

SECTION VI

WOMENS COMPETITION PLAYING CONDITIONS

1. PLAYING CONDITIONS

- 1.1.** The game of cricket shall be played under the MCC rules of cricket with modifications as defined in these Playing Conditions or as recommended and passed at a subsequent Board Meeting of CLV.
- 1.2.** The purpose of the women's cricket program shall always be to promote the participation of female players and the development of their skills. They should be encouraged to abide by the rules and play the game with appropriate conduct, sportsmanship and respect for umpires, coaches and the opposition.
- 1.3.** Unless provided for under the Women's Competition Playing Conditions, all other rules of the Association shall apply.
- 1.4.** Clubs must provide a competent umpire and scorer at all matches.

2. PLAYING ATTIRE

- 2.1.** Players must appear in correct cricket attire and appropriate footwear which may be coloured. Teams can wear coloured pants or shorts and shirts which represent the club colours providing all players in the team wear the same style and colour of shirt.

3. HOME TEAM RESPONSIBILITIES

- 3.1.** The home team (or first named team where the game is played at a neutral venue) is responsible to provide stumps, and ensure creases and boundaries are marked.

4. FINALS ELIGIBILITY

- 4.1.** To be eligible to play in a semi-final or grand final the player must have played at least four days for the club in CLV competitions in the current season. For the purpose of this By Law a singular match played on two different days shall count as two days played.
- 4.2.** All players participating in the women's finals, including substitute fielders, must be qualified in accordance with this requirement.

5. AWARDS

- 5.1.** The minimum qualification for batting and bowling awards shall be:
 - 5.1.1.** Batting: the player must have batted in a minimum of six innings and made 150 runs;
 - 5.1.2.** Bowling: the player must have bowled a minimum of 15 overs and taken 10 wickets.
- 5.2.** The Board of Management may revise and change the minimum qualifications should it be considered that the season has been significantly affected by adverse weather conditions or other reasons that limit the available playing days. Any decision made will apply to all players.

WOMENS COMPETITION RULES & PLAYING CONDITIONS

1. MATCH DURATION

1.1. All one day games in women's grade shall consist of a maximum of 16 overs per team.

2. SESSION TIMES (unless otherwise approved):

2.1. Thursday 5.30pm – 7.30pm

2.2. Semi Final and Grand Final matches shall be played on Friday's, from 5:30pm to 7:30pm.

2.3. Womens matches will be scheduled to return after 26th Jan (in line with school terms)

3. TEAM SELECTION

3.1. A women's team may include an unrestricted number of players. All players are able to bat and bowl, but only 8 players may be on the field at any time. The batting team's innings will be concluded after 7 wickets have been lost (or less if the team is made up of less than 8 players).

3.2. If a team does not have 8 players available at the commencement of a match, and the opposition team has more than 8 players available, those extra players may play for the opposition to enable the match to be completed. The team with the additional players are not required to supply the extra players.

3.3. Players filling in for an opposition team will still be eligible for player of the year votes in that match, and any runs, wickets or catches taken will count towards their end of season player statistics. It will also count towards the number of days played for their home club.

4. GROUND DIMENSIONS

4.1. The ground shall be marked with a boundary approx. fifty (50) metres in radius from the stumps at each end.

5. MATCH BALL

5.1. Only cricket balls approved by the CLV Board of Management shall be used for the women's matches. The ball type will be determined prior to the season and advised to all clubs. See CLV By Law 8.

6. BOWLING PROCEDURES

6.1. Overs are bowled in eight over blocks from alternating ends i.e. Overs 1-8 are bowled at one end and overs 9-16 are bowled at the other. Batters change ends after the over when the bowling end is not changed. The bowling team will select which end they start from.

7. DURATION OF INNINGS

7.1. Each team shall bat for a maximum of 16 overs, or until dismissed, unless the number of overs has been reduced under rule 10.

7.2. Eight (8) overs will be bowled continuously from one end, then swapped to bowled continuously from the other end. The bowling team shall select which end they bowl from first.

8. DELAYED START

8.1. If a match is delayed in starting then the number of overs required to be bowled in each innings shall be reduced as set out in the following table:

Time lost	Overs	Time lost	Overs
1-7	1	31-37	5
8-15	2	38-45	6
16-22	3	46-52	7
23-30	4	53-60	8

8.2. If the start is delayed by more than 60 minutes then the game will be abandoned.

9. INTERRUPTIONS TO PLAY

9.1. Where the match is commenced and the total time lost to interruptions is 30 minutes or less the match shall be played until the required number of overs have been bowled.

9.2. Where a match is commenced and the total time lost to interruptions is more than 30 minutes the match shall be played with the following variations:

The team batting first shall be entitled to bat for the maximum number of overs determined at the commencement of the match.

9.3. There shall be a minimum of 16 overs bowled in the final hour of play. In the event of an innings change in the last hour then 3 overs shall be deducted. The match will conclude at the scheduled time provided 16 overs have been bowled in the last hour.

10. BATTING RESTRICTIONS

10.1. In women's matches a player must retire after making thirty (30) runs, however they may return when all other nominated batters on team sheet have been marked as dismissed (not including retired) or have retired at thirty (30) runs.

11. BOWLING RESTRICTIONS

11.1. In women's matches a player may bowl up to four (4) overs in an innings.

11.2. Whilst wides and no balls will result in additional runs to the batting team, the maximum number of deliveries in an over is limited to eight balls, except for the final over of the innings, which must contain 6 legal deliveries.

12. BALL BOUNCING TWICE OR MORE (before the batting crease)

12.1. Should a batter be dismissed by a ball that bounces twice or more before reaching the batting crease, the batter shall be "not out" and the ball called a dead ball. The ball shall be recorded as a dot ball for scoring purposes.

12.2. Where a ball bouncing twice or more does not result in the batter being dismissed, any runs scored shall count towards the team total, and are credited to either the batter or extras.

12.3. Any ball bouncing twice in the last over of the innings shall be called a no ball.

13. PREMIERSHIP POINTS

13.1. First innings win 6 points

13.2. Drawn, tied or abandoned games 3 points

14. MATCH RESULTS

14.1. Captains, coaches and umpires are responsible for the verification and accuracy of scores. Match results must be entered into the PlayHQ system by the home team within the specified timeframes.