

HCWCL

Super 8's Development Rules



HCWCL Committee

Revised 2021





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1. Title of Competition

- i. The title of the competition will be the Home Counties Women's Cricket League (HCWCL) Super 8's Development.

2. Management of Competition

- i. These rules apply to the HCWCL Super 8's Development only.
- ii. All decisions made by the HCWCL committee are final.

3. Team Entry

- i. Entry shall be open to all teams in Bedfordshire, Berkshire, Buckinghamshire, Hertfordshire and Oxfordshire.
- ii. Only one team from each club may compete in a single division.
- iii. Neighbouring counties entries will be at the discretion of the management committee.

4. Format of the Competition

- i. Except as varied hereunder the Laws of Cricket shall apply.
- ii. Groups will be formed geographically to minimise travel as much as possible.
- iii. Each group will aim to have a minimum of six teams. **Please note: This will depend on the number of clubs that enter the division.**
- iv. Game days will consist of two/three teams playing two T16 games each at host venue.
- v. Individual teams are required to provide their own refreshments (food/drinks).
- vi. A pairs cricket format will be adopted throughout.
- vii. The group rounds will be followed by Semi-Finals and a Final. The Semi-Finals and Final will be decided by the following. If the division is made up of:
 - a. Two Groups:
 - i. SF1 = 1st place (Group 1) v 2nd place (Group 2)
 - ii. SF2 = 2nd place (Group 1) v 1st place (Group 2)
 - iii. Final = Winner (SF1) v Winner (SF2)
 - b. Three Groups:
 - i. From the three group winners, the team with the most points will progress straight through to the final. If teams are equal on points, the team with the highest Net Run Rate (NRR) will progress.
 - ii. SF1 = 2nd place (group winner) v 3rd place (group winner)
 - iii. Final = 1st place (group winner) v Winner (SF1)
 - c. Four Groups:
 - i. SF1 = 1st place (Group 1) v 1st Place (Group 3)
 - ii. SF2 = 1st place (Group 2) v 1st Place (Group 4)
 - iii. Final = Winner (SF1) v Winner (SF2)
- d. Please note: In the group stages, if teams are equal on points the following will decide which team progresses:
 - i. The match result between the teams that are tied. E.g. Team A and Team B are both on 12 points but Team A won their game against Team B, Team A would progress.
 - ii. If teams are still tied after the above has been taken into consideration, the team with the highest Net Run Rate will progress.



5. Pitch

- i. The length of the pitch will be 22 yards (20.12m).
- ii. The boundary will be a minimum of 35 metres from the middle wicket from each end, maximum of 45 metres each end at a 45-degree angle.
- iii. Some venues may vary depending upon limitations.

6. Eligibility and Age Group Definition

- i. Age
 - a. A player shall only be eligible to play in this competition if they are in school year 7 or above, providing they are a county age group player or school year 9 and above club players.
 - b. No U11 players are permitted to play in the HCWCL Super 8's Competition.
- ii. Club Members
 - a. A player shall only be eligible to play for one club in the HCWCL Super 8's Competition.
- iii. County Players
 - a. Each team will only be allowed to play a maximum of **TWO** County or County Age Group players per game.
 - b. County players are defined as any players who are named in a County squad for the current season of play. If a player is named in a County *Development Squad*, they will not be classed as a County Player for this competition.

7. Balls

- i. **Readers County Crown (Pink) 5oz balls** are the league approved balls for the HCWCL. These should be used in all HCWCL matches.
- ii. They are available from our league sponsor **Serious Cricket** at a discounted rate. Email committee for details. *Please note: The penalty for using a non-approved ball is -5 points.*
- iii. The home side/host club are responsible for providing one new ball for each match on the day and a range of spares.

8. Fixtures

- i. The dates and times of fixtures will be predetermined by the league and uploaded onto the Play-Cricket website.
- ii. It is the responsibility of the Host Club to inform other Clubs on the venue details.
- iii. Rearranging fixtures:
 - a. Due to a tight schedule no games will be rearranged unless it is to the reserve day provided in the schedule and also mutually agreed by all clubs involved **AND** the HCWCL Committee.

9. Clothing

- i. Coloured clothing is recommended but not essential.
- ii. Pink and red tops are to be avoided.

10. Umpires

- i. Each team will be asked to provide one umpire for each match they play in.
- ii. The League will provide neutral umpires for finals day.



11. Team Sheets

- i. Each side must provide the umpire with a list of 8 players at the toss.
- ii. This list must identify any player(s) who have not reached the age of 18 on the date of the match.
- iii. Teams can play a different 8 players in the second game of the day.

12. Helmets and/or Faceguards

- i. Helmets and Faceguards must be worn as required by the ECB.

13. Code of Conduct

- i. All players, team officials, club supporters and umpires shall be bound by the MCC Spirit of Cricket and the ECB Code of Conduct.

14. Batting & Scoring

- i. Each team starts batting with a score of 200 runs.
- ii. Each time a batter is out, 3 runs are deducted and the other batter in the pair faces the next ball.
- iii. A batter may be out bowled, caught, run out, stumped, hit wicket.
- iv. There is no LBW law unless the batter deliberately blocks the ball with a leg or foot.
- v. Runs will be scored in the normal way, as will leg byes and byes.
- vi. Two runs will be awarded to the batting team for each wide ball and no-ball bowled, but no extra ball will be allocated, except in the final over of each innings when, in addition to the 2 runs, an extra ball will be bowled.
- vii. A free hit will be awarded following a no-ball.

15. Bowling and Fielding

- i. Bowlers may bowl a maximum of 4 overs or, if the total number of overs is reduced, no more than one quarter of the total overs.
- ii. Wide ball & no-balls
 - a. Wides and no-balls will count as 2 runs (plus any additional runs from a no-ball) and only be re-bowled in the final over.
 - b. The umpire shall call and signal no ball in line with normal playing conditions. Other instances where a no ball should be signalled;
 - i. Bounces more than twice or rolls along the ground before it reaches the popping crease.
 - ii. If the ball comes to rest in front of the line of the striker's wicket, without having previously touched the bat or striker. The ball should then be immediately signal dead ball.
- iii. Free Hit after a no ball
 - a. The delivery following a no ball shall be a free hit for whichever batter is facing it. If the free hit delivery is not legitimate (no ball or a wide), then the next delivery shall become a free hit for whichever batter is facing it. For any free hit, the striker can be out only under the circumstances that apply for a no ball, even if the delivery for the free hit is called wide ball.
 - b. If a no-ball is bowled at the end of the over, the first ball of the next over will be a free-hit.



iv. Short-pitched deliveries (Bouncers)

- a. For the avoidance of doubt any fast, short pitched delivery (passing the batter above shoulder height) will be called a “No-ball” under this playing condition and shall also count as one of the allowable short pitched deliveries in that over.

v. Non-pitched deliveries

- a. Any non-pitched deliveries (regardless of its pace) which would have passed above waist height, not just those deliveries directed at the batter, of the striker standing upright at the crease shall be called No ball.
- b. There will be an allowance of 2 umpire warnings for non-pitched deliveries but still called no- balls. Upon the third instance the ball will be called a no-ball and the player withdrawn from any further bowling in that innings.

16. Duration, delayed starts and interruptions:

- i. One innings per side, each limited to 16 overs.
- ii. Teams have 60 minutes to bowl 16 overs.
- iii. The ideal schedule is:

Match	Start	Finish
1	11:30	13:40
2	13:55	16:05
3	16:20	18:30

- iv. To constitute a match a minimum of 4 overs per innings is required.
- v. Should the day commence later than scheduled (11.30am) due to inclement weather or other causes and the day remains uninterrupted, the day will be rescheduled as below:

Number of Matches	Total Time Needed	Must Commence By
3 x 16 over games	7 hours	11:30
3 x 12 over games	5 hours 15 mins	13:15
3 x 8 over games	3 ½ hours	15:00
3 x 4 over games	1 hour 45 mins	16:45

- vi. **Please note: This is based on 60 mins per 16 over innings, 10 mins in between innings and 15 mins in between matches.**

- vii. Recommended overs used based on start time:

Match Length		Start Time
16 over game	If starting at	11:30 or before
12 over game	If starting between	11:35 - 13:10
8 over game	If starting between	13:15 - 14:55
4 over game	If starting between	15:00 - 16:45

- viii. Should the day be continually interrupted please use common sense to make every effort to play 3 games, aiming for balance of duration.



17. Scorers and Match Result

i. Scoring

- a. Each team shall aim to provide their own competent scorer for all matches.
- b. Scoring electronically using the Play Cricket Scorer (PCS) App is strongly encouraged for all clubs!

ii. Results on Play-cricket

- a. The **winning side will enter the result** and full scorecard details onto Play-cricket.com within 48 hours of the match being completed.
- b. Failure by the winning side to enter full scorecard details onto the Play-Cricket website will result in a deduction of 2 points for that team.

18. Result and Points System

- i. When there is no interruption and when both sides have had the opportunity of batting for the same agreed number of overs, the team scoring the higher number of runs shall be the winner.
- ii. The points for the HCWCL Super 8's are:

Result	Points
Win	6
Loss	1
Tie	3
Cancelled/Abandoned	2
Conceded	-2

19. Welfare

- i. All captains need to hold an up-to-date, clear DBS.
- ii. All clubs must follow and comply with the ECB Safe Hands Policy - ECB 'Safe Hands' Safeguarding and Protecting Children Policy Statement & information.
- iii. Any clubs who are playing junior cricketers i.e. girls under 18 years of age, must have a qualified Welfare Officer and provide these details to the HCWCL.
- iv. No U11 cricketers are permitted to play in the HCWCL Super'8 Competition (Rule 7.ii.b).