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NWMCA

FEMALE CRICKET MATCH RULES & HANDBOOK

2024-25

### SUMMARY OF CHANGES / CLARIFICATIONS – relevant to female cricket.

### SEASON 2024-25

**Under Age Safety Rules –** rule 1.2.2 and 1.2.3 – clarified when helmets are to be worn when fielding. See rules.

**Fixture changes –** changes / improvements to process to change fixtures after publication (request by clubs) – see page 4 of this handbook

**Forfeits –** changes to the process of notifying and management of forfeits / walkovers received. See page 5 of this document and rule 2.1.7

**Finals eligibility –** number of games played is by team (previously by section / time slot / age group). Refer page 8 and rule 3.2.2 (and linked rules). Walkovers can count towards finals eligibility – see forfeits.

**Player conduct charges –** where a player is charged with multiple level 1 and/or 2 charges the charges referred to tribunal. Refer section 4.

## A red circle with blue and yellow text Description automatically generated**The following is an extract from the NWMCA Rules and By-Laws for 2024-25 and is provided for convenience only. There are inter related rules and By-laws. Clubs, teams, players and officials need to ensure they understand all related rules and by-laws. Do not rely on this document alone.**

**NORTH WEST METROPOLITAN CRICKET ASSOCIATION**

**UMPIRE FEES – SEASON 2024-25**

**1.13.1 UMPIRES’ FEES**

The following daily umpire fees shall apply for Season 2024-2025:

***Open-Age matches***

**Open Age Twenty 20, Women’s Social T20 shields and divisions** Single Umpire **$100** 2 umpires **$90** each

***Open-Age - Grand Final Matches***

**Open Age Twenty 20, Women’s Social T20 shields and divisions**

Single Umpire **$100** 2 umpires **$90** each

***Under Age matches, including All Girls competitions***

**All Grades** (including Twenty/20 matches)

Single Umpire **$90** 2 umpires **$70** each

***Under Age including All Girls competitions - Grand Final Matches***

Single Umpire **$100** 2 umpires **$80** each

### A red circle with blue and yellow text Description automatically generatedA red circle with blue and yellow text Description automatically generated**FIXTURE CHANGES – CLUB REQUESTS**

Fixture Change requests by clubs **must be requested by email** by the **HOME** club before the listed cut-off time – see the below table (Reference – By-Law 5.3 paragraph 2).

Fixture changes may include date change, ground change, or time change for reasons such as social events or ground unavailability.

Competing clubs should agree to the change before the home club requests the change.

All requests for fixture changes are to be:

* made by the home club
* in writing and addressed to the Administration Manager. Email to [cricket@nwmca.com.au](mailto:cricket@nwmca.com.au)
* cc’d to [admin1@nwmca.com.au](mailto:admin1@nwmca.com.au) and [admin2@nwmca.com.au](mailto:admin2@nwmca.com.au)

Keep in mind that we may not be able to accommodate change requests. We share grounds with other teams and associations. E.g. some grounds are used by juniors on a Sunday morning.

Fixture changes due to weather events (such as change of start time due to predicted extreme heat) will be managed by the NWMCA. If an early start is determined (for example) all matches in the time slot/section will start early. Having some games start early and some later causes issues.

Where a fixture change needs to be considered, in unforeseen circumstances, (such as damage to the ground/wicket) please contact the NWMCA administrators to see if a change to the fixture can be made. Please contact us as soon as you are aware of the issue.

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
|  | | U12 Girls | | U14 Girls | | | U16 Girls | | |
| Day of play | | Wednesday | | Monday | | | Wednesday | | |
| General Game start time | | 5.30pm | | 5.30pm | | | 5.30pm | | |
| Fixture change cut off - club request | | Saturday 6pm | | Thursday 6pm | | | Saturday 6pm | | |
|  |  | |  | | |  | |  |
|  | Sunday Women’s T20 | | | |
| Day of play | Sunday | | | |
| General Game start time | 12.00noon | | | |
| Fixture change cut off - club request | Wednesday 1.00pm | | | |

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If your club needs to forfeit any match, please follow the process below:

What do I need to do? Follow the process in rule 2.1.7 below:

1. Notify the opposition club and advise them you are forfeiting. All contact details for affiliated clubs are listed on our website, or can be found through PlayHQ. Do this as early as possible, and before the cut off time listed in rule 2.1.7.
2. Contact the NWMCA to advise that you are forfeiting.
3. As Under 10s mixed and Under 10 All Girls are not allocated umpires, you do not need to email the association.

The relevant rule is:

**2.1.7 FORFEITING A MATCH – GIVING A WALKOVER**

1. **Any Open Age or Under Age team that is going to give a walkover or forfeit a match must notify *the Opposition team and the NWMCA* by the following times:**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | **U12 Girls** | **U14 Girls** | | **U16 Girls** |
| **Day of play** | **Wednesday** | **Monday** | | **Wednesday** |
| **General Game start time** | **5.30pm** | **5.30pm** | | **5.30pm** |
| **Forfeit notification cut off** | **Tuesday 5.30pm** | **Sunday 5.30pm** | | **Tuesday 5.30pm** |
|  | **SUNDAY Women’s T20** | |
| **Day of play** | **Sunday** | |
| **General Game start time** | **12.00noon** | |
| **Forfeit notification cut off** | **Friday 8pm** | |

1. Notification to opposing team - Contact details for clubs can be found on each club’s PlayHQ page. Alternatively, NWMCA provides a list of club contact details on our website [www.nwmca.com.au](http://www.nwmca.com.au).
2. Notifications are to be made to the NWMCA in WRITING only. Notification can be by email to any of the administration addresses ([cricket@nwmca.com.au](mailto:cricket@nwmca.com.au), [admin1@nwmca.com.au](mailto:admin1@nwmca.com.au), [admin2@nwmca.com.au](mailto:admin2@nwmca.com.au)), via text / SMS to administrators (0477 555 787 or 0477 555 992), or via WhatsApp message to NWMCA administrators.
3. Under 10s Mixed and Under 10 girls must contact the opposition team but are not required to notify the NWMCA.
4. The NWMCA will notify the umpire/s if allocated.
5. Should a club fail to comply with paragraph 1 above then they may also be responsible for the umpire’s fee (if any).
6. The NWMCA will determine if the team receiving a walkover can enter a team line-up in PlayHQ of the players that would have played in the match.
7. The team forfeiting a match CANNOT enter a team line-up into PlayHQ for the match. Any players selected for the relevant match should be removed from the line-up in PlayHQ.
8. A walkover may only be given by a Club’s lowest graded team in a Section.
9. 6 match points will be allocated to the team receiving the forfeit or walkover.
10. A fine may apply to the club giving the walkover or forfeit. Fines and Penalties are outlined in By-Law 2.3. FINES and PENALTIES.
11. Any team that gives three (3) walkovers in a season in a particular grade will be fined and penalised and must show cause to the Board to stay in the competition.

# FINES AND PENALTIES FOR GIVING A WALKOVER TO THE OPPOSITION TEAM

By-Law 2.3

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Section/Grade** | 1st Forfeit – notified by cut off time | 1st Forfeit – notified after cut off time | 2nd Forfeit – notified by cut off time | 2nd Forfeit – notified after cut off time | 3rd Forfeit notified by cut off time | 3rd Forfeit – notified after cut off time |
| Open Age Mixed / Senior Women | $50 | $100 | $75 and loss of one match point | $125 and loss of one match point | $150 **and must show cause** to the Board to stay in the competition. | $200 **and must show cause** to the Board to stay in the competition. |
| Under 14 and Under 16 mixed and all girls teams | $25 | $40 | $30 | $50 | $40 | $60 |
| Under 10 and Under 12 mixed and all girls | NIL | NIL | NIL | NIL | NIL | NIL |

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Description automatically generatedFINALS ELIGIBILTY**

**Reference –** **Rule 3.2.2 - (GENERAL) ELIGIBILITY TO PLAY IN FINALS**

Finals eligibility is determined by the number of games a player has played in in that grade.

There are exceptions / exclusions to be considered in rule 3.2.2

Where a club has two teams in the same grade, permission to move between teams must be obtained from the NWMCA.

If the name of a grade changes, or additional grades created, the NWMCA will advise clubs in relation to finals eligibility.

The following games do not count towards finals eligibility:

* Bye
* Match Cancelled (game does not start)

Abandoned match (game started but result not achieved) does count towards finals eligibility.

Walkovers received (opposition forfeits) may count towards finals eligibility -see rule 2.1.7 paragraph 7 (above)

|  |  |
| --- | --- |
| **Grade** | **# of games played to be eligible for finals** |
| **Women’s Social T20** |  |
| **Geoff Law Shield** | **Four (4)** |
| **Division 1** | **Four (4)** |
| **Division 2** | **Four (4)** |
| **Division 3** | **Four (4)** |
| **Division 4** | **Four (4)** |
| **Division 5** | **Four (4)** |
| **All Girls Under 16 NWMCA** | **Four (4)** |
| **All Girls U14 Catherine Morrow Shield** | **Four (4)** |
| **All Girls U14 East** | **Four (4)** |
| **All Girls U12 David Woodgate Shield** | **Four (4)** |
| **All Girls U12 NWMCA North** | **Four (4)** |

The NWMCA will make changes to finals eligibility during the season if deemed necessary, (byes in a grade, multiple abandoned matches for example) – changes will be made grade by grade and communicated to clubs as early as possible.

**Rules relating to weather**

**Key Points**

* **Cut off temperature for junior games is 36 degrees, seniors 38 degrees**
* **Use temperature at Melbourne Airport**
* **Weather line is 9539-4844**
* **If the decision is to report to grounds:**

Junior matches games cannot be abandoned until:

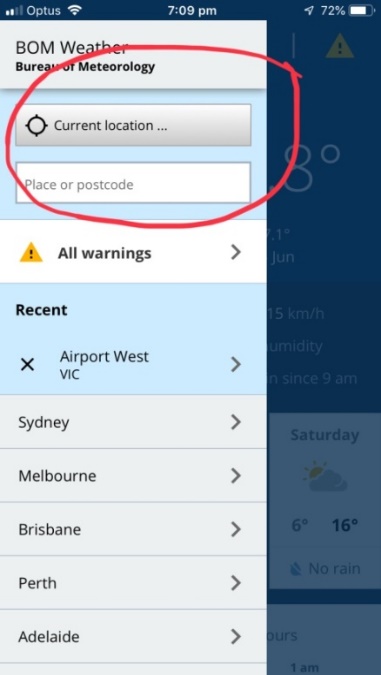
* Evening games 6.30pm if game has not started or 7.15pm if game had started.
* Saturday/Sunday morning games 10.15am if game has not started or 11.15am if game had started.

Information regarding cancellation of play because of unsuitable weather may be obtained by telephoning NWMCA headquarters **on 9539-4844** **where a recorded message will advise of the Association’s decision and directions.**

# NWMCA Match rule 1.2.6

## 1.2.6 EXTREME HEAT GUIDELINES

1. Whilst accepting that Cricket is a summer sport, all Captains, officials, Team Managers and coaches must acknowledge they have a fundamental duty of care to all players and officials. It is essential to be aware of the importance of wearing long sleeved shirts, wide brimmed hats and sunglasses and the application of a suitable sunscreen lotion. Drinking plenty of fluids (preferably water) at regular intervals and seeking shade when not on the field is recommended.
2. Be aware that junior and older players are more susceptible to heat and also be particularly aware of Under Age players competing in Open Age matches on the same day that they have competed in Under Age matches.
3. Players should be encouraged to have their own drink bottles. This ensures that each player has access to an adequate level of replacement fluids and reduces the risk of contamination and the transfer of viruses.
4. Where cups and a large container are used, cups **MUST NOT** be dipped into the container. Used cups should either be washed or disposed of after use. PLAYERS MUST NOT SHARE CUPS. Failure to comply with this rule will result in heavy fines.
5. On days of extreme heat, coaches, players, umpires and officials would be well advised to carefully observe any player and/or umpire who is distressed by the extreme heat and take appropriate and swift action to alleviate the problem.
6. Play must not commence, and if commenced, should cease immediately if the temperature at **MELBOURNE AIRPORT** reaches the relevant threshold outlined below. The match cannot re-commence until the temperature drops below the relevant threshold:
   1. **Under age games 36 degrees Celsius**
   2. **Open age games 38 degrees Celsius**
7. The temperature at MELBOURNE AIRPORT is to be determined using the Bureau of Meteorology (BOM) App on a smart phone or tablet, accessing the BOM website (www.bom.gov.au) **(no other app or website is to be used)** or by ringing the BOM weather line on 1196.
8. If using the BOM App, enter “MELBOURNE AIRPORT” in the Place or Postcode field under the menu



1. The data in the BoM app is updated every 10 minutes – close the app and re-open to refresh the data.
2. The temperature is to be checked by the umpire/s (if present) or Team Managers/scorers at regular intervals
3. In Open Age Grades, all players and officials must remain at the ground until at least 5 pm (3pm if both Captains and the umpire/s agree) before play may cease for the day. For juniors, relevant times are 10.15am for morning games and 7pm for evening games (9.15am/6pm if both Captains and the umpires agree).
4. North West Metropolitan Cricket Association reserves the right to cancel a day’s play where extreme temperatures are forecast. All Clubs are therefore to monitor the NWMCA telephone number for unsuitable weather to determine if the Association has abandoned play.
5. North West Metropolitan Cricket Association reserves the right to re-fixture traditional-format junior two-day games as split innings games where extreme temperatures are forecast. All Clubs are therefore to monitor the NWMCA weather line, Facebook page and website for advice on any re-fixturing.
6. For open age two day games, when an extreme temperature day is forecast on Day 1, the North West Metropolitan Cricket Association reserves the right to play the fixture as two one-day games for half-points each match. Clubs are permitted to re-select their teams for the second game.

On days of extreme heat, umpires and clubs are encouraged to arrange extra drinks breaks (every 4-5 overs if necessary) and unrestricted drinks around the boundary for bowlers and at the fall of a wicket for fielders to assist with hydration. Where possible, unrestricted interchange of substitute fielders shall be permitted. Umpires will be lenient in relation to the Law on fielders leaving the field not being permitted to bowl immediately.

**1.2.7 CANCELLATIONS DUE TO UNSUITABLE** **WEATHER**

**ADJUDICATION ON SUITABILITY OF CONDITIONS**

1. In determining fitness of the ground, weather and light for play, teams are to observe the requirements of **Law 2.7 Fitness for play** and **Law 2.8 Suspension of play in dangerous and unreasonable conditions.**
2. **TWO INDEPENDENT UMPIRES IN ATTENDANCE**

In all matches with two independent umpires in attendance, it is solely for the umpires to decide the fitness of the ground, weather or light for play. See **Laws of Cricket (2017)** **Law 2.7 Fitness for play** and **Law 2.8 Suspension of play in dangerous and unreasonable conditions.**

1. **ONE INDEPENDENT UMPIRE IN ATTENDANCE**

Prior to the start of each day’s play, the two Captains (Team Manager or coach in Under-Age matches) shall determine the fitness of the ground, weather or light for play. If both Captains cannot agree, then the Independent Umpire will thereafter determine the fitness of the ground, weather or light for play to start, resume or be suspended.

1. **NO INDEPENDENT UMPIRE(S) IN ATTENDANCE**

Prior to the start of each day’s play, the two Captains (Team Manager or Coach in Under-Age matches) shall determine the fitness of the ground, weather or light for play. If agreement cannot be reached then play cannot commence.

Every effort must be made to ensure that any decision to abandon play is not made for a frivolous reason. A breach of this could result in the match being forfeited. During the day’s play the batting team’s wishes will be complied with regarding the fitness of the weather or light. During the day’s play the fielding team’s wishes will be complied with should the fitness of the ground deteriorate.

1. **Two-Day games:**

The fitness of the ground and pitch for play is entirely in the hands of the umpires, except that at the request of either Captain, the umpires shall not draw stumps or abandon play until 5pm if no play has been possible for the day; or 7pm if play commenced.

1. **Junior Games**

Junior matches games cannot be abandoned until:

* Evening games 6.30pm if game has not started or 7.15pm if game had started.
* Saturday/Sunday morning games 10.15am if game has not started or 11.15am if game had started.

1. **One-Day games:**

Every attempt should be made to enable play to commence. If accumulated time lost means that fewer than 20 overs would be allocated to each team’s innings under the overs-lost formula (15 overs in Under 12, 14 and 16 grades or 8 overs in Under 10s) then the match shall be declared a draw.

Where there is a refusal to play by one of the Captains, **both** Captains must provide a written report to the NWMCA Executive **within 48 hours** of the day’s play.

1. Information regarding cancellation of play because of unsuitable weather may be obtained by telephoning NWMCA headquarters **on 9539-4844** **where a recorded message will advise of the Association’s decision and directions.**
2. Clubs, players, officials and umpires must arrange to listen to these announcements whenever it appears the need may arise.
3. In the event that there is no message regarding unsuitable weather, then players, officials and umpires should proceed to the grounds and make their own decision in accordance with Rule 2.1.8.
4. Players, officials and umpires are **NOT** to telephone any NWMCA official on this matter.
5. Times to ring concerning Unsuitable Weather

After 7.00 am for morning matches.

After 11.00 am for afternoon matches.

After 3.00pm for any match commencing after 5:15pm.

1. Association reserves the right to cancel, relocate, reschedule or complete matches at the Board’s discretion.

### 1.2.2 SAFETY RULES – UNDER AGE PLAYERS

1. The **“restricted area”** is defined as a 10 metre circle around the batter’s wicket except for the 90° arc between wicket keeper and point.
2. The **“restricted area”** must be **CLEARLY** marked with a continuous or broken line or flat markers on the ground. Failure to do so will incur a fine.
3. Players who have not turned 14 years of age before the first day of September of the current season, irrespective of the age group they are playing in, are not permitted to field within the **“restricted area”.**
4. A fielder may enter the **“restricted area”** after the batter has hit the ball or the ball has struck or passed the batter.
5. If an ineligible fielder is in the **“restricted area”** the umpire will not allow the ball to be bowled.
6. If an ineligible fielder enters the **“restricted area”** while a ball is being bowled it will be called a No Ball.
7. All Under Age players are required to wear a set of pads, a set of gloves and a protector (where appropriate), when batting or wicket keeping. On instruction from the NWMCA this requirement may be varied where a soft ball is used.
8. Players who have not turned 16 years of age before the first of day of September in the current season, irrespective of the age group they are playing in, must wear a cricket helmet with a face guard when batting, fielding within the “**restricted area” (where permitted)**, or when wicket keeping up to the stumps. **This includes all players in the Under 10 competition and also all Under Age players who participate in any NWMCA representative team.** On instruction from the NWMCA this requirement may be varied where a soft ball is used.
9. Players who have not turned 12 years of age before the first day of September in the current season must wear protective helmets with **face guard** whilst wicket keeping, whether standing back or keeping up to the stumps. **This includes all players in the Under 10, and Under 12 competitions and also all players who participate in any NWMCA representative team.**
10. Clubs must have protective helmets available for wicket keepers in all other under age grades. The use of mouthguards by fielders and wicket keepers in all Under Age grades is strongly recommended.
11. A player who is permitted to play in a younger age grade, must follow the rules for the grade in which they are playing. E.g. a 14 year old player who is permitted to play in Under 14 team, is not permitted to field in the restricted area.
12. A player who is approved to play in a higher age grade, including open age / senior competitions, must follow the rules for the age group for which they qualify by age.

Examples

* 1. a 13 year old player (qualifies for Under 14s) playing in Under 16 mixed is not permitted to field in the restricted area.
  2. a 15 year old player (qualifies for Under 16s) playing in a senior/open age team must wear a helmet when keeping up to the stumps

1. Rule 1.2.6, which relates to bowling safety limits for all players aged Under 19 on the 31st August in the current season, is to be strictly observed and is applicable in any age group in which they are competing.

### SAFETY RULES – PLAYERS UNDER 18

* + - 1. It is MANDATORY for all players Under 18 years of age, whether playing junior or open age cricket, to wear protective helmets with face guard whilst batting, wicket keeping up to the stumps, or fielding within 7 metres of the bat, but except behind square on the off side.
      2. Rule 1.2.2 overrides this rule for players where applicable.
      3. The following table summarises the intention of rules 1.2.2 and 1.2.3. The intention shown in the table overrides the written narrative in rules 1.2.2 and 1.2.3 where the rule is unclear or contradictory.

|  |  |  |  |
| --- | --- | --- | --- |
|  | **REQUIREMENT TO WEAR HELMET WHEN FIELDING** | | |
|  | **Fielding in close** | **Wicket Keeping** | **Wicket keeping** |
| **Age group** | Within restricted area (rule 1.2.2) - **10 metres** from bat except behind square on offside | Keeping **up** to stumps | Keeping **back** from  stumps |
| **Under 10 All Girls** | Not permitted to field in restricted area | Mandatory | Mandatory |
| **Under 12 All Girls** | Not permitted to field in restricted area | Mandatory | Mandatory |
| **Under 12 representative teams** | Not permitted to field in restricted area | Mandatory | Mandatory |
| **Under 14 All Girls** | Not permitted to field in restricted area | Mandatory | Strongly recommended |
| **Under 14 representative team** | Not permitted to field in restricted area | Mandatory | Strongly recommended |
| **Under 16 All Girls** | Mandatory | Mandatory | Strongly recommended |
| **Under 16 / Under 17 representative team** | Mandatory | Mandatory | Strongly recommended |
|  |  |  |  |
| **Rule 1.2.3** | Within 7 metres of bat except on offside behind square | Keeping up to stumps | Keeping back from  stumps |
| **Player under 18 in senior team** | Mandatory | Mandatory | Strongly recommended |
|  |  |  |  |
| **Player under 18 in representative team** | Mandatory | Mandatory | Strongly recommended |
|  |  |  |  |

### SAFETY RULES – PLAYERS OVER 18

1. **Batting**

A batter must wear a helmet with faceguard at all times when batting.

1. **Wicket keeping**

A wicketkeeper must wear a helmet with faceguard at all times when keeping up to the stumps.

1. **Fielding**
2. A fielder must wear a helmet with faceguard at all times when fielding in a position closer than seven (7) metres from the batter’s position on the popping crease on a middle stump line, with the exception of any fielding position behind square of the wicket on the off side.
3. The seven metre zone should be clearly marked in all open age games
4. **Helmets**
5. It is strongly recommended that a helmet worn is compliant with British Standard 7928:2013.
6. The match umpires shall be responsible for ensuring that a helmet is worn when required but shall not be responsible for ensuring that the helmet worn by any player is compliant with British Standard 7928:2013.
7. In a match with association appointed umpires, the umpires shall not allow the match to continue during any period in which any batter, wicket keeper standing up to the stumps or fielder within the prescribed area fails to wear a helmet.
8. In a match without association appointed umpires, the Captains of both batting and bowling teams are responsible for compliance of these clauses. The Captains of both batting and bowling teams shall not permit the match to continue during any period in which any batter, wicketkeeper standing up to the stumps or fielder within the prescribed area fails to wear a helmet.
9. Where this rule is not followed, the match shall be deemed to have **NO RESULT**, and **no points** will be allocated to either team
10. Helmets should be replaced immediately in accordance with the manufacturer’s recommendation following a significant impact.

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## **2.9 FEMALE CRICKET MATCH RULES**

## **Conditions**

## In all evening games, if the light deteriorates to an extent that it is unsafe to continue, and if there are lights available, the lights **must** be turned on to allow the game to continue,

## and the safety of players to be maintained.

## This is the case even if the game is in progress, and the lights were not on from the start of the game.

## **2.9.1 U10 ALL GIRLS**

## **Based on CA STAGE 1 Format**

## **COACHING QUALIFICATIONS**

## Level 1 (Community) accreditation is recommended for coaches in Under 10 All Girls competition

## **1. GAME**

## T12 (12 over game) – 12 over per innings, one innings each team

## Length: 120 minutes

## 5 minute break between innings

## Start time: Monday 5:45pm

## **2. BALL**

## Softaball to be purchased from the NWMCA Association

## **3. PROTECTIVE EQUIPMENT**

## **Protective equipment is optional.**

## Helmet with face guard while batting, and wicket keeping

## Pads

## Gloves

## Other approved protective equipment is available based on match conditions and/or personal preference

## **Helmets:** From the commencement of the 2019-20 cricket season it is a requirement for all club cricketers (both junior and senior) to wear helmets with face guard at all times when batting, wicket keeping up to the stumps AND when keeping back from the stumps, and fielding in close. (Note Under 10 Girls cannot field in the 10m safety area – see rule 1.2.2).

## All helmets must be compliant with British Standard BS7928:2103

## Players will not be able to use non-compliant helmets.

## Many currently used helmets (including many still available through retail outlets) do not meet the new standards, and club members should ensure when purchasing new helmets that they comply with the new requirements.

## **4. MATCH EQUIPMENT**

## 2 sets of stumps with bails - minimum of 1 set to be portable (each team to carry a portable set on game day)

## Measuring tape or string/rope to measure boundary and pitch length

## Boundary markers

## Chalk, tape or non-permanent paint to mark creases

## **5. BOUNDARY**

## Boundary is to be clearly marked at 25m measured from the centre of the wicket

## **6. PITCH TYPE AND LENGTH**

## Outfield - 14m length stump to stump

## **7. TEAM**

## 6 players a side (maximum 6 players on the field at any time)

## Minimum of 4 players,

## **8. CRICKET ATTIRE**

## The playing members of all Clubs must be properly dressed in cricket attire.

## Cricket attire for players and substitutes is defined as:

## Association approved two tier Club coloured shirts, collar and an approved association Logo, approved coloured pants, black shorts or skins.

## All players in a team must wear the same coloured clothing.

## Recognised cricket cap or wide brim hat (Baseball style caps or wide brim hats must be in Club colours and carry club logo).

## Shorts need to be a 7.5cm length minimum

## No white pants allowed

## **9. BATTING**

## Bat size 4 is recommended (if the bat is too heavy, they can use a plastic blasters bat)

## All batters retire after facing 12 balls

## All balls (incl. wides and no balls) will be included in count of balls received.

## A batter receives a free hit off the cone for no balls and wides. Only two free hits per over.

## No LBW

## No dismissals. Where a wicket is taken, **five runs** is **added** to the fielding teams batting score

## **Runner**

## A runner can only be used if the umpires, together with the opposition captain, are satisfied that the batter has sustained an injury during the match that affects their ability to run.

## The batter stands in position at the batting crease and plays shots as normal, but does not attempt to run between the wickets: the runner runs for them.

## The runner occupies the injured batter's [crease](https://en.wikipedia.org/wiki/Crease_(cricket)) when they are on strike, but takes up a position away from the [pitch](https://en.wikipedia.org/wiki/Cricket_pitch) at the umpire's discretion, typically on a pitch parallel to that being used for the game.

## When the injured batter moves off strike, they then take up the position near the [square leg](https://en.wikipedia.org/wiki/Fielding_(cricket)) [umpire](https://en.wikipedia.org/wiki/Umpire_(cricket)) (not at the bowler's end), and the runner stands next to the bowler's wicket as in the normal course of play.

## The runner should have already batted in the innings, if possible.

## The runner must wear all the external protective equipment worn by the batter and must carry a bat.

## If *either* the injured batter or their runner is out of their ground, the batter is liable to be [run out](https://en.wikipedia.org/wiki/Run_out) or [stumped](https://en.wikipedia.org/wiki/Stumped).

## **10. BOWLING**

## 6 balls per over maximum - wides and no-balls are NOT re-bowled)

## **All** players to bowl at least 2 overs, including wicketkeepers

## 6 player team – all players bowl 2 overs each

## 5 player team - 3 players bowl 2 overs each, 2 players bowl 3 overs each

## 4 player team - all players bowl 3 overs,

## 

## **11. FIELDING**

## Rotation of fielders around the ground is recommended to ensure players gain experience in all positions.

## No fielders within 10 m of bat (except slips, gully and wicket keeper) each team is required to use two wicketkeepers, keeping for six overs each.

## **12. UMPIRE**

## The coach of the team fielding will umpire at the bowlers end. If the umpire is unsighted, then the batter gets the benefit of doubt and is not out.

## **13. SQUARE LEG UMPIRE**

## No square leg umpire required.

## **14. FINALS**

## There are no finals in this competition.

## **15. SCOREBOOKS / SCORES**

## It is not compulsory to enter scores in PlayHQ for U10’s however clubs are encouraged to do so.

## Each Club shall use Association approved and provided scorebooks.

## Scorers in all grades must be sixteen (16) years of age or over. Each Clubs score books shall be signed by the team coach at the conclusion of each match.

## **16. COMPETITION AWARDS**

## The NWMCA will provide “Spirit of Cricket” awards to players and clubs at the end of the season as is deemed appropriate.

## **2.9.2 U12 ALL GIRLS**

## **Based on CA STAGE 1 Format**

## **COACHING QUALIFICATIONS**

## Level 1 (Community) accreditation is required for coaches in Under 12 All Girls competition

## **1. GAME**

## T20 (20 over game) – 20 overs per innings, one innings each team

## Length: 120 minutes

## 5 minute break between innings

## Start time: Wednesday 5:45pm

## **2. BALL**

## Softaball to be purchased from the NWMCA Association

## **3. PROTECTIVE EQUIPMENT**

## Helmet with face guard while batting, and wicket keeping

## Pads

## Gloves

## Other approved protective equipment is available based on match conditions and/or personal preference

## **Helmets:** From the commencement of the 2019-20 cricket season it is a requirement for all club cricketers (both junior and senior) to wear helmets with face guard at all times when batting, wicket keeping up to the stumps AND when keeping back from the stumps, and fielding in close. (Note Under 12 Girls cannot field in the 10m safety area – see rule 1.2.2).

## All helmets must be compliant with British Standard BS7928:2103

## Players will not be able to use non-compliant helmets.

## Many currently used helmets (including many still available through retail outlets) do not meet the new standards, and club members should ensure when purchasing new helmets that they comply with the new requirements.

## **4. MATCH EQUIPMENT**

## 2 sets of stumps with bails - minimum of 1 set to be portable (each team to provide 1 portable)

## Measuring tape or string/rope to measure boundary and pitch length

## Boundary markers

## Chalk, tape or non-permanent paint to mark creases

## **5. BOUNDARY**

## Boundary is to be clearly marked at 40m measured from the centre of the wicket

## **6. PITCH TYPE AND LENGTH**

## Outfield - 16m length stump to stump

## **7. TEAM**

## 7 players a side (maximum 7 players on the field at any time)

## Minimum of 5 players

## **8. CRICKET ATTIRE**

## The playing members of all Clubs must be properly dressed in cricket attire.

## Cricket attire for players and substitutes is defined as:

## Association approved two tier Club coloured shirts, collar and an approved association Logo, approved coloured pants, black shorts or skins.

## All players in a team must wear the same coloured clothing.

## Recognised cricket cap or wide brim hat (Baseball style caps lor wide brim hats must be in Club colours and carry club logo).

## Shorts need to be a 7.5cm length minimum

## No white pants allowed

## **9. BATTING**

## Bat size 4 is recommended

## All batters are to retire after facing the nominated number of balls. (see below)

## There are no early retirements unless a batter is injured. If the batter is ill or injured they are considered retired not out and are permitted to return to batting if they recover before the end of the innings.

## All balls (incl. wides and no balls) will be included in count of balls received

## Unlimited dismissals (each player will face the nominated number of balls)

## **Each dismissal** will **add 4 runs** to the opposition total at the end of the innings

## The following dismissals apply in this format:

## Bowled, Caught, Caught & Bowled, Run Out, Stumped, Hit Wicket.

## **LBW DOES NOT APPLY**

## **Runner**

## A runner can only be used if the umpires, together with the opposition captain, are satisfied that the batter has sustained an injury during the match that affects their ability to run.

## The batter stands in position at the batting crease and plays shots as normal, but does not attempt to run between the wickets: the runner runs for them.

## The runner occupies the injured batter's [crease](https://en.wikipedia.org/wiki/Crease_(cricket)) when they are on strike, but takes up a position away from the [pitch](https://en.wikipedia.org/wiki/Cricket_pitch) at the umpire's discretion, typically on a pitch parallel to that being used for the game.

## When the injured batter moves off strike, they then take up the position near the [square leg](https://en.wikipedia.org/wiki/Fielding_(cricket)) [umpire](https://en.wikipedia.org/wiki/Umpire_(cricket)) (not at the bowler's end), and the runner stands next to the bowler's wicket as in the normal course of play.

## The runner should have already batted in the innings, if possible.

## The runner must wear all the external protective equipment worn by the batter and must carry a bat.

## If *either* the injured batter or their runner is out of their ground, the batter is liable to be [run out](https://en.wikipedia.org/wiki/Run_out) or [stumped](https://en.wikipedia.org/wiki/Stumped).

## TEAM SIZE BALLS TO FACE

## **5 players (minimum) 24**

## **6 players 20**

## **7 players 17**

## **8 players 15**

## **9 players (maximum) 13**

## \*\*If there are extra balls to be bowled the batter facing at the time will face the extra balls (i.e. 17x7=119, one extra ball is bowled to whoever is facing)

## **10. BOWLING**

## 6 balls per over – wides and no balls are NOT re-bowled except the last over where 6 legal balls are required to be bowled

## **All players are to bowl a minimum of two overs except the two wicketkeepers who are to bowl a minimum of 1 over**

## 5 player team – 5 players bowl 4 overs including the 2 wicket keepers

## 6 player team – 4 players bowl 4 overs, 2 wicket keepers are to bowl minimum 2 over each

## 7 player team- 3 players bowl 4 overs, 2 players bowl 3 overs; 2 wicket keeper are to bowl minimum of 1 over each

## 8 player team – 6 players bowl 3 overs, 2 wicket keeper are to bowl minimum of 1 over each

## 9 player team - 4 players bowl 3 overs, 3 players bowl 2 overs; 2 wicket keeper are to bowl minimum of 1 over each

## **11. FIELDING**

## Rotation of fielders around the ground is recommended to ensure players gain experience in all positions.

## No fielders within 10 m of bat (except slips, gully and wicket keeper)

## Each team is required to use **two wicketkeepers**, keeping for **ten** overs each.

## **12. CENTRAL UMPIRE**

## The coach of the team batting will umpire at the bowler’s end.

## **13. SQUARE LEG UMPIRE**

## The coach or team manager of the team fielding will square leg umpire.

## The Square Leg umpire decides run outs and stumpings.

## Only one person may stand as Square Leg umpire at any one time

## **14. FINALS**

## **a. Finals Eligibility**

## Players must have played a minimum of **four** matches for their team in the current season, to be eligible to play in finals matches.

## If a club has two or more teams in the competition, a player can only move between teams in finals matches if approved by the female cricket committee.

## **b. Qualifying Finals**

## All teams play finals

## In an eight team competition,

## First (1st) shall play eighth (8th), second (2nd) shall play seventh (7th), third (3rd) shall play sixth (6th) and fourth (4th) shall play fifth (5th).

## The four (4) winning teams from the qualifying finals will compete in a semi-final round of matches.

## In a six team competition,

## 1st shall play 6th, second shall play 5th, 3rd shall play 4th

## The three (3) winning teams plus the highest ranked loser (based on ladder position at end of home and away series), shall proceed to the semi-finals.

## **c. Semi Finals**

## First (1st) shall play fourth (4th) and second (2nd) shall play third (3rd), based on where the teams finished on the ladder after the home and away series

## Semi-finals will be played on the best available grounds to be allocated by the Association.

## **d. Grand Final**

## The **Grand Final** will be played between the two semi-finals winners on the best available grounds to be allocated by the Association

## **15. SCOREBOOKS / SCORES**

## Each Club shall use Association approved scorebooks.

## Scorers in all grades must be sixteen (16) years of age or over.

## Each Clubs score books shall be signed by the Coaches/Team Managers at the end of the match

## Home teams must enter the final results of all matches, in PlayHQ Refer to NWMCA By-Law 4.2

## **16. ELIGIBILITY FOR COMPETITION AWARDS**

## All players must have played a minimum of five matches in the All Girls Under 12s, to be eligible to play to receive an award. (semi-finals can be counted as one of the five matches).

## Note: Competition averages do not include performances in finals.

## **2.9.3 U14 ALL GIRLS**

## Based on CA STAGE 2 format

## **COACHING QUALIFICATIONS**

## **Level 1 (Community) accreditation** is **mandatory** for coaches in Under 14 All Girls competition

## **1. GAME**

## T20 (20 over game) – 20 overs per innings, one innings each team

## Length: 120 minutes

## 5 minute break between innings

## Start time: Monday 5:30pm

## **2. BALL**

## 142g hard ball to be purchased from the NWMCA

## **3. PROTECTIVE EQUIPMENT**

## Helmet with face guard while batting, and wicket keeping

## Pads

## Gloves

## Other approved protective equipment is available based on match conditions and/or personal preference

## **Helmets:** From the commencement of the 2019-20 cricket season it is a requirement for all club cricketers (both junior and senior) to wear helmets with face guard at all times when batting, wicket keeping up to the stumps, and fielding in close. (Note Under 14 Girls cannot field in the 10m safety area – see rule 1.2.2). It is strongly recommended that players wear a helmet when keeping back from the stumps.

## All helmets must be compliant with British Standard BS7928:2103

## Players will not be able to use non-compliant helmets.

## Many currently used helmets (including many still available through retail outlets) do not meet the new standards, and club members should ensure when purchasing new helmets that they comply with the new requirements.

## **4. MATCH EQUIPMENT**

## 2 sets of stumps with bails - minimum of 1 set to be portable

## Measuring tape or string/rope to measure boundary and pitch length

## Boundary markers

## Chalk, tape or non-permanent paint to mark creases

## **5. BOUNDARY**

## Boundary is to be clearly marked at 40m measured from centre of the wicket

## **6. PITCH TYPE AND LENGTH**

## Hard wicket - 18m length stump to stump

## **7. TEAM**

## 9 players a side (maximum of 9 on field at any one time)

## Minimum of 6 players

## Maximum of 11 players per team

## If teams have 10-11 players they are encouraged to rotate player on and off the field after every over.

## If a team has less than nine players on the field, then the other team is restricted to use the same number of fielders. If this occurs, players can be rotated on and off the field at the end of any over.

## Players who return to the field, can bowl immediately if required

## The opposition team may offer the team with less players “substitute fielders” and if these are taken, both teams play with the number of fielders who take the field for the team who has accepted the substitutes.

## If these substitute fielders are not accepted by the team with less than 9 players, the team with 9 players is permitted to field with the full 9 players

## **8. CRICKET ATTIRE**

## The playing members of all Clubs must be properly dressed in cricket attire.

## Cricket attire for players and substitutes is defined as:

## Association approved two tier Club coloured shirts, collar and an approved association Logo, approved coloured pants, black shorts or skins.

## All players in a team must wear the same coloured clothing.

## Recognised cricket cap or wide brim hat (Baseball style caps or wide brim hats must be in Club colours and carry club logo).

## Shorts need to be a 7.5cm length minimum

## No white pants allowed

## **9. BATTING**

## Bat size 5 or 6 recommended

## There are no dismissals. All batters are to retire after facing prescribed number of balls.(see below).

## Batters **cannot** be retired before facing the nominated number balls unless the batter is injured. If the batter is ill or injured, they are considered retired not out and are permitted to return to batting if they recover before the end of the innings.

## Retired batters can resume batting when all others have retired.

## All balls (incl. wides and no balls) will be counted in the allocation of balls received.

## Unlimited dismissals (each batter will face the nominated number of balls each)

## Each **dismissal** will add **4 runs** to the opposition total at the end of the innings

## The following dismissals apply in this format:

## Bowled, Caught, Caught & Bowled, Run Out, Stumped, Hit Wicket.

## **LBW DOES NOT APPLY**

## **Runner**

## A runner can only be used if the umpires, together with the opposition captain, are satisfied that the batter has sustained an injury during the match that affects their ability to run.

## The batter stands in position at the batting crease and plays shots as normal, but does not attempt to run between the wickets: the runner runs for them.

## The runner occupies the injured batter's [crease](https://en.wikipedia.org/wiki/Crease_(cricket)) when they are on strike, but takes up a position away from the [pitch](https://en.wikipedia.org/wiki/Cricket_pitch) at the umpire's discretion, typically on a pitch parallel to that being used for the game.

## When the injured batter moves off strike, they then take up the position near the [square leg](https://en.wikipedia.org/wiki/Fielding_(cricket)) [umpire](https://en.wikipedia.org/wiki/Umpire_(cricket)) (not at the bowler's end), and the runner stands next to the bowler's wicket as in the normal course of play.

## The runner should have already batted in the innings, if possible.

## The runner must wear all the external protective equipment worn by the batter and must carry a bat.

## If *either* the injured batter or their runner is out of their ground, the batter is liable to be [run out](https://en.wikipedia.org/wiki/Run_out) or [stumped](https://en.wikipedia.org/wiki/Stumped).

## TEAM SIZE BALLS TO FACE

## **6 players** **(minimum)** **20**

## **7 players 17**

## **8 players 15**

## **9 players 13**

## **10 players 12**

## **11 players (maximum) 11**

## 

## \*\*If there are extra balls to be bowled the batter facing at the time will face the extra balls (i.e. 17x7=119, one extra ball is bowled to whoever is facing)

## **10. BOWLING**

## 6 balls per over – wides and no balls are not re-bowled, except in the last over of the innings.

## In the last over of an innings, all wides and no-balls are to be re-bowled.

## All players are to bowl a minimum of two overs, except the two wicketkeepers (except in teams of 7 or more players) who are to bowl at least 1 over each

## 6 player team- 4 players bowl 4 overs, 2 wicket keepers bowl 2 over each

## 7 player team- 3 players bowl 4 overs, 2 bowls 3 overs; 2 wicket keepers bowl 1 over each

## 8 players team – 6 players bowl 3 overs; 2 wicket keepers are to bowl 1 over each

## 9 player team - 4 players bowl 3 overs; 3 players bowl 2 overs; 2 wicket keepers bowl 1 over each

## 10 player team – All players bowl 2 overs each including the two wicketkeepers

## 11 player team -9 players bowl 2 overs each ; 2 wicket keepers bowl 1 over each

## **11. FIELDING**

## Rotation of fielders around the ground is recommended to ensure players gain experience in all positions

## No fielders within 10 m of bat (except slips, gully and wicket keeper).

## Each team is required to use 2 wicketkeepers, changing wicket keepers after 10 overs.

## **12. CENTRAL UMPIRE**

## The NWMCA will appoint an umpire to as many matches as possible.

## Should an independent umpire not be available then the coach of the team batting will umpire at the bowler’s end.

## **13. SQUARE LEG UMPIRE**

## The coach or team manager of the team fielding will square leg umpire.

## The Square Leg umpire decides run outs and stumpings.

## Only one person may stand as Square Leg umpire at any one time

## **14. FINALS**

## **a. Finals Eligibility**

## Players must have played a minimum of four matches for their team in the current season, to be eligible to play in finals matches.

## If a club has two or more teams in the competition, a player can only move between teams in finals matches if approved by the female cricket committee.

## **b. Qualifying Finals**

## All teams play finals

## In an eight team competition,

## First (1st) shall play eighth (8th), second (2nd) shall play seventh (7th), third (3rd) shall play sixth (6th) and fourth (4th) shall play fifth (5th).

## The four (4) winning teams from the qualifying finals will compete in a semi-final round of matches.

## In a six team competition,

## 1st shall play 6th, 2nd shall play 5th, 3rd shall play 4th

## The three (3) winning teams plus the highest ranked loser (based on ladder position at end of home and away series), shall proceed to the semi-finals.

## **c. Semi Finals**

## First (1st) shall play fourth (4th) and second (2nd) shall play third (3rd), based on where the teams finished on the ladder after the home and away series

## Semi-finals will be played on the best available grounds to be allocated by the Association.

## **d. Grand Final**

## The **Grand Final** will be played between the two semi-finals winners on the best available grounds to be allocated by the Association

## **15. SCOREBOOKS / SCORES**

## Each Club shall use Association approved scorebooks.

## Scorers in all grades must be sixteen (16) years of age or over.

## Each Clubs score books shall be signed by the Coaches/Team Managers and independent umpire at the end of the match

## Home teams must enter the results of all matches, on PlayHQ. Refer to NWMCA By-Law 4.2

## **16. ELIGIBILITY FOR COMPETITION AWARDS**

## All players must have played a minimum of five matches in the All Girls Under 14s, to be eligible to play to receive an award. (semi-finals can be counted as one of the five matches).

## Note: Competition averages do not include performances in finals.

## **2.9.4 U16 ALL GIRLS**

## Based on CA STAGE 2 & 3 RULES

## **COACHING QUALIFICATIONS**

## Level 1 (Community) accreditation is required for coaches in Under 16 All Girls competition

## **1. GAME**

## T20 (20 over game) – 20 overs per innings, one innings each team

## Length: 120 minutes, 5 minute break between innings

## Start time: Monday 5:30pm

## **2. BALL**

## 142g hard ball to be purchased from the NWMCA

## **3. PROTECTIVE EQUIPMENT**

## Helmet with face guard while batting, and wicket keeping

## Pads

## Gloves

## Other approved protective equipment is available based on match conditions and/or personal preference

## **Helmets:** From the commencement of the 2019-20 cricket season it is a requirement for all club cricketers (both junior and senior) to wear helmets with face guard at all times when batting, wicket keeping up to the stumps, and fielding in close. It is strongly recommended that players wear a helmet when keeping back from the stumps.

## All helmets must be compliant with British Standard BS7928:2103

## Players will not be able to use non-compliant helmets.

## Many currently used helmets (including many still available through retail outlets) do not meet the new standards, and club members should ensure when purchasing new helmets that they comply with the new requirements.

## **4. MATCH EQUIPMENT**

## 2 sets of stumps with bails

## Measuring tape or string/rope to measure boundary and pitch length

## Boundary markers

## Chalk, tape or non-permanent paint to mark creases

## **5. BOUNDARY**

## Boundary is to be clearly marked at 45m measured from centre of the wicket

## **6. PITCH TYPE AND LENGTH**

## Hard wicket – full length

## **7. TEAM**

## 9 players a side (maximum of 9 on field at any one time)

## Minimum of 6 players

## Maximum of 11 players per team

## If teams have 10-11 players they are encouraged to rotate player on and off the field after every over.

## **8. CRICKET ATTIRE**

## The playing members of all Clubs must be properly dressed in cricket attire.

## Cricket attire for players and substitutes is defined as:

## Association approved two tier Club coloured shirts, collar and an approved association Logo, approved coloured pants, black shorts or skins.

## All players in a team must wear the same coloured clothing.

## Recognised cricket cap or wide brim hat (Baseball style caps or wide brim hats must be in Club colours and carry club logo).

## Shorts need to be a 7.5cm length minimum

## No white pants allowed

## **9. BATTING**

## Bat size 5 or 6 recommended

## All dismissals count.

## Batters are retired when they have faced the nominated count of balls, unless dismissed.

## All balls (incl. wides and no balls) are to be counted allocation of balls faced.

## There are no early retirements allowed unless a batter is injured.

## If the batter is ill or injured they are considered retired not out and are permitted to return to batting if they recover before the end of the innings.

## Retired batters can resume batting when all others retired. The loss of 9 wickets closes the innings (9 players in team – see Last Girl Stands rule below)

## **Runner**

## A runner can only be used if the umpires, together with the opposition captain, are satisfied that the batter has sustained an injury during the match that affects their ability to run.

## The batter stands in position at the batting crease and plays shots as normal, but does not attempt to run between the wickets: the runner runs for them.

## The runner occupies the injured batter's [crease](https://en.wikipedia.org/wiki/Crease_(cricket)) when they are on strike, but takes up a position away from the [pitch](https://en.wikipedia.org/wiki/Cricket_pitch) at the umpire's discretion, typically on a pitch parallel to that being used for the game.

## When the injured batter moves off strike, they then take up the position near the [square leg](https://en.wikipedia.org/wiki/Fielding_(cricket)) [umpire](https://en.wikipedia.org/wiki/Umpire_(cricket)) (not at the bowler's end), and the runner stands next to the bowler's wicket as in the normal course of play.

## The runner should have already batted in the innings, if possible.

## The runner must wear all the external protective equipment worn by the batter and must carry a bat.

## If *either* the injured batter or their runner is out of their ground, the batter is liable to be [run out](https://en.wikipedia.org/wiki/Run_out) or [stumped](https://en.wikipedia.org/wiki/Stumped).

## TEAM SIZE BALLS TO FACE

## 6 players **(minimum)** 20

## **7 players 17**

## **8 players 15**

## **9 players 13**

## **10 players 12**

## **11 players (maximum) 11**

## 

## \*\*If there are extra balls to be bowled the batter facing at the time will face the extra balls (i.e. 17x7=119, one extra ball is bowled to whoever is facing)

## **Last Girl Standing Rule**

## All 9 wickets are needed to bowl a team out. The loss of 9 wickets closes the innings. When the eighth wicket falls, the LAST GIRL stands (on her own) , in a team of 6 players it will be fifth wicket etc

## The LAST GIRL can score 1, 2, 3, 4 or 6 off any ball. If the Last Girl makes 1 run, she must return to the striker end once the ball is returned to the bowler hence the ball is dead.

## If a batter is run out under this rule she will not get any runs for completing the first run. The Last Girl Stands rule only comes into play once 8 wickets have been taken. The Last Girl Standing must play on her own as all other batters are out.

## Last Girl standing rule doesn’t apply to teams with 10 or 11 players.

## **10. BOWLING**

## 6 balls per over – wides and no balls are not re-bowled, except in the last over of the innings.

## In the last over of an innings, all wides and no-balls are to be re-bowled.

## All players are to bowl a minimum of two overs, except the two wicketkeepers who are to bowl at least 1 over each

## 6 player team - 1 player bowls 4 overs, 4 players bowl 3 overs, 2 wicket keepers bowl 2 overs each

## 7 player team- 3 players bowl 4 overs, 2 bowls 3 overs; 2 wicket keepers bowl 1 over each

## 8 players team – 6 players bowl 3 overs; 2 wicket keepers are to bowl 1 over each

## 9 player team - 4 players bowl 3 overs; 3 players bowl 2 overs; 2 wicket keepers bowl 1 over each

## 10 player team – All players bowl 2 overs each including the two wicketkeepers

## 11 player team -9 players bowl 2 overs each; 2 wicket keepers bowl 1 over each

## **11. FIELDING**

## Rotation of fielders around the ground is recommended to ensure players gain experience in all positions

## When fielding inside the 10m safety area, players must where a helmet (see rule 1.2.2).

## Each team is required to use 2 wicketkeepers, changing wicket keepers after 10 overs.

## If a team has less than **nine** players on the field, then the other team is restricted to use the same number of fielders. If this occurs, players can be rotated on and off the field at the end of any over.

## Players who return to the field, can bowl immediately if required

## The opposition team may offer the team with less players “substitute fielders” and if these are taken, both teams play with the number of fielders who take the field for the team who has accepted the substitutes.

## If these substitute fielders are not accepted by the team with less than nine players, the team with nine players is permitted to field with the full nine players

## **12. CENTRAL UMPIRE**

## The NWMCA will appoint an umpire to as many matches as possible.

## Should an independent umpire not be available then the coach of the team batting will umpire at the bowler’s end.

## **13. SQUARE LEG UMPIRE**

## The coach or team manager of the team fielding will square leg umpire.

## The Square Leg umpire decides run outs and stumpings.

## Only one person may stand as Square Leg umpire at any one time

## **14. FINALS**

## **a. Finals Eligibility**

## Players must have played a minimum of four matches for their team in the current season, to be eligible to play in finals matches.

## If a club has two or more teams in the competition, a player can only move between teams in finals matches if approved by the female cricket committee.

## **b. Semi Finals**

## First (1st) shall play fourth (4th) and second (2nd) shall play third (3rd), based on where the teams finished on the ladder after the home and away series

## Semi-finals will be played on the best available grounds to be allocated by the Association.

## **d. Grand Final**

## The **Grand Final** will be played between the two semi-finals winners on the best available grounds to be allocated by the Association

## **15. SCOREBOOKS / SCORES**

## Each Club shall use Association approved scorebooks.

## Scorers in all grades must be sixteen (16) years of age or over.

## Each Clubs score books shall be signed by the Coaches/Team Managers and independent umpire at the end of the match

## Home teams must enter the final results of all matches, on PlayHQ. Refer to NWMCA By-Law 4.2

## Both teams must enter individual player statistics by Sunday 7:00pm.

## **16. ELIGIBILITY FOR COMPETITION AWARDS**

## Note: Competition awards do not include performances in finals.

## All players must have played a minimum of five matches in the All Girls Under 16s, to be eligible to play to receive an award. (semi-finals can be counted as one of the five matches).

## **2.9.5 WOMENS SOCIAL T20 RULES**

## **COACHING QUALIFICATIONS**

## Level 1 (Community) accreditation is **required** for captains in the Women’s Social T20 competition

## **1. GAME**

## T20 (20 over game, each team to bowl 20 overs.)

## Day & Time: Sunday 12:00 pm

## **INNINGS LENGTH AND TIMIMG**

## First innings to be completed by 1:30pm

## 10 minute break between innings

## Second Innings to be completed by 3:15pm

## If the innings of the team batting first has not been previously completed, it shall be compulsorily closed at the end of the scheduled overs (20), at which time a **10 minute** break shall be taken.

## **Cessation of Play:-**Play shall continue until the side batting second has batted 20 overs or all out. Play shall cease before this if any of the following apply: Play is abandoned due to bad weather.

## Play has been delayed or interrupted for more than thirty (30) minutes by bad weather during the innings of the side batting second and the entitled overs have not been bowled by 3.15 pm, then play shall cease at the completion of the over in progress at 3.15 pm.

## The **HOST CLUB** of any match are encouraged to provide a relaxed environment with music.

## AFTERNOON TEA will be taken at the end of the match –the host team are to provide afternoon tea e.g. BBQ, sandwiches, fruit and cake platter.

## NO SHOW – Should any team be unable to commence play ***within 15 minutes after the scheduled starting time***, that team shall forfeit the match.

## Fine: Match fees(umpire fees) & loss of one match point

## **2. BALL**

## Each innings shall commence with new 142g, purchased from the NWMCA.

## The captains must produce the new balls and an appropriate spare ball that meet with the umpire's approval at the **toss** of the coin.

## Clubs not providing or refusing to supply the match ball and spare ball to the umpires as required, shall be penalised as per the Penalties/Fines Schedule.

## **3. PROTECTIVE EQUIPMENT**

## Helmet with face guard while batting, wicket keeping up to the stumps, and fielding in close

## Pads

## Gloves

## Other approved protective equipment

## **Helmets:** From the commencement of the 2019-20 cricket season it is a requirement for all club cricketers (both junior and senior) to wear helmets with face guard at all times when batting, wicket keeping up to the stumps and fielding in close.

## It is strongly recommended that players wear a helmet when keeping back from the stumps.

## All helmets must be compliant with British Standard BS7928:2103

## Players will not be able to use non-compliant helmets.

## Many currently used helmets (including many still available through retail outlets) do not meet the new standards, and club members should ensure when purchasing new helmets that they comply with the new requirements.

## **4. BOUNDARY**

## Boundary is to be clearly marked at 45m measured from centre of the wicket

## **5. PITCH TYPE AND LENGTH**

## Hard wicket or turf wicket – standard full length

## **6.** **TEAM**

## 8 players a side (maximum of 8 players on the field at any one time)

## Minimum of 6 players, each team must have a minimum of 6 players before the match can commence.

## Maximum of 8 players may be on the field at any time.

## Teams are permitted to list up to 10 players on their Team Sheet.

## If a team has less than eight players on the field, then the other team is restricted to use the same number of fielders. If this occurs, players can be rotated on and off the field at the end of any over.

## Players who return to the field, can bowl immediately if required

## The opposition team may offer the team with less players “substitute fielders” and if these are taken, both teams play with the number of fielders who take the field for the team who has accepted the substitutes.

## If these substitute fielders are not accepted by the team with less than 8 players, the team with 8 players is permitted to field with the full 8.

## **7. CRICKET ATTIRE**

## The playing members of all Clubs must be properly dressed in cricket attire.

## Cricket attire for players and substitutes is defined as:

## Association approved two tier Club coloured shirts, collar and an approved association Logo, approved coloured pants, black shorts or skins.

## All players in a team must wear the same coloured clothing.

## Recognised cricket cap or wide brim hat (Baseball style caps or wide brim hats must be in Club colours and carry club logo).

## Shorts need to be a 7.5cm length minimum

## No white pants allowed

## **8. MARQUEE PLAYERS**

## A marquee player is any player who has, or is currently, playing in the Cricket Victoria Women’s – Shield (Community Cricket Competition) or has played in an equivalent competition in Victoria or any other state or territory of Australia – Premier, State, National or International.

## **Geoff Law Shield**

## There is no limit on the number of marquee players a team may play during the season.

## **DIVISION ONE AND LOWER DIVISIONS**

## Each team will be permitted one (1) marquee player for the duration of the season/tournament.

## The marquee player must be nominated prior to the commencement of each season.

## The marquee player must be approved by the NWMCA before they can commence playing.

## Approval should be sought by the club by applying for a permit in PlayHQ

## For Clubs with two teams in different divisions, a marquee player must be nominated to play in a particular team.

## **9. BATTING**

## All dismissals count.

## **a. Retiring**

## A batter must retire immediately when they reach 30 runs

## A batter must retire if they have been at the crease for the limited number of overs faced but not yet reached 30 runs.

## A retired batter may return to the crease when all other batters listed on the team sheet have batted.

## Batters do not have to retire a second time round but can continue to bat until out or end of the match.

## Should more than one batter retire, the retired batters must return in order of retirement.

## **TEAM SIZE                                    Overs faced**

## 6 players (minimum)           5

## 7 players                              5

## 8 players                              5

## 9 players                              4

## 10 players (maximum)         4

## **b. Free Hit**

## ALL NO BALLS will result in a **FREE HIT** to the batter for the next delivery

## If a No Ball is bowled at the end of the over, the 1st ball of the very next over is a **FREE HIT**.

## A batter can only be out 'run out' off a No Ball.

## If a run has been taken during a 'No Ball', the field may be changed for the **FREE HIT**.

## **c. Last Woman Stands Rule**

## Teams with 8 players - All 8 wickets are needed to bowl a team out. The loss of 8 wickets closes the innings. When the seventh wicket falls, the **LAST WOMAN** stands (on her own).

## Teams with less than 8 players;

## 6 batters – all 6 wickets are needed to bowl a team out- when the fifth wicket falls the last woman stands on her own

## 7 batters – all 7 wickets are needed to bowl a team out - , when the sixth wicket fall the last woman stands on her own.

## The **LAST WOMAN** can score 1, 2, 3, 4 or 6 off any ball. If the Last Women makes 1 run, she must return to the striker end once the ball is returned to the bowler hence the ball is dead.

## If a batter is run out under this rule she will not get any runs for completing the first run. The Last Woman Stands play rule only comes into play once 7 wickets have been taken.

## Last Woman Standing rule doesn’t apply to teams with 9 or 10 players.

## **Runner**

## A runner can only be used if the umpires, together with the opposition captain, are satisfied that the batter has sustained an injury during the match that affects their ability to run.

## The batter stands in position at the batting crease and plays shots as normal, but does not attempt to run between the wickets: the runner runs for them.

## The runner occupies the injured batter's [crease](https://en.wikipedia.org/wiki/Crease_(cricket)) when they are on strike, but takes up a position away from the [pitch](https://en.wikipedia.org/wiki/Cricket_pitch) at the umpire's discretion, typically on a pitch parallel to that being used for the game.

## When the injured batter moves off strike, they then take up the position near the [square leg](https://en.wikipedia.org/wiki/Fielding_(cricket)) [umpire](https://en.wikipedia.org/wiki/Umpire_(cricket)) (not at the bowler's end), and the runner stands next to the bowler's wicket as in the normal course of play.

## The runner should have already batted in the innings, if possible.

## The runner must wear all the external protective equipment worn by the batter and must carry a bat.

## If *either* the injured batter or their runner is out of their ground, the batter is liable to be [run out](https://en.wikipedia.org/wiki/Run_out) or [stumped](https://en.wikipedia.org/wiki/Stumped).

## **10. BOWLING**

## **a. General**

## A bowler shall be restricted to a maximum four overs.

## All **listed players** (except the wicket keeper/s) will bowl a minimum of two overs.

## Wicket keepers can choose not to bowl, bowl one or two overs.

## The remaining overs are to be bowled by one of the **other players** in the team.

## Players are allowed to bowl under arm if they have prior injuries.

## **b. No Balls and Wides**

## No over shall be longer than 8 balls, including no balls and wides. That is, only the first two no-balls or wides in each over will be re-bowled, **except for the last over in an innings.**

## In the **LAST OVER** of an innings all wides and no-balls will be re-bowled until 6 legal balls have been bowled.

## A ball that lands to the side of the pitch shall be called a “No Ball”.

## A ball that veers off the pitch and the batter does not have reasonable opportunity to hit the ball shall be called a “Wide”.

## A full toss above the waist of a batter (in normal batting stance) shall be called a “No Ball” by either umpire.

## A ball that bounces over the batter’s shoulders (in normal batting stance) shall be called a “No Ball” by either umpire.

## A ball that bounces more than twice is a “No Ball”.

## **Note:** Deliveries pitching off the pitch are No Balls (not wides), which is important because:

## From a no ball, batter can be out Hit the Ball Twice, Run Out, Handled the Ball or Obstructing the Field.

## From a wide, batter can be out by a Hit Wicket, Stumped, Run Out, Handled the Ball or Obstructing the Field.

## **11. FIELDING**

## **a. General**

## A fielding team shall have no more than 3 fielders on the leg side and no more than 2 fielders behind the popping crease on the leg side at any time. Any breach of this rule shall result in the call of "No Ball".

## Overs are to be bowled from one end in 5 over blocks

## **b. Wicket keepers**

## Teams can have 2 wicketkeepers during an innings (with a 5 minute break to swap over) - each wicketkeeper must keep for 10 consecutive overs. No other swapping of keepers is allowed unless a wicketkeeper is injured

## Wicketkeepers are allowed to bowl if they choose too but this is not compulsory.

## **12. CENTRAL UMPIRE**

## The NWMCA will appoint an umpire to as many matches as possible.

## Should an independent umpire not be available then the coach of the team batting will umpire at the bowler’s end.

## **13. SQUARE LEG UMPIRE**

## The coach or team manager of the team fielding will square leg umpire. This allows for assistance in field placements and bowling changes.

## Only one person may stand as Square Leg umpire at any one time.

## **14. MATCH RESULTS & CAPTAINS REPORT**

## Home teams must enter the results of all matches and a Captains report, in PlayHQ. Refer to NWMCA By-Law 4.2

## **15. SCOREBOOKS / SCORERS**

## Each Club shall use Association approved scorebooks.

## Scorers in all grades must be sixteen (16) years of age or over.

## Each Clubs score books shall be signed by the Captains and Independent umpire at the end of the match.

## Home Clubs shall supply and operate a **score board** which shall be updated at the end of every over by the batting side.

## **16. FINALS**

## **a. Eligibility**

## Players must have played five of the teams contested home and away matches during the home and away season to qualify for the semi-final and final matches.

## Players must have played a minimum of 5 matches in the NWMCA Senior Women’s T20 competition, to be eligible to play in finals matches.

## Where the number of contested matches played is impacted by byes, walkovers received and completely abandoned matches (where no play has commenced), the Board, at its discretion, may make adjustments to the number of matches played to be eligible for finals.

## Effected Clubs will be informed by the NWMCA as early as possible to assist Clubs with player qualifications.

## Teams that give walkovers will not have any adjustments to their qualification quotient nor can they submit a team sheet for the match forfeited.

## If a club has two or more teams in the competition, a player can only move between teams in finals matches if approved by the female cricket committee.

## **b. Finals Matches**

## All Finals shall be played at the best available ground as allocated by the Association.

## All ground allocations will be subject to approval of the Administrator.

## If any ground is deemed unsuitable by the NWMCA Administration Manager, a suitable, neutral ground shall be allocated.

## **c. Semi Finals**

## The four (4) competing teams in each grade that have obtained the highest number of match points at the end of the home and away matches shall compete in a semi-final round of matches.

## First (1st) shall play fourth (4th) and second (2nd) shall play third (3rd).

## Should either of the semi-final matches not reach a first innings result within the provisions of these by-laws, or a tie has resulted, the winner shall be deemed to be the team finishing higher on the ladder at the end of the home and away season.

## Semi-finals will be played at the home ground of the first and second placed teams on the ladder at the completion of the programmed series of matches.

## **d. Grand Finals**

## The two winners of the semi-finals shall play off in the Grand Final.

## In the event of a “tie” both teams are declared premier winners.

## **19. ELIGIBILITY FOR COMPETITION AWARDS**

## Competition awards do not include performances in finals.

## All players must have played a minimum of five matches in the NWMCA Senior Women’s T20 competition, to be eligible to receive an award.