

SECTION 8

Women's Cricket

(CCA Club Cricket contact: Mike Fisher 027 286 0419)

Local Playing Conditions

70. Umpiring

This is to apply in Women's Premier, 1st grade and 2nd grades. Unless there are officially-appointed umpires, all umpiring is to be carried out *by players*. Players in Girls' Youth grade are encouraged to umpire as their experience dictates. Prior to the start of the season Canterbury Cricket will hold a basic umpiring course. *All players are encouraged to attend.*

71. Wide Bowling

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 or over the batsman's head. The following criteria should be adopted as a guide for Umpires:

If the ball passes either side of the wicket sufficiently wide to make it virtually impossible for the striker to play a 'normal cricket stroke' from her normal guard position the umpire shall call and signal 'wide'. If the ball pitches outside leg stump and moves further away to leg, the Umpire shall call and signal 'wide'.

72. No Ball -fast short- pitched bowling

If the ball passes over shoulder height of the striker standing upright at the crease, the Umpire shall call and signal no ball.

73. Bonus Points

These are available in Women's Premier, 1st and Girls' Youth Grade. These will be shown in the Result software as GPB (good performance bonus).

A team may gain a **winning bonus point** by passing the opposition's total in four-fifths (80%) of the overs available, or by dismissing the opposition in four-fifths of the overs available. Where a side is dismissed within the allocated overs, the number of overs available to the second side will be the maximum number that a side would otherwise be eligible to face.

Example 1: In a 50-over match, Team A scores 200 runs. Team B score 201 in 38.4 overs and therefore gains a bonus point as they scored their runs within 40 overs (i.e. four-fifths of 50 overs).

Example 2: In a 30-over match, Team A scores 110 runs; Team B needs to pass that total within 24 overs to gain a winning bonus point.

A losing bonus point is available to the side for preventing the opposition from achieving victory within four-fifths of the total available. The purpose is to provide an incentive to both teams. Any incomplete over must be rounded-up for calculation purposes.

Example 1: A losing bonus point would be gained by Team A who scored 200 runs and prevented Team B reaching that total until after the completion of the 40th over.

Example 2: In a 20-over match, Team A scores 78 runs but is dismissed in 17.3 overs. Team B have 20 overs (the maximum number of overs that Team A has available to it) to score 79 runs for the win; if they achieve this within 16 overs they get a winning bonus point; if they achieve the win but take 16.1 overs or more than Team A receives a losing bonus point.

Therefore:

in a 50-Over match, four-fifths (80%) = 40 overs

in a 40-Over match, four-fifths (80%) = 32 overs

in a 30-Over match, four-fifths (80%) = 24 overs

in a 20-Over match, four-fifths (80%) = 16 overs

74. Scorebooks

Players' surnames **MUST** be used in the scorebook. It is unacceptable to use solely the Christian name. A combination of both is permitted e.g. Z Smith or Zoe Smith but not Zoe.

PREMIER WOMEN'S GRADE

Special Conditions

75. Naming of Teams, the Toss, Late Starting and Player Eligibility

- a) Prior to the toss being made the Captains shall present to each other and to the official umpires a written list of their teams for the match.
- b) The playing eleven cannot be changed except when section (d) of this rule or Rule 8 (Replacements) applies, or when special circumstances arise at the discretion of the CCA.
- c) If, between the toss and commencement of the match, a replacement player becomes necessary, this can only be made with the permission of the opposing captain.
- d) In the event of late starting at the commencement of play or after any interval, the non-offending captain may give notice to the opposing captain and umpires that she claims the option of playing extra time up to a maximum of 15 minutes to be taken that day. The captain shall give notice prior to the commencement or resumption of play but shall not be compelled to take the extra time if she does not wish to do so.
- e) Each women's Premier grade team may not play more than three players in any match, if such players have played for another province in the previous season. No STATE League representative from any Association may play in grades below Premier grade without the prior approval of CCA.

76. Light

Play will continue until such time as the umpires deem players are in danger due to poor light.

77. Covers

The use of covers will apply (see Section 2, Rule 3).

78. Substitutes

A player who suffers an injury caused by an external blow (as opposed to an internal injury such as a pulled muscle) and has to leave the field for medical attention may, subject to the umpire's/captain's approval, bowl immediately after her return, irrespective of the length of time for which she was absent.

79. Hours of play

1-day matches

11.00am-2.00pm, 2.40pm-5.40pm

1-Day Matches

How Points Are Allocated	Points Awarded
Win	5
Loss	0
Tie or abandoned	3

Where a team has a bye, maximum playing points shall be awarded to the team for that round of play. This will not include bonus points.

Where a team wins by default, points awarded to such team for that win shall be the equivalent of the maximum points gained by any other team in that grade and in that round.

80. Twenty20 Cricket

(Refer to Condition 44 for extended notes)

MCC Laws of Cricket shall apply except as follows:

- Each match shall be played between two teams of 11 players.
- Matches will start at 2.00pm with a 20 minute break between innings.
- Each innings will consist of a maximum of 20 Overs, with no bowler bowling more than a maximum of 4 overs.
- Each innings shall be completed within 80 minutes.
- No fielder may be closer than 10 metres from the batsman.
- Four piece balls are to be used - as per the list of approved balls provided by the CCA.
- If the start of play is delayed or suspended, the hours of play shall not extend past 6.00pm,

- h) In the event of playing time lost, 5 overs will constitute a match. The latest start time will be 5.00pm.
- i) Foot-fault no-balls are rewarded with a two-run penalty plus a free hit on the next ball bowled.
- j) Fielding restrictions are lifted after six overs have been completed.
- (k) 5 points allocated for a win, 0 points for a loss, 3 points tie or abandoned
- (l) The Result (refer to page 56).

1-DAY COMPETITION (Premier Grade only)

81. Finals

- a) At the end of the round- robin competition the top placed team shall play the second placed team in the final. No points are to be carried forward to this match.
- b) The team which wins the final shall be the winner of the Premier Grade Cup. In the event of a No Result match being achieved in the final, the Cup will be awarded to the team finishing with the highest number of points from the round robin competition.
- c) The final will be played at Hagley Oval (or a venue designated by Canterbury Cricket). In the event of bad weather preventing play on Finals Day there will be a reserve day allocated.

82. Length of Innings

- a) In the event that the team fielding first fails to bowl 50 overs within the 3hr allotted time period, it shall bowl out the 50 overs but its batting innings shall be limited to the same number of overs it bowled to its opponent in the 3hr from the start of the innings.
- b) If either team fails to bowl their 50 overs within the 3hr time period they shall have deducted one competition point. The umpires shall take into consideration any stoppages in play before imposing this penalty.
- c) If the team batting first is all out and the last wicket falls within two minutes of the expiration of the 3hr from the commencement of its innings, the innings of the side batting second shall be limited to the same number of overs as the innings of the team batting first (the over in which the last wicket falls to count as an over).

- d) In the event that the team fielding second fails to bowl their total number of overs by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result is achieved. They will also have deducted one competition point, unless the umpires feel that the failure to bowl the allotted overs was due to circumstances beyond the control of the team.

83. Time wasting

Umpires should fully take into account in limited over matches any deliberate slowing down in the tempo by either batsmen or fieldsmen where it may be seen to be to the disadvantage of an opposition team, e.g. in the case of a team fielding second slowing down the game knowing it might win a rain shortened match on a run rate.

84. Delayed starts or when play is suspended

- a) The object should always be to rearrange the number of overs so that both teams have the opportunity to bat for the same number of overs (minimum 20 overs for each team).
- b) When play has been delayed or suspended, the overs to be bowled will be calculated by establishing a revised start time, and working back from 6.00pm on the basis of an average rate of 17 overs per hour. For example, play is to start at 2.00pm; working back from 6.00pm leaves 4 hours minus 10 minutes for change of innings. 3 hours 50 minutes equates to 65 overs; the revised duration is a 33 over match. 3 bowlers will bowl 7 overs and 2 bowlers will bowl 6 overs.
- c) If the number of overs of the side batting first is reduced, no fixed time will be specified for the close of its innings and in the event of the team fielding second failing to bowl, if necessary, the reduced number of overs by 6pm, the hours of play shall be extended until the required number of overs has been bowled or a result achieved.
- d) If, owing to a suspension of play during the innings of the team batting second, it is not possible for that team to have the opportunity of batting for the same number of overs as the team batting first, they will bat for a number of overs to be calculated as in Condition 79.

- e) The team batting second shall not bat for a greater number of overs than the team batting first unless the latter has been out in less than the agreed number of overs or as in Condition 79.

85. The Result

- a) A result can be achieved only if both teams have batted for 20 overs, unless one team has been all out in less than 20 overs or unless the team batting second scores enough runs to win in less than 20 overs.
- b) All other matches in which one or both teams have not had the opportunity for batting a minimum of 20 overs, shall be declared drawn matches.
- c) In the event of a tie, the result will be decided in the following sequence: in favour of the team who has lost less wickets; if both sides have lost the same number of wickets, the result will be decided on the higher rate of scoring after 15 overs of each innings; in the event of both sides being all out in under 50 overs, the overall scoring rate of both sides will be the deciding factor.
- d) If the team batting second has not had the opportunity to complete the agreed number of overs, and has neither been all out, nor passed the opponents score the result shall be decided as follows:
- 1) The runs scored by the team batting second shall be compared with the runs batting first in the same number of completed overs as are bowled to the side batting second, counted back from the end of the innings of the side batting first, or the total of the number of overs bowled to the team batting second multiplied by the average runs per over by the team batting first, whichever is the higher.
 - 2) If, due to suspension of play, the number of overs in the innings of the team batting second has to be revised, its target score shall be one more run than the runs scored by the team batting first in the same number of overs as are available to the side batting second, counted back from the end of the innings of the side batting first, or more than the total of the number of overs available to the team batting second multiplied by the average runs per over scored by the team batting first, whichever is the higher.

Example

- a) Side batting first scores 216 in 50 overs, 50 in the first 20 overs and 165 in the remaining 30 overs.
Average run rate for the whole innings = 4.3 per over.
Side batting second has bowled, or available to it 30 overs. Target is 166 being one more run than the side batting first (at an average of 5.5 runs per over) over its last 30 overs.
- b) In the event of the team batting first being all out in less than its full quota of overs, the calculation of its average run rate shall be based on the full quota of overs to which it would have been entitled and not the number of overs in which it was dismissed.
- c) If the target score involves a fraction of a run, the final scores cannot be equal and the result cannot be a tie.
- d) In a rain interrupted match or a match interrupted through any other cause, it should be noted that the important figure is the target score, which is set by the umpires when they decide on the number of overs able to be bowled at the side batting second.
The side batting second then has available to it the number of overs nominated by the Umpires, in which to achieve that target. The game concludes when the target is reached, or when the side batting second is bowled out within the nominated number of overs, or when the nominated number of overs is completed.

86. Number of overs per bowler

No bowler shall bowl more than ten overs in an innings. In a match where the start is delayed and the innings of both teams is restricted from the start to less than 50 overs no bowler may bowl more than one fifth of the total overs allowed. In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one fifth of the total overs.

Notes:

- a) Where the total is not divisible by 5, one additional over shall be allowed to the minimum number per bowler necessary to make up the balance.

- b) In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over only insofar as each bowler's limit is concerned.

87. Field Restrictions

(See Condition 41)

- a) Two semi-circles each with a radius of 27.43m are drawn on the field of play, being centred on the middle stump at either end of the pitch, and being joined by a parallel line on either side of the pitch.
- b) The fielding circle should be marked by a painted white dot at 4.5m intervals, each dot should be no less than 18cm in diameter. A continuous white line may also be used.
- c) The following diagram depicts the description of the field marking:
- d) At the instant of delivery there may be no more than five fieldsmen on the on side.
- e) For the first 15 overs only two fieldsmen are permitted to be outside the field restriction marking at the instant of delivery. For the remaining 35 overs, only 5 fieldsmen are permitted to be outside the field restriction at the instant of delivery.
- f) In the first 15 overs there must be two stationary fieldsmen within 15 yards of the striker at the instant of delivery.
- g) Where the total number of overs is reduced from the commencement of play onwards, the team batting second will have applied to it the same number of overs as the team batting first in regard to field restrictions.
- h) In an interrupted match where the overs for the team batting second are reduced, the number of overs that the field restrictions shall apply to will reduce proportionately to the number of overs that the field restrictions have applied to the team batting first.
- i) In the event of an infringement in relation to the number of stationary fielders, or fielders in relation to the circle, the Umpire shall call and signal 'No Ball'.

1ST GRADE COMPETITION

Special Conditions

88. Competition Winner

- a) The team with the most points at the end of the round-robin competition shall be placed first and play the team finishing second for 1st Grade title. Teams finishing the round-robin competition below these two teams will be seeded to play each other based on that finishing position.
- b) The winner of the 1st Grade competition will be promoted to Premier Grade subject to the following criteria being met:
 - 1) The club must win 1st Grade in the season preceding an application for Premier Grade status.
 - 2) The club must have a covered pitch of Premier Grade standard.
 - 3) The club must have a minimum total of 3 women's teams, 2 of which must be entered in either Premier Grade, 1st Grade, 2nd Grade or Youth Grade. Plus one other team (e.g. Senior Girls 1-day Grade).
 - 4) The club doesn't already have a team competing in Premier Grade. Proviso: If the winner of 1st Grade is not eligible to be promoted under the above criteria, then the club who finishes second has the option of moving into Premier Grade provided they meet the criteria. Once there are six teams in Premier Grade the WAG will undertake a full review at the end of the first full season with the six teams to establish future playing criteria for Premier Grade.

89. Naming of Team

(Refer rule 7b)

90. Simultaneous matches

Where two or more games are progressing at the same time, a player may not play in more than one match or for more than one team. They can however be a substitute fielder.

91. Fielding restrictions

Normal MCC Rules shall apply (ie. No more than five players on the leg side, no more than two players behind square on the leg side).

92. Overs

40 per innings, maximum of 8 per bowler.

93. Hours of Play

- a) 1.00pm until the completion of the match (i.e. 40 overs per team) with a 20 minute break at the end of the 1st innings.
- b) One three minute drinks break may be taken at the 20 over stage in each innings.

94. Time Restriction

A team shall be allowed a maximum of 2hr 20min to bowl its overs. If the overs are not completed in this time, they will complete their overs. The team batting second will only receive the equivalent number of overs that the team batting first had bowled at them in 2hr 20min. Captains are responsible for ensuring that time restrictions are adhered to.

95. Suspension or Abandonment of play

- a) The decision regarding the fitness of conditions is to be made by both captains.
- b) If a game cannot be commenced by 3.20pm due to inclement weather or unplayable pitches (as agreed by both captains), the game shall be deemed abandoned (2 points each).
- c) If play starts at 3.20pm the game shall be a 20 over game (4 overs per bowler maximum).

96. Balls

New or good quality 2 piece 142gm CCA approved balls may only be used (i.e. Kookaburra). No 4-piece balls are permitted.

97. Points

How Points Are Allocated	Points Awarded
Win	5
Loss	0
Tie or abandoned	3

Bye equivalent of maximum earned in the round.

Win by default equivalent of maximum earned in the round.

**98. There will be a Twenty20 competition in this grade.
The rules will be as for Premier Women (see
Condition 76).**

99. Super 8 Cricket

MCC Laws of Cricket shall apply except as follows:

- Each match shall be played between two teams of 8 players.
- Matches will start at 1pm with a 10 minute break between innings .If a match is to start at an earlier time, it must have the permission of the CCA.
- Each innings will consist of a maximum of 20 Overs, with no bowler bowling more than a maximum of 4 overs.
- Each innings shall be completed within 75 minutes
- No fielder may be closer than 10 metres from the batsman
- If the start of play is delayed or suspended, the hours of play shall not extend past 6.00pm.
- In the event of playing time lost, 5 overs will constitute a match. No match can start after 5.00pm.
- 5 points allocated for a win, 0 points for a loss, 3 points tie or abandoned.
- If a match is to start before the designated time, it must have the express permission of CCA.

2ND GRADE WOMEN'S COMPETITION**Special Conditions****100. Numbers**

Each team will comprise of 8 players

101. Overs

20 Overs, Maximum of 5 overs per bowler.

102. Hours of play

- a) 2.00pm until the completion of the match (ie 20 overs per team) with a 20-minute break at the end of the first innings.

103. Time restriction

A team shall be allowed a maximum of 1 hours 15 minutes to bowl its overs. If the overs are not completed in this time, the team batting second will only receive the equivalent number of overs that the team batting first had bowled at them.

Captains are responsible for ensuring that time restrictions are adhered to.

- 1) Suspension or abandonment of play (Refer Condition 44)
- 2) Balls
New or good quality 2 piece 142gm CCA approved balls may only be used (i.e. Kookaburra or platypus).

104. Points

How Points Are Allocated	Points Awarded
Win	5
Loss	0
Tie or abandoned	3

Bye equivalent of maximum earned in the round.

Win by default equivalent of maximum earned in the round.

- 1) Simultaneous matches (Refer rule 85)
- 2) Fielding restrictions (refer rule 86)

GIRLS' YOUTH COMPETITIONS

Special Conditions

105. Age Restriction

- a) Girls' Youth grade is restricted to players under the age of 17 years as at 1 September of the year prior to the commencement of the current season, or to players who attend Secondary School in the October-December period of the season.
- b) Approval from the CCA must be sought from Club/schools to have exemptions to this rule considered. Applications for player exemptions must be in writing and supported with a summary of the players ability and addressed to the CCA. Any exemptions will be circulated to all teams participating in Girls' Youth grade.

106. Formats

There will be two main competitions for this season. There will be no finals and the winner will be that team which finishes with the highest number of points.

30 Overs Competition:

- a) There will be a minimum of 5 bowlers, each of whom may bowl a maximum of 6 overs. The nominated wicket keeper cannot bowl.
- b) There will be a 20 minute break at the change of innings.

Twenty20 Competition: The normal playing conditions apply. See page 54.

Start time: 12.00pm for both competitions.

Team numbers: Each team will comprise of 9 players.

Venue: Where possible, the competitions will be played on adjacent grounds.

Balls: A new or good quality 2 piece 142gm CCA approved ball must be used.(i.e. Kookaburra or Platypus).

Batsmen: Retire at reaching 50 runs but may return at the fall of the last wicket.

107. Points

How Points Are Allocated	Points Awarded
Win	5
Loss	0
Tie or abandoned	3

Bye equivalent of maximum earned in the round. Win by default equivalent of maximum earned in the round.