



CHESHIRE WOMEN'S CRICKET LEAGUE

Updated Match Regulations for the 2024 T20 Divisional Competition

Structure

The entrants will be divided into two geographical divisions to be known as the Western and Eastern Divisions. Each team will play the others in its division once.

The matches to be played in this competition 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)

Following the completion of the Western and Eastern Divisions, the top team in each Division will proceed to the Final.

The Final 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 are 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.

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).

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

Batters will retire at 40, however they will be allowed to return after their side has had 10 batters either dismissed or retired. 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 shall be scored.

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

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.

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.)

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'.

Batters are urged to 'cross' on the field of play and have only 90 seconds from the dismissal or retirement of the last batter before they must face their first ball, otherwise 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 fielding side must bowl their overs in 75 minutes or less.

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

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

An oval shall be 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 20th 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.)

Points

3 points will be awarded to the winning side in the Western and Eastern Divisions stage of the competition. 2 points will be awarded to both teams in a tied match. If it is not possible to complete a Western or Eastern Division match within the due period due to bad weather / playing conditions, then 1 point shall be awarded to each side.

If a match does not take place on the scheduled date because players from one or both teams are required to self-isolate due to Covid-19, it should be re-arranged if possible. If this is not possible, then the points the teams shall receive for that fixture will be their average points from their completed fixtures in this competition during the remainder of the season.

If a side is unable to fulfil a fixture for any other reason, and the fixture is not subsequently re-arranged, then the following points will be applied for the match:

1 point will be deducted from the team that forfeits the match
3 points will be awarded to the opposition.

Sides finishing level on points at the end of the Divisional stage will be separated by the following criteria:

- The team with the highest number of wins

If still level

- The team with the fewest number of losses

If still level

- The results of the matches involving the teams tied on points

If still level

- The teams' respective net run rates across all their Divisional matches.

(Note: Net run rate is the team's scoring rate per over across all their matches minus the scoring rate per over of their opponents)

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. If a red heat warning is in place for the area where a match is to be played and for the scheduled time of the match; and remains in force 24 hours before the time of the match, either side shall be entitled to withdraw from the fixture without it being treated as a concession. If the match is not played due to extreme heat, it should be re-arranged if possible, but if this does not occur, the match will be recorded as Cancelled and treated in the same way as a match cancelled due to rain.

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. If the two teams have scored the same number of runs, then in the divisional stages the result shall be a tie.

If the scores are level at the end of the Final, the side with the higher number of wickets still to fall will be the winners.

(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 the above fails to separate the teams, 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, in the divisional stages the match shall be a tie. In the Final 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 in the Final, 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 whose bowlers strike the stumps most often 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 in the Final, 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 T20 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 provide the people.

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

Results Communication

Clubs must 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 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

Players shall be allowed to transfer between clubs in the T20 divisional competition only if their club withdraws from the competition prior to the end of the divisional stage.

Otherwise, a player may not play for a club in a T20 match if they have already played for another club in the T20 divisional competition or the CWCL's Senior Knockout Cup competition during the same season. Except in the circumstances of the team withdrawing from the competition described above, 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 the 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 31st May.

Coaching

In the Final, coaching shall not be permitted from non-players. 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.

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.