

Cricket Illawarra Women's Senior

PLAYING CONDITIONS - 20 OVER CRICKET (T20)

Season 2025-26

Except as varied hereunder, the MCC Laws of Cricket (2017 Code 3rd Edition – 2022) shall apply.
The playing conditions work with the **Grade – General Competition rules** of Cricket Illawarra

PREFACE

The Cricket Illawarra Women's and Girls subcommittee (W&G SC) intends to conduct T20 competitions for senior women during the 2025-26 cricket season, included are the playing conditions.

The intent is for all teams to play one another once each before the teams are regraded for the second round, forming first grade and second grade.

All games in the first round will be played under the 2WG playing conditions (PC's) which are these playing conditions.

Round 2, we will introduce 1WG playing conditions. The amended 1WG playing condition are noted in the 1WG conditions.

There will be one round of the competition played on turf.

Appendices will include:

- Spirit of cricket
- Grade - General Competition rules
- Concussion substitute rules
- Dispensation form
- British Standard 7928:2013 compliant helmet rules
- Super over playing conditions

LAW 1 - THE PLAYERS

Law 1 shall apply subject to the following:

- 1.1** A team shall consist of up to 13 players. Only 11 players are allowed to field whilst the opposition team is batting. Two players in each team shall not be permitted to bat. These players do not need to be nominated prior to the commencement of the match. If required, all 13 players can bowl. Fielders within the nominated 13 may rotate without any restrictions. No restrictions shall apply to where a player can bat if they have been off the field for any period prior to the completion of the first innings. **Law 13.4.1 must be taken into account.**

A forfeit will also apply when a team has less than 7 players in attendance no later than 15 minutes after the nominated starting time. **See Grade - General Competition Rules p 6.4.2**

1.2 Nomination and replacement of players

- 1.2.1 Each captain shall nominate her players (including the selected emergency fielder/s) in writing to the appointed Umpires before the toss. No player may be replaced after the nomination without the consent of the opposing captain, apart from the Concussion Substitute which will be managed in accordance with **Appendix C**.

Players not on the field must wear coloured vests when coming onto the field to deliver drinks/gloves etc to the batters at the crease.

1.3 - Eligibility to Play

Further to the CI Women's senior competition Eligibility, 20 over cricket is conducted within the above competition: **Grade - General Competition Rules** see **appendix B**

* Girls 14 years of age or older as of 31 August each season. Dispensation can be applied for to the CI W&G SC
See Appendix D for form

1.4 Borrowing rule

The borrowing rule will only take place if there is a Bye in the draw for the senior Women's T20 competition. The following will be protocols in the borrowing rule:

- Players can only be borrowed up to twice during competition.
- Players cannot qualify for finals for another team that have borrowed them
- Borrowing of players must be finalised by Wednesday before the scheduled game
- The CI administrator must approve the borrowed players.

The club seeking to borrow players must submit a written request to the CI Administrator using the dispensation form in Appendix G by Wednesday prior to the match. If required, the CI Administrator will consult with the W & G – SC dispensation committee – prior to approving or declining the borrowing request. The CI administrator will provide the outcome request to the requesting club by Thursday prior to the match.

LAW 2 - THE UMPIRES

Law 2 shall apply subject to the following:

2.1 - Lightning

Play shall cease immediately in the event that a lightning flash is followed by thunder less than 40 seconds later. Play shall not resume until 30 minutes after the last lightning flash. Immediately following the suspension of play, persons may enter the field of play in order to lay pitch covers.

However, no person may remain on, or enter, the field of play in the event a lightning flash is followed by thunder less than 30 seconds later and shall remain off the field of play for the duration of the period that play is suspended under this playing condition. Any person who breaches this playing condition breaches the Code of Conduct and the umpires shall report such person/s to the Governing Body.

2.2 - Other Extreme Weather

Refer to the Cricket Illawarra Heat and Weather Policy.

Grade - General Competition Rules

2.3 – Matches with Only One Official Umpire

Where only one officially appointed umpire is present at the match that umpire has jurisdiction to over-rule any decision made by a person acting as square leg umpire in cases of stumpings, hit wicket or run outs.

LAW 3 - THE SCORERS

Law 3 shall apply subject to the **Grade - General Competition Rules**

LAW 4 - THE BALL

Law 4 shall apply subject to the **Grade - General Competition Rules**

The Ball used in the Women's Senior T20 Competition will be a 142 gram Pink Jaffa.

4.1 - New Ball

A new ball must be used for the start of each innings with clubs supplying balls for each age division.

LAW 5 - THE BAT

Law 5 shall apply.

LAW 6 - THE PITCH

Law 6 shall apply subject to the **Grade - General Competition Rules**

6.1 – Senior Women's Competition

Shall play on a full size 20.12m pitch. Matches will be played on Synthetic pitches. The W & G SC reserves the right to schedule matches on turf wickets.

6.2 – Maximising Play

At all times all participants will strive to maximise play. This is broadly defined as follows –

- (a) All participants from both sides will assist in the removal or the laying of covers when directed by the umpire/s. For W&G SC Turf matches.
- (b) Where the venue is deemed unfit for play but the game is not yet abandoned, all participants will make best effort to attempt to improve the prevailing conditions to allow for play to commence or resume. (Synthetic wickets)
- (c) A refusal by any player or official to adhere to an instruction of an umpire in regard to maximising play as described above may at the discretion of the umpire be reported as a code of conduct breach.
- (d) A further measure to maximise play will allow for the practise of play being conducted where bowling occurs only at one end of the pitch in circumstances where the opposite end of the pitch is deemed unfit for bowling to occur. If this occurs, bowling at the same end, for the sake of consistency, must be maintained for the entire match. When bowling from one end as described above, the batters at the crease will swap ends at the end of each over. Where two umpires are appointed to the match the umpires will alternate at the bowlers end from one over to the next.

LAW 7 - THE CREASES

Law 7 shall apply.

LAW 8 - THE WICKETS

Law 8 shall apply subject to the **Grade - General Competition Rules**

LAW 9 - PREPARATION and MAINTENANCE OF THE PLAYING AREA

Law 9 shall apply.

Apply for W&G SC turf matches

LAW 10 - COVERING THE PITCH

Law 10 shall apply subject to the **Grade - General Competition Rules**

LAW 11 INTERVALS

Law 11 shall apply subject to the following:

11.1 - The Change of Innings Break

The change of innings interval is 10 minutes, computed from the end of the innings of the team batting first.

11.2 - Drinks Breaks

There will be no scheduled drinks breaks; however, drinks can be given to players at the fall of wickets providing no time is wasted.

LAW 12 - START OF PLAY CESSATION OF PLAY

Law 12 shall apply subject to the following:

12.1 - Hours of Play

Match start times will be determined by CI W&G SC. It is the intention that some T20 rounds will start late afternoon with other rounds being played in the morning (turf matches). Exact starting times will be advised to all teams as required.

All matches will be scheduled to be no longer than 160 minutes or 2 hours and 50 minutes in duration. This is based on each innings lasting no more than 80 minutes plus a 10-minute change of innings plus an additional 30 minutes of "make up" time for delayed starts or weather delays (where required).

12.2 - Rescheduling of Match Times

CI W&G SC reserves the right to amend the start and finish times of all matches.

12.3 - Additional Playing Time Due to Late Starts/Weather Delays

- (a) **Extra "Make Up" Time** - A total of 30 minutes of extra time per match is available where the start of

play is delayed, or play is suspended due to weather or ground conditions. All extra time is to be exhausted before any reduction to the interval or the prescribed number of overs.

(b) **Using Recouped Time (i)** - Should the innings of the team batting first have been completed prior to the scheduled, or re-scheduled time for the commencement of the change of innings interval, then any time not utilised in the first innings shall be added on top of the 30 minutes described above before overs are reduced.

(c) **Using Recouped Time (ii)** - Where play is suspended after the game has started, upon resumption it will often be possible to lose more than 30 minutes and not lose any overs due to the fact that the bowling team may often be ahead of the required over rate. This due to the fact that overs remaining in the match are calculated based on playing time remaining.

12.4 - Starting Early

For scheduled matches, the match may commence early if both captains and umpires are ready and prepared to begin. Under these circumstances the additional 30 minutes of make-up time as described in Playing Condition 12.3 shall NOT be extended.

LAW 13 - INNINGS

Law 13 shall apply subject to the following:

13.1 Uninterrupted Match

- a) Each team shall bat for 20 (six-ball) overs unless all out earlier.
- b) 10 overs played from one end consecutively followed 10 overs from the opposite to allow the 20 overs to play out in optimum lighting. Also, see playing condition 6.2 (d)
- c) If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the session (80 minutes), play shall continue until the required number of overs has been bowled.
- d) Where the first innings goes over 80 minutes in duration the 10-minute innings break may not be reduced to less than 10 minutes.
- e) If the team fielding second fails to bowl its quota of overs in less than 80 minutes play shall continue until the overs are bowled or a result has been achieved, whichever comes first.
- f) There are no over rate penalties in these competitions. Teams unable to maintain the required over rate of one over each four minutes shall be managed by the umpires.

13.2 Delayed or interrupted matches

- a) The object shall always be to rearrange the number of overs so that both teams have the opportunity of batting for the same number of overs. (Minimum 5 overs each team to constitute a match.) The calculation of the number of overs to be bowled shall be based on an average rate of 15 overs per hour (or one over for each whole 4 minutes) in the total time available for play.
- b) If the team fielding second fails to bowl the required numbers of overs by the scheduled or re-scheduled cessation time, the hours of play shall be extended until the overs have been bowled or a result achieved, whichever comes first.
- c) The team batting second shall not bat for a greater number of overs than the first team unless the latter has been all out in less than the agreed number of overs.
- d) If an over recalculation comes up with a figure including a fraction, then the calculation shall be rounded up to the nearest over.

13.3 Delay or Interruption to the Game – Calculating Over Reductions

- a) No overs shall be lost until 30 minutes of playing time has been lost. Should the innings of the team batting first have been completed prior to the scheduled, or re-scheduled time for the commencement of the change of innings interval, then any time not utilised in the first innings shall

be added on top of the 30 minutes described above before overs are reduced. (Refer 12.3 above)

b) Once all available make up time as described in clause (a) above has been exhausted overs remaining in the match shall be calculated as follows:

- (i) Upon resumption of play umpires are to establish the re-scheduled finish time and calculate the number of minutes remaining to that time also deducting the appropriate time for the change of innings if the team batting first has not yet completed its innings.
- (ii) Using the total number of **playing minutes that remain** to the re-scheduled finish time that number shall be divided by four (4) to come up with the maximum number of overs that remain in the game.
- (iii) Where the team batting first has not completed its innings, the number of overs that remain shall be proportioned between the two teams so that both teams are allocated equal overs. The addition of one extra over to make the number equal is permitted.

c) To constitute a match, a minimum of 5 overs has to be bowled to the team batting second subject to a result not being achieved earlier.

d) The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.

13.4 - Number of Overs Per Bowler

No player shall bowl more than 4 overs in an innings. 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 allowed. Where the total number of overs is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance. In the event of a bowler 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 in so far as each bowler's limit is concerned.

13.4.1

Top 4 batters cannot be in first 4 bowlers used.

This condition does not apply in 1WG playing conditions.

13.5 - Restrictions on Youth Bowlers

Restrictions applying to young bowlers of medium pace or faster in T20 matches are not required due to the shortened nature of T20 Cricket with all bowlers restricted to no more than four overs per match.

LAW 14 - THE FOLLOW-ON

Law 14 shall not apply.

LAW 15 - DECLARATION and FORFEITURE

Law 15 shall not apply.

The team batting first must bat its full quota of overs (unless dismissed earlier). No team batting first shall be allowed to declare its innings closed.

LAW 16 - THE RESULT

Law 16 shall apply subject to the following:

16.1 - Determination of Winner

A result can be achieved only if both teams have had the opportunity of batting for at least 5 overs, subject to the provisions of Playing Conditions 13.2 and 13.3, unless one team has been all out in less than 5 overs or unless the team batting second scores enough runs to win in less than 5 overs. A match shall be a "draw" if both teams have not had the opportunity to bat for a minimum 5 overs because:

- a) The innings of the team batting first could not commence within 55 minutes of the scheduled or re-scheduled time for the end of the match which would allow 5 overs each (40 mins of playing time) plus

10 minutes for the change of innings.

b) The innings of the team batting second could not commence within 20 minutes of the scheduled or re-scheduled time for the end of the match which would allow 5 overs (20 mins of playing time).

c) The innings of the team batting second would be reduced to less than 5 overs, as a result of an interruption to play after its commencement.

d) In any match in which both teams have had the opportunity to bat for the same number of overs the team scoring the higher number of runs is the winner.

e) In any match in which both teams have had the opportunity to bat for a minimum of 5 overs but have not had the opportunity to bat for the same number of overs, the result shall be determined by the run rate method.

16.2 - The Target Score

If due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum of 5 overs), then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing. This revised target is to be calculated using the run rate method.

The following guidelines are applicable to a run rate determined result:

Revised Target Score Calculation

1. Calculation by Duckworth Lewis (D/L) system is to be used including interruptions in either session
 2. Target score will always be a whole number, and one run less will constitute a Tie.
 3. Umpires in consultation with both team's scorers / captains are responsible to perform & compare and AGREE on the Duckworth/Lewis calculations. -
- G50 score = 125 (All Grades) Overs at start of innings = 20 (uninterrupted match)

Preferred methodology is for both teams to use the **Play Cricket -Scorer App application**, available in the app store.

4. Umpires advise captains of target score.
5. Non-agreements – umpires to arbitrate and review data entry.

16.3 - Tied Scores

A match shall be deemed a tie if scores are equal. The number of wickets lost by each team is not relevant in this situation. If a match is a tie the teams shall share the points as per the table listed below in Clause 16.4. The playing of a "Super Over" is not applicable in T20 matches played in this competition*.

***Except in the semi- finals and Final Matches, where a Super Over will take place to find the winner. Please see appendix F for the Super Over PC's.**

16.4 - Competition Points

Points shall be awarded for results gained as follows:

Result	Points
Win or Bye	4
Tie	2
Draw or no result	2
Loss or Forfeit	0

a) **Forfeits** - A match will be defined as a forfeit where a team fails or refuses to play the game. A match shall also be defined as a forfeit where the umpires award the match to the opposing side due to a refusal to play - Refer MCC Laws of Cricket, Law 16.3 (Page 45)

b) A forfeit will also apply when a team has less than 7 players in attendance no later than 15 minutes after the nominated starting time. See 1.1 of these playing conditions

Where a team loses by forfeit, they will receive zero (0) competition points and a mark of zero will be allocated to that teams' Spirit of Cricket mark for the match. Umpire and ground fees will be totally absorbed by the forfeiting team **refer to Grade- general competition rules 6.4.4** –The competition management may impose additional sanctions if it sees fit to do so.

Where a team wins by forfeit, four (4) competition points shall be awarded however, the winning team will not receive a Spirit of Cricket assessment for this match.

16.5 - Competition Ladder Positions

- In all competitions, points gained and lost in all preliminary rounds shall count towards positions in the competition table.
- Where two or more teams have an equal number of competition points at the conclusion of the preliminary rounds, a team with a higher net run rate shall occupy a higher relative position.
- A team that is dismissed shall be deemed to have lost 10 wickets. A team is considered dismissed even if a batter is absent, ill or injured.

16.6 - Finals Series

As per **Grade – General Competition rules**

The W & G SC has the right to schedule a reserve day for grand finals.

16.7 - Change of Format

CI W&G SC in its absolute discretion may change the format of the competition (including Finals Series) due to any unforeseen circumstances that might affect the ability of the competition to be conducted in its normal format.

LAW 17 - THE OVER

Law 17 shall apply, with the following additions:

17.1 Maximum Number of Balls in an Over

In all female cricket the over shall be capped at a maximum of eight (8) deliveries which includes all No Balls and Wides that may be bowled within the over. This playing condition shall NOT apply to the scheduled final over of the innings. For this over six legal deliveries must be bowled.

LAW 18 - SCORING RUNS

Law 18 shall apply.

LAW 19 - BOUNDARIES

Law 19 shall apply subject to the following:

19.1 - Minimum Boundary Size

The minimum boundary size for all matches shall be 40 metres.

19.2 - Maximum Boundary Size

The maximum boundary size for all matches shall be 50 metres.

19.3 - Setting of Boundaries

Boundaries where possible must be positioned closer to the maximum distance rather than the minimum distance as defined above. The aim shall be to provide the largest playing area, subject to no boundary exceeding 50 metres from the centre of the pitch being used.

19.4 - Setting of Boundaries – Safety Protocols

As a safety measure, all venues that are defined with a boundary fence shall have a boundary line, or boundary cones/witches' hats positioned at least three (3) metres inside the fence to define the boundary.

LAW 20 - DEAD BALL

Law 20 shall apply.

LAW 21 - NO BALL

Law 21 shall apply subject to the following:

Except a no ball for not bouncing on the wicket will be called no ball and then dead ball by the umpire.

21.1 - Free Hit after a No Ball

The delivery following **a foot no ball or dangerous play** No ball shall be a free hit for whichever batter is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of No ball or a Wide ball) then the next delivery will become a free hit for whichever batter is facing it

In 1WG PC's all no balls will result in a free hit and the above and below conditions will apply.

For any free hit, the striker can be dismissed only under the circumstances that apply for a No ball, even if the delivery for the free hit is called Wide ball.

Field changes are not permitted for free hit deliveries unless:

- a) There is a change of striker (the provisions of clause 28 shall apply), or
- b) The No ball was the result of a fielding restriction breach; in which case the field may be changed only to the extent of correcting the breach.

The bowler may change their mode of delivery for the free hit delivery.

The bowler's end umpire will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

21.2 - Free Hit Not to Apply

In female cricket where an over is capped at 8 deliveries (see clause 17.1) if the 8th ball of an over is a No Ball then the application of a free hit on the next delivery (which would be the first ball of the next over) shall NOT apply.

LAW 22 - WIDE BALL

Law 22 shall apply with the exception of the following:

Strict One Day Cricket Wides are called in the same way as seen in limited over or T20 matches in international cricket.

- a) A delivery passing the striker on the offside outside the Offside Wide Guideline (90cm from the outside of off stump) – (**See Appendix H**), shall be a Wide provided the striker maintains a normal batting position and has not brought the ball within reach. If, in the opinion of the umpire, the striker has brought the ball within reach, the Offside Wide Guideline shall be disregarded, and the umpire shall apply a general interpretation consistent with the normal operation of the Law.

- b) Any delivery that passes the striker outside the return crease shall be a Wide regardless of whether they have brought the ball within reach.
- c) A delivery passing the striker's stumps on the leg side without any contact with the striker's bat or person shall be a Wide unless:
 - i) the ball passes between the striker and the stumps.
 - ii) the striker moves toward the Offside and, in the umpire's opinion, the ball would have made contact with the striker in a normal batting position.
 - iii) the striker is attempting to play or has aborted an attempted switch hit or reverse sweep. In this scenario a delivery passing the striker outside the Offside Wide Guideline on the leg side shall be a wide.
 - iv) Passes inside the line marking danger area on the legside of the stumps distance 45 cm. **Appendix H**
- d) If the bowler bowls a ball, not being a No ball, the umpire shall adjudge it a Wide if the ball passes above the head height of the striker standing upright at the popping crease. This subject to the application of Playing Condition 41.1.

LAW 23 - BYE and LEG BYE

Law 23 shall apply.

LAW 24 - FIELDER'S ABSENCE; SUBSTITUTES

Law 24 shall apply subject to the following:

24.1 - Unlimited rotation without restriction shall apply to any person within the nominated 13 players as defined in Playing Condition 1.1. In the event of a player entering the field as a 14th player (sub fielder) the player leaving the field is restricted as per the Laws of the Game (Refer MCC Law 24).

LAW 25 - BATTER'S INNINGS - RUNNERS

Law 25 shall apply with the addition of:

Please see LAW 40 Timed out

25.1 – It is strongly encouraged that all batter wear a British Standard 7928:2013 compliant helmet at all times. **See appendix E**

25.2 - The umpires are responsible for ensuring that a helmet is worn when required by clause 25.1 but are not responsible for ensuring that the helmet being worn by the batter is compliant with British Standard 7928:2013.

25.3 - The umpires must not allow the match to continue during any period in which a batter fails to wear a helmet when required by this clause.

25.4 All player Under 18 must wear a compliant helmet fitted with a grill whilst batting.

25.5 - Runners are allowed for an injured striker in all competitions as per the laws of the game. The non allowance of runners is only applicable in first class cricket competitions.

25.6

Top 4 batters cannot be in first 4 bowlers used

In 1WG this playing condition 25.6 will not exist

25.7

Batter Retiring

1. Batters must compulsory retire (unless dismissed beforehand) after reaching a score of 50 runs
2. Compulsorily retired batters
 1. Can return to complete their innings in the order of their retirement

2. However NO retired batter can return to the crease until all nominated players have batted (or injury related retirement).

LAW 26 - PRACTICE ON THE FIELD

Law 26 shall apply.

LAW 27 - THE WICKET-KEEPER

Law 27 shall apply subject to the following:

27.1 - Protective Equipment

At all times, when wicket keeping up to the stumps, a wicketkeeper shall wear a compliant helmet fitted with a grill.

All player Under 18 must wear a compliant helmet fitted with a grill whilst batting.

LAW 28 - THE FIELDER

Law 28 shall apply with the addition of the following:

28.1 - Close Fielders Not Allowed

- a) No player **at any time** (with or without a helmet) in any match shall be permitted to field closer than ten (10) metres from the batter's position on the popping crease on a middle stump line (for example, short leg, short cover, silly point etc).
- b) Fielding positions **behind** the popping crease on either side of the wicket are exempt from Clause (a) provided they are fielding at a traditional slip, gully or leg slip position. No other fielding positions behind the wicket shall qualify for this exemption.

28.2 - Limitation of On Side fielders

At the instant of the bowler's delivery, there may not be more than 5 fielders or more than 2 fielders behind popping crease at the batter's end on the on side. In the event of infringement by any fielder, either umpire shall call and signal No Ball.

28.3 - Fielding Restriction Circles

Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 23 metres. The semi-circles shall be linked by two parallel straight lines drawn on the field. The fielding restriction areas should be marked by continuous painted white lines or 'dots' at approximately 5 yard (4.57 metres) intervals.

28.4 - Restrictions on the Placement of Fielders - At the Instant of Delivery

Two periods of play shall occur during each innings. These are known as Powerplays.

Powerplay 1 - No more than two (2) fielders shall be permitted outside this fielding restriction area. In an innings of 20 overs, these are overs 1 to 6 inclusive.

Powerplay 2 - No more than five (5) fielders shall be permitted outside this fielding restriction area. In an innings of 20 overs, these are overs 7 to 20 inclusive.

Powerplay Breaches - For any infringement of fielding conditions during any of the three Powerplays, either umpire shall call and signal "No Ball".

28.5 - Reduced Over Matches

In circumstances when the number of overs of the batting team is reduced, the number of overs within each Powerplay of the innings shall be reduced in accordance with the table listed below. This table shall apply to both the 1st and 2nd innings of the match.

Innings Duration	Powerplay 1
5	1 to 2
6	1 to 2
7	1 to 2
8	1 to 2
9	1 to 3
10	1 to 3
11	1 to 3
12	1 to 4
13	1 to 4
14	1 to 4
15	1 to 5
16	1 to 5
17	1 to 5
18	1 to 6
19	1 to 6
20	1 to 6

LAW - 29 THE WICKET IS BROKEN

Law 29 shall apply.

LAW 30 - BATTER OUT OF THEIR GROUND

Law 30 shall apply.

LAW 31 - APPEALS

Law 31 shall apply.

LAW 32 - BOWLED

Law 32 shall apply.

LAW 33 - CAUGHT

Law 33 shall apply.

LAW 34 - HIT THE BALL TWICE

Law 34 shall apply.

LAW 35 - HIT WICKET

Law 35 shall apply.

LAW 36 - LEG BEFORE WICKET

Law 36 shall apply.

LAW 37 - OBSTRUCTING THE FIELD

Law 37 shall apply.

LAW 38 - RUN OUT

Law 38 shall apply.

LAW 39 - STUMPED

Law 39 shall apply.

LAW 40 - TIMED OUT

Law 40 shall apply subject to the following. After the fall of a wicket or the retirement of a batter, the incoming batter must, unless Time has been called, be ready to receive the ball, or for the other batter to be ready to receive the next ball within 1 minute 30 seconds of the dismissal or retirement. If this requirement is not met, the incoming batter will be out, Timed out.

The incoming batter is expected to be ready to make their way to the wicket immediately a wicket falls, and is expected to jog to the wicket.

LAW 41 - UNFAIR PLAY

Law 41 shall apply subject to the following:

41.1 - (Law 41.6) Dangerous and Unfair (Short Pitched) Bowling

Law 41.6 applies subject to the following amendments:

- a) A bowler shall be limited to ONE (1) fast short-pitched delivery per over.
- b) A fast short-pitched delivery is defined as a ball which, after pitching, passes or would have passed above the shoulder height of the striker standing upright at the crease.
- c) The umpire at the bowler's end shall advise the bowler and the batter on strike when each fast short-pitched delivery has been bowled.
- d) For the purpose of this regulation and subject to (f) below, a ball that passes clearly above head

height of the batter, preventing them from being able to hit it with their bat by means of a normal cricket stroke, shall be called and signalled "Wide".

e) Fast short-pitched delivery that is called a Wide under this playing condition shall also count as the one (1) allowable short-pitched delivery in that over.

f) In the event of a bowler bowling more than one fast short-pitched deliveries in an over as defined in (b) above, the umpire at the bowler's end shall call and signal No ball on each occasion. A differential signal shall be used to signify a fast short-pitched delivery. The umpire shall call and signal No ball and then tap the head with the other hand.

g) If a bowler delivers a second fast short-pitched ball in an over, the umpire, after the call of No ball and when the ball is dead, shall issue a warning to the bowler, inform the other umpire, the captain of the fielding side and the batters at the wicket of what has occurred. This warning shall apply throughout the innings.

h) If there is a second instance of the bowler being no balled in the innings for bowling more than one fast short-pitched delivery in an over, the umpire shall repeat the procedure in (f) and (g) above and advise the bowler that this is the second and final warning for the innings.

i) Should there be any further instance by the same bowler in that innings, the umpire shall call and signal No ball and when the ball is dead direct the captain to take the bowler off. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.

j) The bowler taken off shall not be allowed to bowl again in that innings.

k) The umpire will report the occurrence to the other umpire, the batters at the wicket and as soon as possible to the captain of the batting side.

l) The umpires will then report the matter to the governing body who shall take disciplinary action as is considered appropriate against the captain and the bowler concerned.

41.2 - (Law 41.7) - Bowling of High Full Pitched Balls

Law 41.7 regarding the process applicable to adjudicate on high full pitched deliveries shall apply in full.

41.3 - (Law 41.9) Time Wasting (Sight Screen Adjustments)

It shall be the responsibility of the batting team to provide persons to move sight screens as required by the batters. In the event that this does not occur, the Umpire shall require play to continue without the sight screen being moved.

LAW 42 - PLAYERS CONDUCT

Please refer to Cricket NSW Code of Conduct. See [appendix I](#)

For further clarification please note the following information:

Law 42 which gives umpires the power to "sin bin" or send off a player shall NOT apply.

42.1 - The Competition Code of Conduct - Preamble

- a) A Code of Conduct reporting process exists where any player, or any person directly involved in a match, whether on or off the field, can be reported if they engage in disorderly or improper behaviour which breaches the competitions Code of Conduct.
- b) **Definition of Code** - Disorderly or improper conduct or behaviour includes, but is not restricted to, a person -
 - (i) Assaulting or attempts to assault, abuses, intimidates, vilifies or bully, either orally or physically, an umpire, player, club official or spectator.

(ii) Disputes, dissents or argues, as distinct from questioning, an umpire's decision, or reacting in an obviously provocative manner towards an umpire.

(iii) Using crude or abusive language, on or off the field, including inside the confines of a dressing room, whether directed at another person or not. Also, using any form of offensive hand signals or other visual gestures.

(iv) Abusing personal match equipment, abusing on field equipment (eg, stumps), abusing boundary markers or venue facilities (eg, boundary fence or dressing room facilities). "Abusing" is defined as a player throwing or striking equipment to make contact with something else. This shall also apply to any actions (verbal or physical) that occur within the confines of a dressing room.

(v) Indulges in cheating or any sharp practice which includes appealing knowing the batter is not out or charging towards an umpire when appealing.

(vi) Engages in any form of poor conduct or behaviour, on or off the field, detrimental to the spirit of the game or likely to bring the game into disrepute

(vii) Refusing to supply the name of a person when requested by an umpire for the purposes of lodging a report.

(viii) All Women's Senior T20 matches are strictly alcohol-free events. No person officiating or participating in shall consume alcohol during matches. See Grade – General Competition rules

- c) **The Role of The Captain** - The captain of a team shall ensure that players comply with the Code of Conduct. The captain of a team breaches the Code if a player in their team engages in continuing improper conduct after the umpires have addressed the issue with the captain. The competition manager shall, if deemed appropriate, lodge a Code of Conduct breach against the captain following the receipt of a report on the conduct of a player in their side.

42.2 - The Competition Code of Conduct - Process

Reporting processes at CI Senior Women's competition require submission of a written report to the Cricket Illawarra Administration, [see Cricket NSW Code of Conduct](#), within 48 days of the occurring incident.

The umpire, player or official submitting the report must on the day of the match in person or in writing notify:

- i. the Umpire (if the Umpire is an Officiating Umpire, not a member of either team) and:
- ii. the Accused, or
- iii. the captain of the team of the Accused, or
- iv. a member or officer bearer of the club of which the Accused is a member that they intend to lodge a report concerning the conduct of the Accused.

42.3 - The Competition Code of Conduct - Spectators

Any person attending a Women's senior T20 Competition match in a non-official capacity (e.g. player's parents/family/spectators,) shall also be eligible for report under the above processes 42.2 (a). All reports will be received, assessed and managed by the Cricket Illawarra administration, and Cricket NSW Code of Conduct Commissioner.

APPENDIX A

THE SPIRIT OF CRICKET

CI W&G SC will award a perpetual trophy each season to the club that accrues the highest average Spirit of Cricket Mark across all the competition.

- (1) At the end of every game the umpires award a mark between 1 and 10 based on each team's performance playing the game with the true values set down within the Spirit of Cricket guidelines as detailed on page 8 of the MCC Laws of Cricket book.
- (2) To score a 10, umpires have to report an incident in a game where a team did something that significantly disadvantaged their chances of winning the game – eg. calling a batter back after being incorrectly given out. Scores out of 10 are not common.
- (3) A team scoring 5 or less in any match is deemed to be a poor display of spirit of cricket. These poor performances are highlighted in red on the tally of marks spreadsheet that will be circulated to all Teams. If any Team seeks feedback on poor assessments contact the Senior Women's T20 competition Umpire Appointments Officer.
- (4) A team scoring zero occurs where a player or team official is reported by the umpires for a Code of Conduct breach. These are also highlighted in red on the tally of marks spreadsheet that will be circulated to all Associations.
- (5) Any team that **forfeits a match** is awarded zero for Spirit of Cricket in that match. Their opponents do not receive an assessment. See Playing Conditions Clause 16.4.
- (6) Where two Clubs have a joint team in a competition, both teams individually receive the same game mark towards their overall Spirit of Cricket mark.

<u>Spirit Of Cricket Marking Guidelines</u>	
Mark out of 10	Description of Assessment Mark Awarded
10	See description listed at paragraph (2) above.
8 or 9	Exemplary behaviours. True Spirit of Cricket and respect for opposition.
6 or 7	Mostly good, no major issues but areas for improvement.
4 or 5	Issues created, poor sportsmanship, showing animosity with opposition or umpires, or constant unnecessary sledging or banter.
1, 2 or 3	Unacceptable behaviour from players or team officials with umpires having to deal with issues and/or lodge a report

APPENDIX B
Grade - General Competition rules

See Cricket Illawarra Game resources

<https://www.cricketillawarra.org.au/resources>

**[https://www.cricketillawarra.org.au/_files/
ugd/03f2c5_86a53deb65e54f0e82eed5834f14a530.pdf](https://www.cricketillawarra.org.au/_files/ugd/03f2c5_86a53deb65e54f0e82eed5834f14a530.pdf)**

APPENDIX B

Concussion Substitute Rules Cricket NSW Policy

1. APPLICATION

- a) Women's Senior T20 1 WG
- b) Women's Senior T20 2 WG

2. INTRODUCTION

In the event a head trauma occurs, or the umpires suspect that a player may be concussed, a replacement player is allowed for the remainder of the match.

3. PROCESS

The replacement player shall be a similar type of player (best endeavours) who may immediately participate in the match as a complete replacement player for the Concussed Player.

The Concussion Substitute is permitted to bat, bowl, keep wicket or field as though he/she was a member of the starting 11.

The team captain or a club official shall seek the prior approval of the umpires, who shall not unreasonably refuse a request. The umpires need only be reasonably satisfied that a head trauma occurred during the match.

The umpires shall then inform the captain of the opposing team.

4. OBJECTIVE

This policy's objective is to permit the replacement of a player who is suspected of suffering from head trauma or concussion.

The opposing team shall not be unfairly disadvantaged by a team's choice of replacement player.

A team shall take reasonable steps to replace a concussed player with a similar type of player; however, the status of the match may permit other types of replacements, for example –

- A batsman may be replaced by a bowler provided that the team will no longer bowl in the match.
 - A batsman may be replaced by a bowler subject to the captain's undertaking that the replacement will not bowl in the match.
- A bowler may be replaced by a batsman provided that the team will no longer bat in the match or the bowler has been dismissed;

APPENDIX D
Dispensation form



AGE DISPENSATION REQUEST

PLAYER'S NAME

DATE OF BIRTH

PLAYHQ PROFILE

AGE (YRS, MTH)

CLUB

GUARDIAN'S LETTER ATTACHED

Y / N

GRADE REQUEST

DIVISION

Please set out the playing history of the overage player:

Is the player an age representative? If so, what squads were they part of?

What are the clubs' reasons for requesting dispensation for an overaged player?

Signature of Club Secretary

Name of Club Secretary

Date

Office Use Only:

Approved / Denied.

STATUS

CHAIRPERSONS' NAME

/ /

DATE

APPENDIX E
British Standard 7928:2013 compliant helmet rules

**In all Cricket Illawarra Women & Girls Sub Committee
sanctioned competitions and training sessions the following regulations must be adhered to:**

Batting

An Under 18 batter must wear a British Standard 7928:2013 compliant helmet at all times when batting.

Wicketkeeping

A wicketkeeper must wear a British Standard 7928:2013 compliant helmet at all times when keeping up to the stumps.

Responsibility

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.

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.

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.

Helmets should be replaced immediately in accordance with the manufacturer's recommendation following a significant impact.

APPENDIX F

Super Over playing conditions

Super Over (Tie) In the event of a tie, a Super Over will take place to determine the winner of a semi final or the competition final

1. The Super Over shall commence 5 minutes after the cessation of the match.
2. The team batting second in the match will bat first.
3. The Bowling team will choose which end they will bowl from
4. The umpires shall stand at the same end in which they finished the match, and the fielding team will choose what end to bowl. Both teams will bowl from the same end.
5. Prior to the commencement of the Super Over each team shall nominate three batsmen and one bowler to the Umpires.
6. Fielding restrictions shall be as for the last over of an uninterrupted match.
7. The same ball used at the end of each team's innings in the match, or a similar ball if that ball is unsuitable for any reason, shall be used for its innings in the Super Over.
8. The loss of 2 wickets shall end an innings.



Appendix G
Borrowing Player Form

BORROW PLAYER REQUEST

PLAYER'S NAME

DATE OF BIRTH

PLAYHQ PROFILE

AGE (YRS, MTH)

CURRENT CLUB

GUARDIAN'S LETTER ATTACHED

Y / N

REQUESTING CLUB

GRADE

Please set out the history of the requested player:

Is the player an age representative? If so, what squads were they part of?

What are the clubs' reasons for requesting this player?

Signature of Club Secretary

Name of Club Secretary

Date

Office Use Only:

Approved / Denied.

STATUS

CRICKET ILLAWARRA ADMINISTRATOR'
NAME/ SIGNATURE

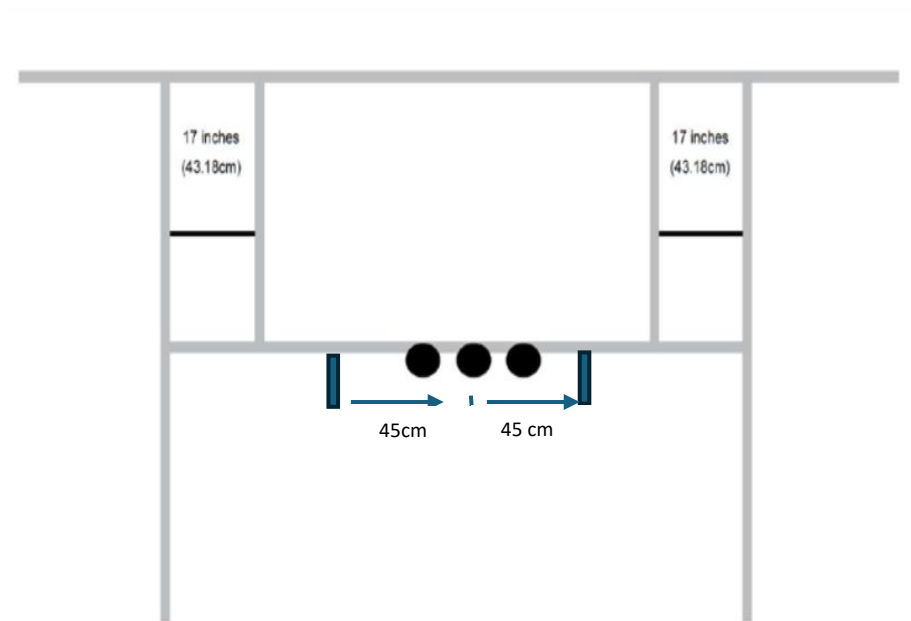
/ /

DATE

Appendix H

Wide Lines

Guidelines for wides and new legside wide lines



Appendix I
Cricket NSW Code of Conduct link

[Cricket New South Wales](#)

Open this link (website) and click on integrity