

7. WOMEN'S CRICKET

LOCAL PLAYING CONDITIONS

(Metro Club Cricket contact: Mike Fisher 027 286 0419)

7.1. UMPIRING

7.1.1 PREMIER GRADES.

Unless there are officially-appointed umpires, all umpiring is to be carried out by players. Younger players are encouraged to umpire as their experience dictates. Prior to the start of the season Metro will hold a basic umpiring course. All players are encouraged to attend.

7.1.2. DIVISION 1

Umpires will be player-umpires unless by mutual agreement of captains or team coaches prior to the match.

While the player-umpire may be given guidance about the decision, the player-umpire is to make the final decision and indicate the decision to the scorer by the appropriate gesture for a bye, leg bye and so on.

7.1.3. DIVISION 2

Umpires will be the player with the coach/manager aiding her. While the player-umpire may be given guidance about the decision, the player-umpire is to make the final decision and indicate the decision to the scorer by the appropriate gesture for a bye, leg bye and so on.

7.2. WIDE BOWLING

Umpires are instructed to apply a very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket or over the batsman's head. The following criteria should be adopted as a guide for Umpires:
If the ball passes either side of the wicket sufficiently wide to make it virtually impossible for the striker to play a 'normal cricket stroke' from her normal guard position the umpire

shall call and signal 'wide'.

7.3. FAST SHORT PITCH BOWLING

Local playing condition 2.10.2 shall only apply to Premier Grade Women's games and not to any other women's grades. In all Women's grades except Premier Women if a short-pitched ball passes over shoulder height of the striker standing upright at the crease, the umpire shall call and signal no-ball.

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7.4. BONUS POINTS

These are available in Women's Premier, Division 1 and Division 2.

a. A team may gain a bonus point by passing the opposition's total in 4/5ths (80%) of the overs available, or by dismissing the opposition under 4/5ths of the total of your team.
Example 1: In a 50-over match, Team A scores 200 runs. Team B scores 201 in 38.4 overs and gains a bonus point.

Example 2: In a 30-over match, Team A scores 110 runs; to gain a bonus point it must dismiss/restrict Team B to a score under 88 runs (less than 4/5ths of the total).

Note:

- b. There are no losing bonus points.
- c. There are no bonus points available in Twenty20 matches.

7.5. SCOREBOOKS

Players' surnames MUST be used in the scorebook. It is unacceptable to use solely the Christian name. A combination of both is permitted e.g. Z Smith or Zoe Smith but not Zoe.

**7.6. PREMIER WOMEN'S GRADE
SPECIAL CONDITIONS**

7.6.1. PLAYER ELIGIBILITY

Each women's Premier grade team may not play more than three players in any match, if such players have played for another province in the previous season. No Action Cricket League representative from any Association may play in grades below Premier grade without the prior approval of Metro.

7.6.2. COVERS

The use of covers will apply (see Condition 2.3).

7.6.3. HOURS OF PLAY

Refer to the hours of play in the table at Condition 2.6

1-Day Matches

How Points Are Allocated	Points Awarded
Win	5
Loss	0
Tie or abandoned	3

Where a team has a bye, maximum playing points shall be awarded to the team for that round of play. This will not include bonus points.

Where a team wins by default, points awarded to such team for that win shall be the equivalent of the maximum points gained by any other team in that grade and in that round.

7.7. PREMIER WOMEN'S GRADE - 1-DAY COMPETITION

7.7.1. FIELDING RESTRICTIONS

a. At the instant of delivery, there may not be more than 5 fieldsmen on the leg side.

b. In addition to the restriction above, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply (hereinafter referred to as the Powerplay Overs) are set out in the

following paragraphs.

c. The following fielding restrictions shall apply:

i. Two semi-circles shall be drawn 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 27 yards (23 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field. The fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5-yard (4.57 metres) intervals, each 'dot' to be covered by white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.

ii. During Powerplay 1 (1-10 overs) (as set out below), only two fieldsmen shall be permitted outside this fielding restriction area at the instant of delivery. During Powerplay 2 (11-40 overs), only 4 fielders shall be permitted outside the fielding restriction area at the instant of delivery. During Powerplay 3 (41-50 overs), no more than 5 fielders shall be permitted outside the fielding restriction area at the instant of delivery.

iii. Powerplay 1 (block of 10 overs for an uninterrupted match) shall be at the commencement of the innings. Powerplay 3 (one block of 10 overs for an uninterrupted match), will commence at the beginning of the 41st over in a normal match.

iv. In circumstances when the number of overs of the batting team is reduced, the number of Powerplays shall reduce in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

Innings duration	Power play 1	Power play 2	Power play 3
20 – 22	4	12 – 13	4
23 – 24	5	14	5
25 – 27	5	15	5
28 – 29	6	17	6

30 – 32	6	18	6
33 – 34	7	20	7
35 – 37	7	21	7
38 – 39	8	23	8
40 – 42	8	24	8
43 – 44	9	26	9
45 – 47	9	27	9
48 – 49	10	29	10

v. Each Powerplay must commence at the start of an over. If play is interrupted during Powerplay 1 and on resumption the total number of Powerplay overs has already been exceeded, then the fielding restrictions will be lifted immediately. Note that this is the only circumstance under which the Powerplay status can be changed during an over.

vi. If, following an interruption while Powerplay 2 in progress, it is found the innings resumes in the Powerplay 3, then Powerplay 3 will commence immediately.

vii. The umpire shall also indicate to the fielding captain at the start and end of either Powerplay.

viii. In the event of any infringement of any of the above fielding restrictions, the square leg umpire shall call and signal 'No Ball'.

7.7.2. NUMBER OF OVERS PER BOWLER

No bowler shall bowl more than ten overs in an innings. In a match where the start is delayed and the innings of both teams is restricted from the start to less than 50 overs no bowler may bowl more than one fifth of the total overs allowed. In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one fifth of the total overs.

a. Where the total is not divisible by 5, one additional over shall be allowed to the minimum number per bowler necessary to make up the balance.

b. In the event of a bowler breaking down and being unable to complete an over, the

remaining balls will be bowled by another bowler. Such part of an over will count as a full over only insofar as each bowler's limit is concerned.

7.7.3. LENGTH OF INNINGS

a. If either team in either innings fails to bowl the required number of overs (50) by the scheduled time for cessation of the session, play shall continue until the required number of overs has been bowled. After consultation between the umpires regarding any time allowances, the umpires will inform the relevant captain(s) that their overrate was insufficient and that this will be reported to Metro cricket. The umpires will report the slow overrate to Metro cricket by including this information in their Umpires' Report.

If a team is reported twice in a season for a slow overrate they will have deducted two competition points. Any further reports of slow overrates will result in the deduction of a further point for each instance. For the purposes of determining whether a team has bowled their overs too slowly (and determining the number overs the team was slow) the umpires shall take the following allowances into account:

i. actual time taken to retrieve balls over fences or in water.

ii. actual time taken to treat an injured player on the field.

iii. actual time taken for an injured player to leave the field.

iv. actual time taken to dry a wet ball

v. time wasting by the batting side.

vi. any other unforeseen delay the umpires deem was beyond the reasonable control of the fielding team (e.g. regularly stopping play for members of another team with an overlapping boundary to retrieve their ball from within your field of play).

b. The over in progress at the cessation time shall count as a complete over.

7.7.4. TIME WASTING

Umpires should fully take into account in limited over matches any deliberate slowing down in the tempo by either batsmen or fieldsmen where it may be seen to be to the disadvantage of an opposition team, e.g. in the case of a team fielding second slowing down the game knowing it might win a rain shortened match on a run rate.

7.7.5. DELAYED STARTS OR WHEN PLAY IS SUSPENDED

- a. The object should always be to rearrange the number of overs so that both teams have the opportunity to bat for the same number of overs (minimum 20 overs for each team).
- b. When play has been delayed or suspended, the overs to be bowled will be calculated by establishing a revised start time, and working back from 6.00pm on the basis of an average rate of 17 overs per hour. For example, play is to start at 2.00pm; working back from 6.00pm leaves 4 hours minus 10 minutes for change of innings. 3 hours 50 minutes equates to 65 overs; the revised duration is a 33 over match. 3 bowlers will bowl 7 overs and 2 bowlers will bowl 6 overs.
- c. If the number of overs of the side batting first is reduced, no fixed time will be specified for the close of its innings and in the event of the team fielding second failing to bowl, if necessary, the reduced number of overs by 6pm, the hours of play shall be extended until the required number of overs has been bowled or a result achieved.
- d. If, owing to a suspension of play during the innings of the team batting second, it is not possible for that team to have the opportunity of batting for the same number of overs as the team batting first, they will bat for a number of overs to be calculated as in Condition 4.11.6.
- e. The team batting second shall not bat for a greater number of overs than the team batting first unless the latter has been out in less than the agreed number of overs.

7.7.6. THE RESULT

- a. A result can be achieved only if both teams have batted for 20 overs, unless one team has been all out in less than 20 overs or unless the team batting second scores enough runs to win in less than 20 overs. All other matches in which one or both teams have not had the opportunity for batting a minimum of 20 overs, shall be declared drawn matches.
- b. In the event of a match in progress being interrupted and the number of overs being reduced, the target score for the team batting second will be calculated using the Duckworth Lewis method (if officially appointed umpires) using the app approved in Appendix C - Determining a result of a match - 10.1.
- c. In the event of a match in progress being interrupted and Duckworth Lewis is not available, the result shall be decided using the formula in Appendix C - Determining a result of a match - 10.2.
- d. In the event of a tie, in the round robin, each team is awarded 3 points. In the final, a tied match will be decided by a super over. See Appendix C - Determining a result of a match - 10.3.

7.7.7. FINALS

- a. At the end of the round- robin competition the top two placed teams will advance to the final. No points are to be carried forward to this match.
- b. The team which wins the final shall be the winner of the Premier Grade Cup. In the event of a No Result match being achieved in the final, the Cup will be awarded to the team finishing with the highest number of points from the round robin competition.
- c. The final will be played at Hagley Oval (or a venue designated by Metro).

7.8. TWENTY20 CRICKET

MCC Laws of Cricket shall apply except as follows:

- a. Matches will start at time as indicated in the

weekly draw with a 20-minute break between innings.

b. Each innings will consist of a maximum of 20 Overs, with no bowler bowling more than a maximum of 4 overs.

c. Each innings shall be completed within 80 minutes. Delayed/Interrupted Matches: to the team batting first. When playing time has been lost the revised number of further overs to be bowled in the match shall be based on 3.75 minutes per over in the total time remaining in the match. The umpires will take into account time between innings. Should calculations result in a fraction of an over, the fraction shall be ignored. In the event of the suspension occurring in the middle of an over, the total number of overs to be bowled in the match will be calculated as if that over was completed. The innings of the batting side will continue at the point of interruption. The revision of overs should ensure that both sides have the opportunity to bat for the same number of overs. If the revised overs calculated result in an odd number of total overs in the match, then one over shall be added and the result divided in half.

The team batting second shall not bat for a greater number of overs than the team batting first unless the latter completed its innings in less than its allocated overs. If there is more than one interruption to the innings of the side batting first, the above calculations should always be based on the original scheduled close of play.

To the team batting second: when playing time has been lost and, as a result, it is not possible for the team batting second to have the opportunity of receiving its allocated overs in the paying time available, the number of overs shall be reduced at a rate of 3.75 minutes per over in respect of the aggregated lost playing time. Should the calculations result in a fraction of an over the fraction shall be ignored.

If the team fielding second fails to bowl the

revised overs by the scheduled or rescheduled close of play, the hours of play shall be extended until the overs have been bowled or a result achieved.

d. No fielder may be closer than 10 metres from the batsman.

e. Four-piece balls are to be used - as per the list of approved balls provided by Metro.

f. In the event of playing time lost, 5 overs will constitute a match. The latest start time will be 5.00pm

g. ALL no-balls are rewarded with a free hit on the next ball bowled.

h. The following fielding restrictions apply:

i. No more than five fielders can be on the leg side at any time.

ii. During the first six overs, a maximum of two fielders can be outside the 25-yard fielding circle.

iii. After the first six overs, a maximum of five fielders can be outside the fielding circle.

i. 5 points allocated for a win, 0 points for a loss, 3 points tie or abandoned

j. The Result

i. A result can be achieved only if both teams have batted for 5 overs, unless one team has been all out in less than 5 overs or unless the team batting second scores enough runs to win in less than 5 overs.

ii. All other matches in which one or both teams have not had the opportunity of batting a minimum of 5 overs, shall be declared drawn matches.

iii. In the event of a tie, refer to Playing Condition 4.10.2

iv. In the event of a match in progress being interrupted and the number of overs being reduced, the target score for the team batting second will be calculated using the Duckworth Lewis Stern method (having officially-appointed umpires). If there are no officially-appointed umpires, the score will be calculated using the formula in Appendix C - Determining a result of a match - 10.2.

v. When a team batting first is dismissed prior

to batting out its maximum available overs, the total available number of overs at the end of the innings for the calculation of a result is the maximum number of overs that could be bowled in that innings.

k. In the Premier Twenty20 Tournament, placings at the end of pool play will be decided by net run rate if two or more teams are on equal points.

7.9. KIRSTY BOND SERIES SPECIAL CONDITIONS

This competition will comprise those Premier players who are not participating in the first-class programme with the Magicians.

- a. Each team will have six players chosen from each club. A club may have more than one team in this competition.
- b. Duration – Each innings will be 15 overs and will be one hour in duration. There will be 10-minute break between innings.
- c. Bowlers – No bowler can bowl more than 4 overs.
- d. Draw – Each team will play two matches per day at the one venue.
- e. Teams will compete for a trophy and Petersen Shield points.

7.10. CODE OF BEHAVIOUR

- a. The basis of this Code lies in The Preamble to the Laws of Cricket which deals with The Spirit of the Game.
- b. Both Division 1 and Division 2 grades are to be regarded as development grades and, as such, there is a strong expectation that the older players involved will provide encouragement and guidance during the match.
- c. Metro expects teams to play with energy and enthusiasm in a competitive manner but not at the expense and detriment to the development of the younger players.
- d. Metro expects players, coaches and managers to show sensible leadership and judgment when young players of lesser ability are pitted against stronger, more able players during the course of a match.

7.11. DIVISION 1 SPECIAL CONDITIONS

7.11.1. COMPETITION WINNER

The winner of the Division 1 competition may be promoted to Premier Grade subject to the following criteria being met:

- a. The club must win 1st Grade in the season preceding an application for Premier Grade status.
- b. The club must have a covered pitch of Premier Grade standard
- c. The club must have a minimum total of 3 women's teams, 2 of which must be entered in either Premier Grade, Division 1, Division 2 or social Twenty20 grades. Plus one other team (e.g. CJCA girls' team).
- d. The club doesn't already have a team competing in Premier Grade. Proviso: If the winner of Division 1 is not eligible to be promoted under the above criteria, then the club who finishes second has the option of moving into Premier Grade provided they meet the criteria. Once there are six teams in Premier Grade the Metro will undertake a full review at the end of the first full season and reserves the right to place teams accordingly.

7.11.2. NAMING OF TEAM

Each team will comprise 9 players
Umpiring: player umpires

7.11.3. SIMULTANEOUS MATCHES

Where two or more games are progressing at the same time, a player may not play in more than one match or for more than one team. They can however be a substitute fielder.

7.11.4. FIELDING RESTRICTIONS

At the instant of delivery,

- a. There may not be more than 5 fieldsmen on the leg side.
- b. No more than two players behind square on the leg side.
- c. During the first ten overs a maximum of two fielders can be outside the 23 metre fielding circle.

d. During the rest of the innings a maximum of 4 fielders can be outside the 23 metre fielding circle.

7.11.5. OVERS

- a. 30 overs per innings (35 overs after Christmas) with a maximum of 6 overs per bowler. In order to speed up play, 5 consecutive overs must be bowled from one end.
- b. There are 6 balls in an over (normal law) with a maximum of 8 balls in an over with 1 run being allocated for a wide or no ball. The last over will be as per Law.

7.11.6. HOURS OF PLAY

- a. 1.00pm until the completion of the match with a 20-minute break between innings.
- b. One three- minute drinks break may be taken at the 20 over stage in each innings.

7.11.7. SUSPENSION OR ABANDONMENT OF PLAY

- a. The decision regarding the fitness of conditions is to be made by both captains.
- b. If a game cannot be commenced by 3.20pm due to inclement weather or unplayable pitches (as agreed by both captains), the game shall be deemed abandoned (2 points each).
- c. If play starts at 3.20pm the game shall be a 20 over game (4 overs per bowler maximum).

7.11.8. BALLS

New or good quality 2-piece 142gm Metro approved balls may only be used (i.e. Kookaburra). No 4-piece balls are permitted.

7.11.9. POINTS

How Points Are Allocated	Points Awarded
Win	5
Loss	0
Tie or abandoned	3

Bye equivalent of maximum earned in the round.

Win by default equivalent of maximum earned in the round.

There will be a Twenty20 competition in this grade. The rules will be as for Premier Women (see Condition 7.6.6). except teams shall comprise 9 players.

7.12. SOCIAL T20 COMPETITION SPECIAL CONDITIONS

Each team will comprise of 8 players

- a. 20 Overs, Maximum of 5 overs per bowler.
- b. Hours of Play will be 2.00pm until the completion of the match (ie 20 overs per team) with a 20-minute break at the end of the first innings.
- c. A team shall be allowed a maximum of 1 hours 15 minutes to bowl its overs. If the overs are not completed in this time, the team batting second will only receive the equivalent number of overs that the team batting first had bowled at them.
- d. Captains are responsible for ensuring that time restrictions are adhered to.
- e. For suspension or abandonment of play (Refer Condition 4.10.7)
- f. New or good quality - piece 142gm Metro approved balls may only be used (i.e. Kookaburra or platypus).
- g. Points

How Points Are Allocated	Points Awarded
Win	5
Loss	0
Tie or abandoned	3

Bye equivalent of maximum earned in the round.

Win by default equivalent of maximum earned in the round.

7.13. DIVISION 2 COMPETITIONS SPECIAL CONDITIONS

7.13.1. AGE RESTRICTION

- a. Girls' Youth grade is restricted to players under the age of 17 years as at 1 September

of the year prior to the commencement of the current season, or to players who attend Secondary School in the October-December period of the season.

b. Approval from Metro must be sought from Club/ schools to have exemptions to this rule considered.

c. Metro reserves the right to change the age restrictions of this grade or to make it an open grade dependent on team nominations at the start of the season.

7.13.2. FORMATS

There will be two competitions which will run concurrently.

28-overs Competition:

- a. There will be a minimum of 4 bowlers each of whom may bowl a maximum of 7 overs. The nominated wicket keeper can bowl.
- b. There will be a 20-minute break at the change of innings.
- c. Start time: 2.00pm for both competitions.
- d. Team numbers: Each team will comprise of 9 players.
- e. Venue: Where possible, the competitions will be played on adjacent grounds.
- f. Balls: A new or good quality 2-piece 142gm Metro approved ball must be used. (i.e. Kookaburra).
- g. Batsmen: Retire at reaching 50 runs but may return at the fall of the last wicket.
- h. Umpiring: players with a parent.
- i. Team numbers: Each team will comprise of 8 players; any extra players may be shared but no team can field more than 8 players at one time.
- j. There are 6 balls in an over (normal law) with a maximum of 8 balls in an over with 1 run being allocated for a wide or no ball. The last over will be as per Law.
- k. Batsman: Any batsman who scores 50 must retire immediately but may return at the fall of the last wicket. Once the last partnership is over, that team's innings will cease.

Twenty20 competition

- a. The normal playing conditions apply; see Condition 7.6.4
- b. Start time: 2.00pm
- c. Team numbers: 8 players per team. Any extra players may be shared with no more than 8 players fielding at any one time.

7.13.3. POINTS

How Points Are Allocated	Points Awarded
Win	5
Loss	0
Tie or abandoned	3

Bye equivalent of maximum earned in the round. Win by default equivalent of maximum earned in the round.