



# **YPLN Umpires' Handbook 2024**

Containing

**ECB Premier & Championship  
Playing Conditions**

**Ready Reckoners**

**YPLN T20 & Hunter's Cup Playing  
Conditions**

## **YPLN Playing Conditions (Premier & Championship)**

### **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 Sight screens must be of sufficient size to remove the need for movement whether the bowler is bowling over or round the wicket (report to league if not). A rope or boards should be provided to define the boundary if the sight screen(s) stand within the playing area, and the roped/boarded area must be of sufficient size to allow screens to be moved from side to side without adjusting the ropes/boards.

### **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, Laws 24 and 25 will apply.

### **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.
- 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 1<sup>st</sup> innings overs will be deducted, the innings closed and the balance of overs to be deducted will be taken from the 2<sup>nd</sup> innings.
- 10.6.4 Where overs are reduced after the start of the match, the result will be determined by Duckworth Lewis Stern.
- 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.

*Reminder: For ALL delays, consider whether you need to recalculate overs per innings, overs per bowler, innings cut-off time and DLS target. Always communicate changes to captains.*

## **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.

## **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.

## **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 match whilst play is not in progress, except on the strip being used for the match 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 (ECB Premier Division only), 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 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. Dukes County International balls must be used in the ECB Premier & Championship Divisions.
- 18.4 Each team must provide a spare ball which conforms to the specification operative within that Division.

**Appendix A - Time lost before the start of the match  
Premier, Championship & 1<sup>st</sup> 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 & 1<sup>st</sup> 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 1<sup>st</sup> innings, 38 overs in 2<sup>nd</sup> innings.
2. An interruption and loss of 24 overs after 38 overs of the first innings. Loss of 12 overs per innings, so 1<sup>st</sup> innings is closed, 38 overs in 2<sup>nd</sup> 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 1<sup>st</sup> innings and it is closed, 14 overs lost from the 2<sup>nd</sup> innings. 2<sup>nd</sup> 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 2<sup>nd</sup> innings is now complete.



## **Appendix C – Bowling Limitations**

### **Premier, Championship & 1<sup>st</sup> 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**

1 innings per side, each limited to a maximum of 20 overs.

### **2 Hours of Play**

- 2.1 Start times, close of play and additional time are to be agreed by teams or directed by the competition organiser.
- 2.2 All sides are expected to be in position to bowl the first ball of the last of their 20 overs within 1 hours 15 minutes playing time.
- 2.3 Interval should be no longer than 15 minutes.
- 2.4 In the event of an interruption or delay during the 1st innings, the calculation of the number of overs to be bowled shall be based upon one over for every 3 minutes 45 seconds in the total time available for play up to the scheduled close of play. In the 2nd innings of the match, overs shall be reduced at a rate of one over for every full 3 minutes 45 seconds lost, unless the 1st innings has finished early or the 2nd innings started early, in which case no overs are lost until the time that has been gained is subsequently lost.

### **3 Rearrangement of overs due to inclement weather**

The objective of rearranging overs is to give the greatest opportunity for a match of equal overs.

### **4 Over rate penalties**

- 4.1 All sides are expected to be in position to bowl the first ball of the last of their 20 overs within 1 hour 15 minutes playing time. In the event of them failing to do so, the full quota of overs will be completed, one fewer fielder shall be permitted outside the fielding restriction area in 5.1, 5.2 & 5.3 than would normally be the case in the over(s) in progress at the time. All penalties in this regard will be imposed immediately the ball first becomes dead after the scheduled or re-scheduled cessation time for the innings.
- 4.2 The Umpire shall inform the fielding team Captain when taking the field for the first time and on every subsequent occasion if play is interrupted by the weather, the scheduled cessation time for that innings. The Umpire at the bowler's end will inform the fielding Captain, the batsman and his fellow Umpire of any time allowances as and when they arise. (This matter will not be subject to retrospective negotiation). In addition, in all reduced overs matches, the fielding team will be given one over's leeway. For the avoidance of doubt, one overs 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
- 4.3 If the innings is terminated before the scheduled or re-scheduled cut off-time, no over rate penalty shall apply. If the innings is interrupted, the over-rate penalty will apply based on the re-scheduled cessation time for that innings. Over-rate penalties apply only to innings of 10 overs or more duration unless a penalty has been applied before 10 overs have been bowled. In innings of less than 10 overs

duration, Umpires shall apply the penalty run Laws for time wasting especially strictly.

- 4.4 Umpires are instructed to apply a strict interpretation of time wasting by the batsman (5 run penalties) specifically; batters are expected to be ready for the start of a new over as soon as the bowler is ready.

## **5 Fielding restrictions**

At the instant of delivery, there may not be more than 5 fielders on the leg side.

- 5.1 For the first 6 overs of each innings only two fielders are permitted to be outside the fielding circle at the instant of delivery. Fielding circle to be 30 yards for Open Age matches.
- 5.2 For the remaining overs of each innings only five fielders are permitted to be outside the fielding circle at the instant of delivery.
- 5.3 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. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

<b>Total Overs</b>	<b>Number of overs for which fielding restrictions apply</b>
5 – 6	1
7 – 9	2
10 – 13	3
14 - 16	4
17 - 19	5

## **6 Overs per bowler**

- 6.1 No bowler may bowl more than one-fifth of the amount of overs scheduled for the innings. However, in a delayed start, or interrupted match, where the overs are reduced for both sides, or for the side bowling second, no bowler may bowl more than one-fifth of the total overs allowed (unless such a number has been exceeded before the 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 - e.g. after 8 overs, rain interrupts play and the innings is reduced to 12 overs. Both opening bowlers have bowled 4 overs. Two bowlers can bowl 3 overs and three bowlers can bowl 2 overs. Bowlers 1 and 2 have already exceeded this limit. They count as the two bowlers who were allowed the extra over (4 as opposed to 3) and so any other bowlers are limited to 2 overs.
- 6.2 For innings of rescheduled length of between 5 and 9 overs, no bowler may bowl more than two overs. In these circumstances, the one-fifth limit does not apply.
- 6.3 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.
- 6.4 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.

- 6.5 The allocation of overs per bowler will not be reduced as a result of the deduction of any penalty overs.

## **7 The Result**

- 7.1 When there is no interruption after play has commenced and when both sides have had the opportunity of batting for the same agreed number of overs, the team scoring the higher number of runs shall be the winner. In the event of the scores being tied, the following shall apply:
- 7.1.1 If tied at the completion of a match, the team that has lost fewer wickets shall be adjudged the winner.
  - 7.1.2 If this gives no result, then the team with the higher score at the end of 6th completed over shall be adjudged the winner.
  - 7.1.3 If still equal, the side with the higher score at the end of 5th, 4th, 3rd, 2nd and 1st completed over shall be adjudged the winner.
  - 7.1.4 If still equal, a Super Over (see 8) should be used to determine the winner.
- 7.2 For all matches if, due to the suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than that originally allocated (minimum 5 overs), then a revised target score should be set for the number of overs which the team batting second will have the opportunity of facing, this revised method being calculated by the Duckworth/Lewis method (version of DL shall be prescribed by the competition organiser. If no agreement, Play-Cricket Scorer/PCS Pro should be used). A par score will be set for the second innings. If this is exceeded a win for the team batting second shall result. If the par score is equalled then the scores are tied.
- 7.3 For all matches, if a match is abandoned before it had been played to a conclusion and before the team batting second has received its allocated number of overs (providing that it has received not less than 5 overs), the result shall be decided by the Duckworth/Lewis method.
- 7.4 In the event of the scores being tied in a match when the Duckworth/Lewis method has been used, no account shall be taken of wickets lost and a Super Over shall be used to find a winner (Finals Days Only).

## **8 Super Over (Finals Days Only)**

- 8.1 The teams shall compete in a Super Over to determine the winner. The following procedure will apply should the provision for a Super Over be adopted in any match.
- 8.2 Subject to weather conditions the Super Over will take place at a time to be determined by the umpires. In normal circumstances it shall commence 10 minutes after the conclusion of the match.
- 8.3 The Super Over will take place on the pitch allocated for the match (the designated pitch) unless otherwise determined by the umpires in consultation with the ground authority.
- 8.4 The umpires shall stand at the same end as that in which they finished the match.

- 8.5 In both innings of the Super Over, the fielding side shall choose from which end to bowl.
- 8.6 Only nominated players in the main match may participate in the Super Over. Should any player (including the batters and bowler) be unable to continue to participate in the Super Over due to injury, illness or other wholly acceptable reason, the relevant Laws and Playing Conditions as they apply in the main match shall also apply in the Super Over.
- 8.7 Any penalty time being served in the main match shall be carried forward to the Super Over.
- 8.8 Each team's over is played with the same fielding restrictions as apply for a non-Field Restriction Over in a normal match.
- 8.9 The team batting second in the match will bat first in the Super Over.
- 8.10 The Umpires shall select a ball from the box of spare balls which shall be used for both overs of the Super Over. The ball to be used shall not be a new ball.
- 8.11 The loss of two wickets in the over ends the team's one over innings.
- 8.12 In the event of the teams having the same score after the Super Over has been completed, the team whose batters hit the most number of boundaries in the Super Over shall be the winner.
- 8.13 If still equal, a count-back from the final ball of the Super Over. The team with the higher scoring delivery shall be the winner. If a team loses two wickets during its over, then any un-bowled deliveries will be counted as dot balls. Note that for this purpose, the runs scored from a delivery is defined as the total team runs scored since the completion of the previous legitimate ball, i.e including any runs resulting from wides, no ball or penalty runs.

**Example:**

<b>Runs scored from</b>	<b>Team 1</b>	<b>Team 2</b>
Ball 6	1	1
Ball 5	4	4
Ball 4	2	1
Ball 3	6	2
Ball 2	0	1
Ball 1	2	6

In this example both teams scored an equal number of runs from the 6th and 5th ball of their innings. However, team 1 scored 2 runs from its 4th ball while team 2 scored a single so team 1 is the winner.

- 8.14 If still equal, then another Super Over shall be played.

## **9 Wide Ball - Judging a Wide**

Umpires are instructed to apply a very strict and consistent interpretation in regard of this Law in order to prevent, negative bowling wide of the wicket. Any offside or legside delivery which in the opinion of the umpire does not give the batsman a reasonable opportunity to score shall be called a wide. For guidance purposes, in adult cricket a legside wide shall be called if, irrespective of where the ball pitches, it passes outside the line of the batsman and the leg stump, despite his movement.

## **10 No Ball**

10.1 Law 41.6 (Bowling of dangerous and unfair short pitched deliveries) shall apply with the following additions:

- 10.1.1 Regardless of how wide of the striker a delivery is, there shall be no more than one delivery per over that after pitching pass or would have passed clearly over shoulder height of the striker standing upright at the popping crease.
- 10.1.2 The umpire shall make it clear to the bowler (and any bowler called upon to complete an over) and the batsmen at the wicket when a delivery within the limit in 10.1.1 has been bowled. It is unfair if the limit is exceeded and the umpire shall call and signal No ball on each such occasion and consider it as part of the warning sequence in Laws 41.6.3 and 41.6.4.
- 10.1.3 A different signal shall be used to signify a fast short pitched "No Ball". The Umpire shall call and signal "No Ball" then raise the other arm across the chest. If the bowler exceeds his limit of short pitched deliveries in an over not only must the Umpire call "No Ball" but he must invoke the procedures of Law 41.6 .3 in regard to cautioning the bowler. If a bowler is "No Balled" a second time in the innings for the same offence the Umpire is to invoke Law 41.6.4 and the bowler shall be removed forthwith and shall not be allowed to bowl again in that innings.

**Note:** For the avoidance of doubt the warnings detailed in Laws 41.6.1, 41.6.2 and those above in 10.1.1 and 10.1.2 are cumulative.

10.2 Law 41.7 (Bowling of dangerous and unfair non-pitching deliveries) shall apply.

### **10.3 Free Hit after a No Ball**

- 10.3.1 The delivery following a no ball shall be a free hit for whichever batsman is facing it.

**Note:** This applies to all modes of No ball with the exception of a short-pitched delivery that passes or would have passed clearly over head-height of the striker standing upright at the popping crease.

- 10.3.2 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 shall become a free hit for whichever batsman is facing it.
- 10.3.3 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 wide ball.
- 10.3.4 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.
- 10.3.5 The umpires shall signal a free hit by (after the normal no ball signal) extending one arm straight upwards and moving it in a circular motion.