



## CHESHIRE WOMEN'S CRICKET LEAGUE

### Updated Match Regulations for the 2024 Senior Knockout Cup & Development Knockout Cup

#### **Fixtures**

In the Senior Knockout Cup, the winners, defeated finalists and defeated semi-finalists from the previous competition will be given priority when it comes to allocating first round byes.

The first round of the Development Knockout Cup will be drawn on a regional basis. The first-round draw shall then determine the fixtures for all rounds, in that the winners of the first drawn match will be at home to the winners of the second drawn match in the following round, and so on.

The first round, quarter final and semi final matches to be played in the Knockout Cup, and the semi final matches in the Development Knockout Cup will be scheduled for specified dates during the season as chosen by the Fixture Secretary.

Once a date has been chosen, it can be altered if sufficient play for a result is not possible on the original date due to weather conditions, if the ground of the home team becomes unavailable on the chosen date, or by mutual consent of the two teams involved, or if the fixture clashes with a National Knockout match for either club, or in exceptional circumstances as decreed by the League Chair. If none of these circumstances apply, then the side unable to fulfil the fixture will forfeit the match and their opponents will progress to the next round.

*(Note: Matches can be re-arranged if they clash with a match in the Senior National Knockout for either side. If the club does not enter the Senior National Knockout, then re-arrangements are also possible for clashes with the Under 19 National Knockout)*

The Finals will be played at a venue to be decided by the League Committee, on a date to be decided by the Committee.

#### **Match Rules**

The captain of each team must nominate her team in writing before the toss using an official ECB team sheet. Only players who were in the Under 13 age group (school year 8) and above at the start of the season should be selected.

All matches shall be of 20 six ball overs per side, except in the circumstances under 'Postponement / Cancellations / Bad Weather' below.

The interval between innings shall be no more than 15 mins.

Batters will retire at 40 in all rounds of the Senior Knockout Cup and **at 30 in the Development Knockout Cup**, however they will be allowed to return once the total of dismissals and retirements in the innings equals 10. If more than one batter has retired, they must return in the order they originally batted. A batter will retire when the ball is dead, and all runs scored off the delivery where the batter reached 40/30 shall be scored.

*(Note: If a team does not field 11 players, no retired batters will be permitted to return to the crease)*

(Development Knockout only)

In the first round, quarter final and semi final, normal cricket rules will apply to the first two wides and/or no balls in any over. Except in the final over of an innings, any further wides and/or no balls in an over will still be called as such by the umpire but will count as one of the six balls in that over. Such deliveries will be scored as one run, plus any additional runs scored off that delivery as per the Laws.

In the final over of the innings, normal cricket rules shall apply to all no balls and wides, with none of these deliveries counting as one of the six balls in the over. Normal cricket rules shall also apply as regards no balls and wides throughout the Final.

*(Note: this means that in a match prior to the final, no more than eight deliveries will ever be bowled in any one over, other than the final over of an innings)*

*(Note: normal cricket rules apply regarding no balls and wides throughout the Senior Knockout competition.)*

After any no ball, the next delivery in the innings will be a 'free hit', with the striker unable to be dismissed caught, bowled, l. b. w., stumped or hit wicket from that delivery. In the event that the next delivery is a no ball or a wide, then the 'free hit' will apply to the next legitimate delivery in the match.

*(Note: this means it is theoretically possible, except in the Cup Finals, for the 'free hit' to be in the next over from the one which contained the no ball)*

All full pitched balls bowled over waist height, based on the striker standing in an upright position on the popping crease are to be called as a 'no ball'. Any such delivery judged to pose a danger to the batter will result in a warning for the bowler in question. The procedure of first warning, final warning and suspension from bowling in the rest of the innings shall apply to all such deliveries.

*(Note: this is a relaxation of the Laws of Cricket, in that the League will still use a first warning before a final warning is given on the second such occasion, and the bowler only suspended for a third transgression.)*

**In the Senior Knockout only, all deliveries that pass to the leg side of the batter's normal stance, and where the ball does not make contact with the bat or the batter's person, shall be called as 'wide'.**

A maximum of four overs will be allowed per bowler. If the number of overs in the innings is reduced prior to or during the innings due to weather conditions, then this maximum overs per bowler will be reduced to one fifth of the overs now available (rounded up to the next whole number if not a whole number).

Batters are urged to 'cross' on the field of play and have only 90 seconds before they must face their first ball, other wise they face the possibility of being 'timed out'.

The first half of the overs will be bowled in a block from one end, followed by the second half of the overs in a block from the other end. Except for the over where the fielders change ends, the batters will change ends after each over.

The minimum number of players that constitutes a game is seven players per side. Teams may 'lend' players to the opposition side to make their numbers up to 11, but any such players are only permitted to field and must not bat, bowl or keep wicket.

Matches will be played with a pink ball. This will allow teams to wear coloured clothing should they wish to. However, if teams avail themselves of this option, the entire team must wear either the same coloured shirt, or the same coloured shirt and trousers. If this is not possible, then the entire team must wear traditional white cricket clothing.

The home team shall provide two new pink balls for each match. These should both be the same brand of ball from the same manufacturer.

### **Fielding Restrictions (Senior Knockout only)**

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

An oval shall made by drawing two semi-circles 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 25 yards (23 metres). The semi-circles shall be linked by lines which are drawn parallel to the pitch.

This area, known as the fielding circle, can be marked by painted dots, or by small discs laid on the ground, or by a continuous white line.

For the first four overs of each innings only two fielders are permitted to be outside the fielding circle at the instant of delivery. These overs are known as the Power Play.

For the remaining overs of each innings only four fielders are permitted to be outside the fielding circle at the instant of delivery.

In the event that these fielding restrictions are breached, either umpire shall call and signal 'no ball'.

In circumstances when the number of overs of the batting team is reduced, the number of Power Play overs shall be reduced. The number of Power Play overs shall be the number of overs to which the innings has been reduced, divided by five, and rounded up to the next whole number where necessary.

*(Example Note: if the innings is reduced to 14 overs per side, the Power Play fielding restrictions shall apply for the first three overs)*

The team batting second must have Power Play fielding restrictions for the same percentage of the innings as applied in the first innings.

*(Example Note: if the first innings is reduced to 10 overs per side due to an interruption after five overs, then they will already have had four Power Play overs, equivalent to 40% of their innings. This means that the team batting second would still have four Power Play overs in their 10-over reply. If their reply was further reduced to seven overs, they would have three Power Play overs.)*

If the fielding side is not in a position to start the 20<sup>th</sup> and final over of the innings once 75 minutes have elapsed since the start of the innings, they will only be permitted to have three fielders outside the fielding circle for the remainder of the innings.

*(Note: if umpires feel that delays have occurred during the innings which are not the fault of the fielding side, they can extend the 75-minute period accordingly.)*

### **Postponement / Cancellations / Bad Weather**

In matches where the start of play is delayed or suspended, the following rules apply:

Where the start is delayed, the match will commence as an equal overs per side game. This number of overs shall be reduced from 20 to a minimum of five if the umpires believe that a 20 overs per side game is no longer feasible in the remaining time.

Wherever possible the two teams shall have the opportunity of batting for the same number of overs. If an interruption in play occurs after the commencement of the match, and it is deemed by the umpires that the side batting second is unable to complete the same number of overs as the side batting first due to the amount of time lost, then the first innings will be deemed closed prior to the resumption of play and the team batting second will be entitled to bat for all remaining overs.

Both sides must have the opportunity of receiving five overs batting for there to be a result, and the side batting second must also have the opportunity to receive at least half the number of overs that the side batting first had the opportunity of receiving.

Home clubs seeking to call off a fixture before the umpires arrive at the ground must obtain the express consent of the away team in order to do so. If the away team's representatives cannot be contacted, the home team must assume the match is still on.

### **Result**

In a 20 overs per side or reduced but equal overs per game, the winners of the match will be the side scoring the higher number of runs or, if the scores are level, then the side with the higher number of wickets still to fall.

*(Example Note: This means that a score of 100-8 from a team fielding 11 players will beat a score of 100-8 from a team fielding 10 players, as the first such team has two wickets to fall while the second team only has one.)*

If still equal, then unless both teams were all out, the winners shall be the side with the higher score after 19 overs, then 18 overs, and so on, until a winner is decided. If both sides have been dismissed in a 20 overs or equal overs match the side with the higher overall scoring rate shall be the winner. If this is equal, the winners shall be the side with the higher scoring rate after 19 overs, then 18 overs and so on until a winner is decided.

If the two sides have not had the opportunity of batting for the same number of overs, then the winners shall be the team with the higher overall run rate. The run rate for any team bowled out in less than their allotted allocation will be calculated as if they had scored the same number of runs in their full allocation of overs.

If the run rates are equal, the winners shall be the side with the higher scoring rate after 19 overs, then 18 overs and so on until a winner is decided.

If the match cannot be completed on the scheduled date due to adverse weather / fixture clashes etc then the home team must offer the away side a further two alternative dates and inform the Fixture Secretary. It is expected that the away team accepts one of these. When re-arranging a fixture, the home team must not offer as one of the two alternative dates any day on which their opponents already have a scheduled match.

Wherever possible, the two teams involved shall make every effort to complete the match, if necessary on a re-arranged date or at reduced overs.

If this is not possible, then wherever possible the match shall be settled by a bowl out. Five selected players from each side will each bowl one delivery at three unguarded stumps; the side that strikes the stumps on the greatest number of occasions shall be declared the winner. If the sides are equal after five attempts, then the remaining players on each side shall continue in a bowl out on a 'sudden death' basis until a winner is found. Any delivery that would have been called a 'no ball' if bowled during a match shall count as an unsuccessful delivery even if the stumps are struck.

As a last resort if a bowl-out is not possible then the match will be decided on the toss of a coin to be conducted by a member of the League Committee with both captains present.

### **Umpires & Scorers**

Each side will be expected to provide a competent scorer for all Cup matches and a competent umpire for all matches except the final. If a team is unable to provide either or both of the above, then the opposition will be asked if they can help or provide the people

Players taking part in the match may umpire or score with the approval of the opposition captain.

## **Results Communication**

Clubs should post a full scorecard on Play Cricket for each of their home matches within five days of the match. This includes a requirement for the home team to input details of both innings and the names of the players on both sides. The away team is then expected to check the accuracy and completeness of the scorecard.

When a scheduled match does not take place, then the home team is responsible for notifying this to the Fixture Secretary within five days, giving the reason why the match did not take place. This applies whether the fixture did not take place due to weather conditions, ground unavailability, either side being unable to raise a team, or any other reason.

## **Player Eligibility**

A player may not play for a club in a Senior Knockout Cup match if they have already played for another club in the Senior Knockout Cup or the CWCL's T20 Divisional competition during the same season. No transfers will be permitted for the purposes of playing in these two competitions.

Division 3/4 players who play for their main club in the Development Knockout Cup will be free to select another club to represent in the Senior Knockout Cup and the T20 Divisional Competition.

*(Note: a player wishing to represent a different club in the CWCL's cup competitions from that which they represent in the league must register their intentions with the League Committee prior to playing their first match of the season for the second club they wish to represent. The onus is on the club the player represents in T20 competitions to notify the League of this.)*

A player who has played senior representative cricket in the same season may only play in a Final if they have made at least two appearances for the same team in any of the CWCL-administered competitions during the season. For the purposes of this regulation, 'senior representative cricket' shall mean the Women's County T20 and higher levels.

Clubs shall only field a maximum of one player in each match who meets the definition of an 'overseas player'. An overseas player is any player who is not qualified to play for England or Scotland's national team; and who does not benefit from one of the 'ordinarily resident' exemptions.

An 'ordinary resident' is defined as someone who has been legally resident in the UK for at least 210 days prior to their first match of the season, without having been out of the country for a continuous 21-day period during that time; or who has been resident in the UK for a continuous period of two years prior to their first match of the season, without having been out of the country for a continuous 35-day period during that time or 70 days in total within the previous 24 months.

Clubs will be wholly responsible for obtaining copies of passports with relevant visas together with evidence proving residence for 210 days when registering such players with the League.

No club is permitted to play more than one overseas player in a season unless the club can satisfy the League Executive Committee that the player has left the country for compassionate reasons or is unavailable due to serious injury and not available to play for the rest of that season. No application to register an overseas player will be considered after 31<sup>st</sup> May.

When selecting players for 2nd, 3rd and 4th XIs, clubs are required to consider the Spirit of Cricket as well as the League's Code of Conduct on this subject. When players are selected for these teams who regularly play for the club's higher ranked teams, it is important that the club communicates with the opposing captain prior to the match and explains the reasons for their selection. Where a club believes that their opposition has selected an inappropriate player, they should refer the matter to the League Committee, who can take appropriate action.

### **Coaching**

Coaching shall not be permitted from non-players during the Final of the Knockout Cup (this does not apply in the final of the Development Knockout Cup). In such an event, the umpire shall request the coach/manager/parent/spectator or other person carrying out the coaching activity to stop. If this persists, the umpire shall have the power to warn the offending team captain and manager that the matter will be reported. For the purposes of this regulation, 'coaching' will include assistance with setting the field and the conveying of detailed tactical instructions.

### **Trophies**

The Knockout Trophies will be presented at the Finals and again at the presentation evening.

### **Spirit of the Game**

The Committee reserve the right to take whatever action is considered appropriate against any player or team who do not act in the spirit of these regulations or the Laws of the game.