bowled ten deliveries a sudden death bowl-out will take place with the same bowlers each bowling one delivery in the same order.

8. Result

- i. A result can be achieved only if both teams have batted for at least 20 overs, unless a side is all out in less than 20 overs or the team batting second reaches the target in less than 20 overs.
- ii. In matches in which both teams have had the opportunity to bat for the agreed number of overs, (i.e. 40 overs in an uninterrupted match or a lesser number of overs in an interrupted match), the team scoring the highest number of runs shall be the winner.
- iii. If the scores are equal, the side losing the fewer wickets shall be deemed the winner. If each side has lost the same number of wickets the winner will be deemed to be the side with the highest scoring rate in the first ten overs, if necessary, reducing by one over until a result is obtained.
- iv. Where overs are reduced after the start of the match, the result will be determined by the DLS method.