

# NCU Women's Premier League

Playing Rules & Regulations 2016

## League Secretary:

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## Format

- 25 overs per innings
- 1 x batting and bowling innings per team
- Weather/conditions: If both teams agree (before the start of play) a 10 over match may be played to determine a result.

## General

- Matches can be played on an Astro or Grass wicket
- Matches must be played with a 5oz Women's Cricket ball – PINK!
- Innings closed: 8 a-side match = 7 wickets lost and for an 11 a-side match = 10 wickets lost or once the allotted innings overs are completed (whatever comes first).

## Fielding Restrictions

*(applies to both 8 a-side and 11 a-side matches)*

- There must be 4 fielders inside the 30m circle at all times (if there are no 30m discs marked - a common sense approach from the standing umpire(s) must be applied).
- No close catchers are required

## Bowling Restrictions

- 8 a-side match: Bowlers may NOT bowl more than 5 overs each (or 1/5 of innings total)
- 11 a-side match: Bowlers may NOT bowl more than 5 overs each (or 1/5 of innings total)
- Front foot No-Balls will NOT be followed by a Free Hit – *however they are recorded as an 'extra run' and the ball is to be re-bowled.*
- Otherwise standard rules of Cricket apply with a flexible approach to Wides

## Batting Restrictions

- If a batsman scores 50 runs they will retire. If all innings wickets are lost apart from the retired batsman(s), then they may recommence their innings(s) until either their wicket has been taken or a total of 7 (8 a-side) or 10 (11 a-side) team wickets have fallen or the full 25 overs (10 overs if a shortened game) have been completed - whatever comes first.
- Otherwise standard rules of Cricket apply

## Clothing

- Teams can play in whites or coloured clothing - but they must be representative of their club identity where possible.

## Rearrangements

- Competition regulations – *four amendments/additions from 2015*
  1. If matches are not able to be completed once started (match 1), both teams will have one further opportunity to get their respective fixture completed (match 2).
  2. If a match 1 is not able to be completed once started, the hosting team will have 3 days to agree upon a match 2 fixture date with their respective opposition and to notify the competitions secretary.
  3. A match 2 fixture must be completed within three weeks of the original match 1 fixture date unless written (email) approval has been passed by the competitions secretary.
  4. If both teams agree to change a match 1 fixture date, it must be played within 5 days of the original 'fixed' fixture date unless written (email) approval has been passed by the competitions secretary.
  5. If after two attempts to complete a match (match 1 & 2) has not been possible then the result will go down as a no result (0 points each).