

SHROPSHIRE CRICKET BOARD LIMITED

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STRATEGIC LEISURE WOMEN'S HUNDRED RULES

Main competition headlines -

- 100 balls per innings
- Change of ends after 10 balls
- Bowlers can deliver either 5 or 10 consecutive balls
- Each bowler can deliver a maximum of 20 balls per game
- Each bowling side gets a strategic timeout of 2 and a half minutes
- 25 ball powerplay for each side at start of innings
- Only two fielders are allowed outside the inner circle during the powerplay
- No balls - The delivery following any no-ball (penalty = 1 run) shall be a free hit for whichever batsman is facing.

Objective

To enable women and girls to represent their REGIONAL habitant area irrespective of which club(s) they play for. Allowing the best players in the County to compete in annual intra competition which should be the aspiration of all recreational players.

Organisation

Participation in the competitions is by invitation from the SCB.

The matches will be played according to the MCC Laws of Cricket 2017 (2nd Edition 2019) modified as under these rules.

The Competition Sub-Committee will adjudicate on all matters as necessary, including emergencies and any matter not specifically covered by these rules. It will decide when any extenuating circumstances should apply, and its judgement will be binding on all.

Registered in England and Wales

Company Registration Number: **7756164**

Registered Charity Number: **1148878**

The names of the directors are available from the registered office

Umpires / Scorers

Umpires/Scorers will be appointed for all **Strategic Leisure Women's 100** matches by the Shropshire Association of Cricket Officials. The SCB will cover the cost of umpires/scorers.

Umpires/Scorers fees will be collected by submission of their end of season invoice – clearly identified as Women's 100.

Eligibility of Players

All players must be bona fide members of a Shropshire affiliated (Primary or Secondary) and must be registered with the Competition.

Priority for places will be given to those players who i) reside within Shropshire ii) play for a club in Shropshire iii) by invitation of the Sub Committee.

Provided application is made to the chairman of the KO sub-committee not less than seven days before the match is due to be played, explaining the reason for the request, the sub-committee may be prepared to consider relaxation of Rule 4.iv when a club is either genuinely unable to raise a full team of eligible players for a particular match, or wishes to include a player who is unable to play for his club on its scheduled weekend playing day.

No player may play for more than one team

Match arrangements

All games will be played on a grass pitch at a ground organised by SCB.

If bad weather prevents a tie from starting, it will be played on a "reserve date"

If a match has started and is then abandoned, 2 points will be awarded to each team. If it is a Final or Play Off and alternative date will be sought, even if it is the following season.

Once a match has started, any interruption(s) totalling more than 30 minutes will mean the tie is abandoned.

If bad weather prevents play starting, the home club must contact the visiting team, both umpires and the KO chairman as soon as the decision is made.

Playing details

Before the toss, each captain must nominate her players who may not thereafter be changed without the consent of the opposing captain. A team sheet listing the players is to be presented to both umpires before the game starts.

The toss for innings shall take place not later than 15 minutes prior to the scheduled match start time.

SCB shall provide the match ball. It shall be approved by both captains before the toss and be used throughout the game

Each side shall have one innings consisting of a maximum of 100 balls. If there is a late start or weather conditions make this desirable, the captains may, before the toss takes place, agree to reduce the number of balls to a minimum of twenty-five balls per side.

Declaration and forfeiture will not apply – the captain of the batting side may not declare at any time.

There will be a change of ends after 10 balls

- Bowlers can deliver either 5 or 10 consecutive balls
- Each bowler can deliver a maximum of 20 balls per game
- Each bowling side gets a strategic timeout of 2 and a half minutes

The **first 25 balls** of each innings will be a powerplay Two fielders are allowed outside the inner circle during the powerplay

No balls - The delivery following any no-ball (penalty = 1 run) shall be a **free hit** for whichever batsman is facing.

If the **free-hit** delivery is not legitimate (wide or any kind of no ball) then the next delivery will also be a free hit whereby the striker may be dismissed only under circumstances that apply for a no-ball, even if the delivery is a wide.

Field changes are **not permitted** for free-hit deliveries unless there is a change of striker.

The interval between innings shall not exceed ten minutes.

No appeal against the light shall be allowed after the start of the second innings unless the umpires decide that it would be unreasonable or dangerous for play to continue.

A match is won by the side scoring the greater number of runs in their 100 balls

If the scores are level, the team that has lost fewer wickets shall be the winners; if equal the game will be a "TIE" awarding 2 points each. Unless a Final or Play off where there will be a "**Super Over**" where two bowlers bowl five balls to make

up the over and the batting side nominate their batters regardless of the order they batted in the initial innings.

The team scoring the greater number of runs will be the winners, if the scores are level the team losing least wickets shall be declared the winners. If these are the same it will be a **Sudden Death bowl off**, where teams take it in turns to bowl a legitimate ball to dislodge the bails. No bowler can bowl more than one bowl until all of the 11 players have bowled a ball.

Time restriction on bowling of allotted balls and time lost owing to bad weather

Both teams must bowl their 100 balls in 75 minutes

Any side that fails to conform to the above must still complete their allocation but will concede an additional total of 2 penalty runs per completed ball not bowled within 75 minutes – subject to a result during the second innings

If bad weather or any other delay curtails the first innings, it will be reduced by 10 balls for every seven minutes lost. The eventual number of balls bowled will then be identical for the team batting second.

In the event of a curtailed first innings, the umpire(s) will recalculate cessation time and penalty runs will still apply as outlined above.

If a match, interrupted or not, is settled before cessation time, ball rate penalty will not apply.

If bad weather or any other delay deprives the team batting second from facing an equal number of balls, the match is abandoned.

The panel umpires will keep both captains fully aware and informed of time allowances, ball rates, and potential penalties.

Fielding Restrictions

At the instant of delivery, there shall not be more than **five** fielders on the **leg side**.

For the first 25 balls of each innings, only **two fielders** are permitted outside a 30-yard radius marked by white plastic discs.

For the remaining balls of each innings, **only five** fielders are permitted outside the fielding circle.

When the balls are reduced, so are the fielding restrictions proportionately as follows:

Total balls in innings	Number of balls for which fielding restrictions will apply
25	5
26-50	10
51-75	15
76-90	20

In the event of an infringement, the striker's end umpire shall call and signal 'no-ball' and the penalty is one run.

Wides

Umpires should apply a consistent interpretation to prevent negative bowling, especially down the leg side.

For guidance a leg side "wide" shall be called if, irrespective of where the ball pitches, it passes on the leg side of the striker and the leg stump, despite the striker's movement. (For additional clarity, a ball that passes between the batsman and the leg stump shall not be called "wide").

As a guideline for the offside, pitch markings should include lines 17" inside the return crease at each end of the pitch.

Timed Out

To ensure a prompt turnaround of players at the fall of a wicket, the incoming batsman must be able to take guard, or for her partner to be ready to receive the ball, within 90 seconds. Players are expected to jog to the wicket immediately a wicket falls.

Coloured clothing and coloured balls

Coloured clothing will be allowed in all rounds of the competitions, initially supplied by SCB and available to purchase and personalise.

The new balls that SCB supply will be coloured.

Notifications

A fully-completed SCB Women's 100 scoresheet, including full names of all players and signed by both captains and umpires, is sent to the Competition Secretary katierushton@shropshirecricketboard.co.uk to arrive not later than two days after the match was played.

The details of the results will be posted on the SCB Play Cricket website either as a live input or once in receipt of the official scoresheet.

Finals Days

Finals Day will incorporate a Final and a 3rd/4th play off to be played on the same day.

The Finalists will be the 2 teams who have collected the largest number of points across the series of group games. If points are level it will be the winner of head to head – if the head to head was a tied game or abandoned game the team who has scored the highest number of runs will be the higher placed of the tied teams.

A 3rd and 4th place play off will also be contested.

