2012-13 Under 18 Female Championships

Playing Conditions – One Day Matches

Except as varied hereunder, the Laws of Cricket (2000 Code 4th Edition - 2010) shall apply.

All references to 'Governing Body' within the Laws of Cricket shall be replaced by 'Cricket Australia' for the purposes of these playing conditions.

1. Law 1 – The Players

1.1. Law 1.1 - Number of players

Law 1.1 shall be replaced by the following:

1.1.1. Championship

A maximum of 13 players can be used throughout the championship unless a replacement player (refer clause 1.3) is required due to:

a. a player being required for playing duties by Cricket Australia or her State/Territory Association; or
b. injury.

1.1.2. Match

A team shall consist of 12 players. Only 11 players are allowed on the field at any one time whilst the opposition team is batting.

One player in each team shall not be permitted to bat. This player does not need to be nominated prior to the commencement of the match.

1.2. Law 1.2 - Nomination of players

Law 1.2 shall be replaced by the following:

1.2.1. Players are to be under 18 years of age on 31 August 2012. Therefore any player born on or after 1 September 1994 is eligible to play.

The minimum age requirement for players to participate is that they are born on or before 31 August 1999.

1.2.2. Auckland Schoolgirls team will have dispensation of 3 overage players for the tournament. This will mean that the Auckland Team will only be involved at a participation level, and will not be eligible to compete for the U18 Championship Title.

1.2.3. Each captain shall provide a list of the names of the 12 players in writing to the Umpires before the toss. No player may be changed after the toss without the consent of the opposing captain.

1.3. Representative player replacement

Should any player during a match be required by Cricket Australia or her State/Territory Association for playing duties elsewhere, that requirement shall take precedence.

1.3.1. The player's State/Territory Association will then be able to select a player regardless of type as the replacement for the remainder of the match concerned and/or for the remainder of the championship if required.

1.3.2. Should a replacement player be required during the championship, approval must be obtained from the Championship Technical Committee prior to the replacement player participating in the match or the championship.

1.3.3. If after a replacement player has been chosen, the replaced player's services are no longer required by Cricket Australia or her State/Territory Association, the player may resume her place in the team only if she replaces the player that was nominated as her replacement and/or replaced her and regardless of whether the replacement player has participated in the match.

1.4 Law 1.3 – Captain

The following shall apply in addition to Law 1.3 (a):

The deputy must be one of the 12 nominated players.

2. Law 2 - Substitutes and Runners, Batter or Fielder Leaving the Field, Batter Retiring, Batter Commencing Innings

Law 2 shall apply subject to the following:

2.1. Law 2.1 Substitutes and Runners

Law 2.1 (a) (ii) 2.7, and 2.8 shall not apply, a runner for a player when batting is not permitted.

Law 2.1 (b) shall apply except that the umpire has no discretion to allow a runner for any situation.

2.2. Law 2.5 - Fielder absent or leaving the field

Law 2.5 shall be replaced by the following:

If a fielder fails to take the field with her side at the start of the match or at any later time, or leaves the field during a session of play, the umpire shall be informed of the reason for her absence, and she shall not thereafter come on to the field during a session of play without the consent of the umpire (see Law 2.6 as modified). The umpire shall give such consent as soon as practicable.

If the player is absent from the field for longer than 8 minutes:

2.2.1. The player shall not be permitted to bowl in that innings after her return until she has been on the field for at least that length of playing time for which she was absent.

2.2.2. The player shall not be permitted to bat unless or until, in the aggregate, she has returned to the field and/or her side's innings has been in progress for at least that length of playing time for which she has been absent or, if earlier, when her side has lost five wickets.

The restriction in clauses 2.2.1 and 2.2.2 above shall not apply if the player has suffered an external blow (as opposed to an internal injury such as a pulled muscle) whilst participating earlier in the match and consequently been forced to leave the field. Nor shall it apply if the player has been absent for very exceptional and wholly acceptable reasons (other than injury or illness).

In the event of a fielder already being off the field at the commencement of an interruption in play through ground, weather or light conditions or for other exceptional circumstances, she shall be allowed to count any such stoppage time as playing time, provided that she personally informs the umpires when she is fit enough to take the field had play been in progress.

Substitute fielders shall only be permitted in cases of injury, illness or other wholly acceptable reasons. 'Wholly acceptable reasons' should be limited to extreme circumstances and should not include what is commonly referred to as a 'comfort break'.

Note: Interchange of fielders named in the team as defined by clause 1.1.2 without restriction is permitted, provided no playing time is wasted. Clause 2.2 shall apply to a player whose position in the field is taken by a player from outside the selected team as defined in clause 1.1.2.

2.3 Law 2.9 – Batters leaving the field or retiring

The following shall apply in addition to Law 2.9:

2.3.1 An injured batter who has temporarily retired, and is unable to return after the fall of the ninth wicket shall be recorded in the scorebooks as "Retired – not out" and the innings shall be deemed closed.

2.3.2 Where an injury occurs to a batter involved in a tenth wicket partnership, a maximum of five minutes will be allowed in order for the batter to obtain treatment. If the batter is unable to resume after the five minutes or after the early interval, she shall be recorded in the scorebooks as "Retired – not out" as described above.

2.4 Law 2.7 – Runner and Law 2.8 – Transgression of the Laws by a batter who has a runner shall not apply.

3. Law 3 - The Umpires

3.1. Law 3.1 - Appointment and attendance

Law 3.1 shall be replaced by the following:

The host association shall appoint all umpires, after consultation with Cricket Australia.

3.2. Law 3.2 - Change of umpires

Law 3.2 shall be replaced by the following:

Where an injury or illness occurs to an umpire, and he must leave the field for treatment, the other umpire shall officiate at the bowler's end. The host association shall provide a competent person to stand at the striker's end until the injure umpire is able to resume or a suitable replacement has been appointed.

3.3. Law 3.8 - Fitness of ground, weather and light and Law 3.9 - Suspension of play for adverse conditions of ground, weather or light

Law 3.8 and 3.9 shall apply subject to the following:

3.3.1. If conditions during a rain stoppage improve and the rain is reduced to drizzle, the umpires must consider if they would have suspended play in the first place under similar conditions. If both on-field umpires agree that the current drizzle would not have caused a stoppage, then play shall resume immediately. In these circumstances the provisions of Laws 3.9 (b) (i) and 3.9 (c) (i) shall not apply.

3.3.2. The umpires shall disregard any shadow on the pitch from the stadium or from any permanent object on the ground.

3.3.3. If a shadow from the fielder falls across the strikers half of the pitch, the fielder must remain stationary from the time the bowler commences her run up until the striker has received the ball. In the event of a fielder moving before the striker receives the ball, the umpires shall call and signal 'dead ball' if they consider the striker has been disadvantaged by the action.

4. Law 4 - The Scorers

Law 4 shall apply.

5. Law 5 - The Ball

5.1. Law 5.2 - Approval and control of balls

The following shall apply in addition to Law 5.2:

Red Kookaburra 'Club Match' 142g 4-piece balls have been approved by Cricket Australia for use in this competition.

The umpires shall retain possession of both match balls throughout the duration of the match when play is not actually taking place. During play, the umpires may inspect the ball in use at any time during an over and shall retain possession of it at the fall of a wicket, a drinks interval or any other disruption in play.

5.2. Law 5.5 - Ball lost or becoming unfit for play

Law 5.5 shall be replaced by the following:

5.2.1. In the event of a ball being lost during play or in the opinion of the umpires, being unfit for play through normal use, the umpires shall allow it to be replaced by one that in their opinion has had a similar amount of wear.

5.2.2. In the event of the ball becoming wet and soggy as a result of play continuing in inclement weather or it being affected by dew, and in the opinion of the umpires being unfit for play, the ball may be replaced for a

ball that has a similar amount of wear, even though it has not gone out of shape.

5.2.3. If the ball is to be replaced, the umpire shall inform the batter. Either the batter or bowler may raise the matter with the umpires and the umpires' decision as to a replacement or otherwise will be final.

6. Law 6 - The Bat

Law 6 shall apply.

7. Law 7 - The Pitch

7.1. Law 7.3 - Selection and preparation

The following will apply in addition to Law 7.3:

7.1.1 Captains, umpires and ground staff shall co-operate to ensure that, prior to the start of any day's play, no one bounces a ball on the pitch or strikes it with a bat to assess its condition or for any other reason, or causes damage to the pitch in any other way.

7.1.2 Prior to the start of play on any day, only the captain and team coach may walk on the pitch to assess its condition. Spiked footwear is not permitted

7.2. Law 7.4 - Changing the pitch

Law 7.4 shall not apply. In the event of a match being abandoned due to inadequate pitch and/or ground preparation the match shall be deemed No Result and 2 points awarded to each team.

7.3. Law 7.5 - Non-turf pitches

Law 7.5 shall not apply.

8. Law 8 - The Wickets

Law 8 shall apply.

9. Law 9 - The Bowling, Popping and Return Creases

9.1. Law 9.3 - The popping crease

Law 9.3 shall apply, except that the reference to 'a minimum of 6 ft' shall be replaced by 'a minimum of 15 yards (13.71 metres)'.

9.2 Additional Crease Markings

The following shall apply in addition to Law 9:

As a guideline to the umpires for the calling of wides on the offside the crease markings detailed in Appendix 4 shall be marked in white at each end of the pitch.

10. Law 10 - Preparation and Maintenance of the Playing Area

10.1. Law 10.1 - Rolling

The following shall apply in addition to Law 10.1:

10.1.1. Prior to tossing for choice of innings the artificial drying of the pitch and outfield shall be at the discretion of the ground manager.

Thereafter and throughout the match the drying of the outfield may be undertaken at any time by the ground manager, but the drying of the affected area of the pitch shall be carried out only on the instructions and under the supervision of the umpires. The umpires shall be empowered to have the pitch dried without reference to the captains at any time they are of the opinion that it is unfit for play.

10.1.2. The umpires may instruct the ground manager to use any available equipment, including any roller for the purpose of drying the pitch and making it fit for play.

10.1.3. An absorbent roller may be used to remove water from the covers including the cover on the match pitch.

10.2. Law 10.6 - Maintenance of footholes

The following shall apply in addition to Law 10.6:

The umpires shall see that wherever possible and whenever it is considered necessary, action is taken during all intervals in play to do whatever is practicable to improve the bowler's footholes.

11. Covering the Pitch

11.1. Law 11.1 - Before the match

The following shall apply in addition to Law 11.1:

The pitch shall be entirely protected against rain up to the commencement of play.

11.2. Law 11.2 - During the match

Law 11.2 shall be replaced by the following:

The pitch shall be entirely protected against rain up to the commencement of play and for the duration of the period of the match.

Both teams are expected to assist in covering the pitch during play and at the completion of each day's play.

11.3. Law 11.3 - Covering bowlers' run ups

Law 11.3 shall be replaced by the following:

The bowlers' run ups shall be covered to a distance of at least 3 metres beyond the popping crease at each end

11.4 Law 11.4 - Removal of covers

Law 11.4 shall be replaced by the following:

The covers shall be removed no earlier than 5.00am and no later than 7.00am (7:00am and 9:00am for day/night matches) on the morning of the match (including the reserve day, if applicable), provided it is not raining at the time, but they will be replaced if rain falls prior to the commencement of play.

12. Law 12 - Innings

Law 12 shall apply subject to the following (see also clauses 15 and 16).

12.1. Law 12.1 – Number of innings

Law 12.1 shall be replaced by the following:

All matches will consist of one innings per side, each innings being limited to a maximum of 50 six-ball overs. All matches shall be of one day's scheduled duration.

12.2. Law 12.2 – Alternate innings

Law 12.2 shall not apply.

12.3. Law 12.3 – Completed innings

Laws 12.3 (c), (d) and (e) shall not apply.

12.4. Law 12.4 – The toss

Law 12.4 shall be replaced with the following:

The captains shall toss for the choice of innings on the field of play not earlier than 45 minutes, nor later than 15 minutes, before the scheduled or any rescheduled time for the match to start. Note the provision of Law 1.3 (Captain).

12.5. Law 12.5 – Decision to be notified

Law 12.5 shall apply except the captain winning the toss must advise the opposing captain of her decision to bat or bowl.

12.6. Length of innings

12.6.1. Uninterrupted Matches

a) Each team shall bat for 50 overs unless all out earlier. A team shall not be permitted to declare its innings closed.

b) If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first innings, play shall continue until the required number of overs has been bowled. The interval shall be reduced to enable the second innings to commence at the scheduled time, subject to there being a minimum interval of 10 minutes. The team batting second shall receive its full quota of 50

overs irrespective of the number of overs it bowled in the scheduled time for the cessation of the first innings.

c) If the team batting first is dismissed in less than 50 overs, the team batting second shall be entitled to bat for 50 overs.

d) If the team fielding second fails to bowl for 50 overs by the scheduled cessation of time, the hours of play shall be extended until the required number of overs has been bowled or a result is achieved.

e) Penalties shall apply for slow over rates - see clause 16.2

12.6.2. Delayed or Interrupted Matches

Delay or interruption to the Innings of the Team Batting First

a) When playing time has been lost the revised number of overs to be bowled in the match shall be based on a rate of 15.79 overs per hour, which is inclusive of the provision of drinks intervals, in the total remaining time available for play.

b) The revision of the number of overs should ensure, whenever possible, that both teams have the opportunity of batting for the same number of overs. The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs. To constitute a match, a minimum of 15 overs have to be bowled to the side batting second, subject to the innings not being completed earlier.

c) A fixed time will be specified for the commencement of the interval, and also the close of play for the match, by applying a rate of 15.79 overs per hour. When calculating the length of playing time available for the match, or the length of either innings, the timing and duration of all relative delays, extensions in playing hours, interruptions in play, and intervals, excluding those for drinks, will be taken into consideration. This calculation must not cause the match to finish earlier than the original time for cessation of play. If required the original time shall be extended to allow for one extra over for each team.

d) If the team fielding first fails to bowl the revised number of overs by the specified time, play shall continue until the required number of overs have been bowled or the innings is completed. The interval shall be reduced to enable the second innings to commence at the rescheduled time, subject to there being a minimum interval of 10 minutes.

e) Should calculations regarding numbers of overs results in a fraction of an over, the fraction shall be ignored.

f) Penalties shall apply for the slow over rates - see clause 16.2

Delay of interruption to the Innings of the Team Batting Second

a) 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, or revised allocation of overs in the playing time available, the number of overs shall be reduced at a rate of 15.79 overs per hour, which is inclusive of the provision of drinks intervals, in respect of the lost playing time. Should the calculations result in a fraction of an over the fraction shall be ignored.

b) In addition, should the innings of the team batting first have been completed prior to the scheduled, or re-scheduled time for the commencement of the interval, then any calculation relating to the revision of overs shall not be effective until an amount of time equivalent to that by which the second innings started early has elapsed.

c) To constitute a match, a minimum of 15 overs have to be bowled to the team batting second subject to the innings not being completed earlier.

d) The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.

e) A fixed time will be specified for the close of play by applying a rate of 15.79 overs per hour. With the exception of drinks intervals, the timing and duration of all relative delays, extensions in playing hours and interruptions in play, will be taken into consideration in specifying this time.

f) If the team fielding second fails to bowl the revised overs by the scheduled or re-scheduled close of play, the hours of play shall be extended until the overs have been bowled or a result achieved.

g) Penalties shall apply for slow over rates – see clause 16.2

12.7. Extra Time

Provision has been made for up to 60 minutes of extra playing time to be available – refer clauses 12.6.1 and 12.6.2.

12.8. Number of Overs per Bowler

No bowler shall bowl more than 10 overs in an innings.

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 allowed.

Where the total overs are not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be allowed by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

The scoreboard shall show the total number of overs bowled and the number of overs bowled by each bowler.

12.9. Maximum overs for medium and pace bowlers

Maximum overs for medium and pace bowlers shall apply as per Appendix 1.

13. Law 13 - The Follow-on

Law 13 shall not apply.

14. Law 14 - Declaration and Forfeiture

Law 14 shall not apply.

15. Law 15 - Intervals

Law 15 shall apply subject to the following:

15.1. Law 15.5 - Changing agreed times for intervals – Interval between Innings

15.1.1. If the innings of the team batting first is completed prior to the scheduled time for the interval, the interval shall take place immediately and the innings of the team batting second will commence correspondingly earlier providing that this does not lead to an interval occurring more than 60 minutes prior to the scheduled interval.

If the innings of the team batting first is completed more than 60 minutes prior to the scheduled interval a 10 minute break will occur and the team batting second will commence its innings and the interval will occur as scheduled.

15.1.2. Where the innings of the side batting first is delayed or interrupted, the length of the interval will be reduced as follows:

Time Lost		**Interval**
(i)	Up to 59 minutes	30 minutes
(ii)	From 60 to 120 minutes	20 minutes
(iii)	More than 120 minutes	10 minutes

Note: Refer also to Clause 12.6.2

15.2. Law 15.9 - Intervals for drinks

15.2.1. Two drinks breaks per session shall be permitted, each 65 minutes apart. The provisions of Law 15.9 shall be strictly observed except that under conditions of extreme heat the umpires may permit extra intervals for drinks.

15.2.2. An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the umpires. Any player taking drinks onto the field shall be dressed in approved clothing and equipment.

16. Law 16 - Start of Play; Cessation of Play

Law 16 shall apply subject to the following (see also clauses 15 and 12.6):

16.1. Start and Cessation Times

10:00am – 1:10pm	Session 1
1:10pm – 1:50pm	Lunch interval
1:50pm – 5:00pm	Session 2

16.2. Penalty for not Bowling Required Overs

16.2.1. If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the session, play shall continue until the required number of overs has been bowled. Unless determined otherwise by the Championship Technical Committee, after consultation with the match umpires and the scorers, for each over short of the required number of overs at the scheduled or rescheduled cessation time, 0.5 shall be deducted from the team's match points. The over in progress at the cessation time shall count as a complete over.

16.2.2. If the team fielding second fails to bowl the required number of overs by the scheduled time for cessation of the session, play shall continue until the required number of overs has been bowled or a result achieved. Unless determined otherwise by the Championship Technical Committee, after consultation with the match umpires and the scorers, for each over short of the required number of overs at the scheduled or rescheduled cessation time, 0.5 shall be deducted from the team's match points. The over in progress at the cessation time shall count as a complete over.

16.2.3. For the purpose of determining penalties, the following allowances shall be taken into account:

a. Actual time taken for treatment of an injured player on the field.
b. Actual time taken for a player leaving the field in the event of serious injury.
c. Actual time taken to dry a wet ball.
d. Actual time taken to a maximum of 4 minutes for each drinks break in excess of two per innings in conditions of extreme heat.

16.2.4. There shall be no allowances given for:

a. Wickets falling.
b. Drinks Intervals.
c. Sightscreen changes.

16.2.5. The Championship Technical Committee will hear and determine all appeals against penalties imposed. For the purpose of determining whether the fielding side has fallen short of the target number of overs, umpires may take into account any factor they consider relevant, including whether inclement weather has adversely affected the ability of the fielding side to comply with the required over rate.

16.2.6. Appeals shall be lodged within 24 hours of the completion of the match. The onus shall be on the appellant to prove that the umpires have erred in

their assessment of time allowances. Umpires will be required to record all delays and stoppages on the appropriate form.

16.3. Laws 16.6, 16.7 and 16.8 shall not apply.

16.4. Laws 16.9, 16.10 and 16.11 shall apply in so far as they are relevant to a one innings limited overs type match.

17. Law 17 - Practice on the Field

17.1 Law 17.1 – Practice on the pitch

The following shall apply in addition to Law 17.1:

The use of the square for practice on match day will be restricted to any netted practice area on the square set aside for that purpose.

17.2 Law 17.3 – Practice on the outfield

Law 17.3(b) (ii) shall apply except the bowler shall be allowed to bowl the ball on the bounce to another fielder provided the umpire(s) decide there is no intention to change the condition of the ball. This is taken to mean that bowling the ball on the bounce to another player by way of a normal delivery action is acceptable. Actions such as bowling the ball onto any part of the square or any member of the team pounding the ball into the ground at her feet are not acceptable.

18. Law 18 - Scoring Runs

Law 18 shall apply.

19. Law 19 - Boundaries

19.1. Law 19.1 - The boundaries of the field of play

The boundary shall be 65 yards (59.44 metres) in length. Distances shall be measured from the centre of the pitch.

19.2. Law 19.2 - Defining the boundary - boundary marking

The following shall apply in addition to Law 19.2:

All boundaries must be designated by a rope or similar object of a minimum standard as authorised by CA from time to time. Where appropriate the rope should be a required minimum distance of 3 yards (2.74 metres) inside the perimeter fencing or advertising signs.

Should a rope or similar object used to mark the boundary be disturbed during play, umpires, players and ground staff shall cooperate to ensure that it is restored to its original position as soon as the ball is dead.

19.3. Law 19.3 - Scoring a boundary

The following shall apply in addition to Law 19.3:

If an unauthorised person enters the playing arena and handles the ball, the umpire at the bowler's end shall be the sole judge of whether the boundary allowance should be scored or the ball be treated as still in play or called dead ball if a batter is liable to be out as a result of the unauthorised person handling the ball. See also Law 19.1 (c).

20. Law 20 - Lost Ball

Law 20 shall apply.

21. Law 21 - The Result

Law 21 shall apply subject to the following:

21.1. Law 21.1 - A win - two innings match

Law 21.1 shall not apply.

21.2. Law 21.2 - A win - one innings match

Law 21.2 shall apply in addition to the following:

A result can be achieved only if both teams have had the opportunity of batting for at least 15 overs, unless one team has been all out in less than 15 overs or unless the team batting second scores enough runs to win in less than 15 overs.

All matches in which both teams have not had an opportunity of batting for a minimum of 15 overs, shall be declared no result.

21.3. Law 21.4 - A tie

Law 21.4 shall apply in addition to the following:

In matches in which both teams have had the opportunity of batting for the agreed number of overs, the team scoring the higher number of runs shall be the winner. If the scores are equal, the result shall be a tie and no account shall be taken of the number of wickets which have fallen.

21.4. Law 21.5 - A draw

Law 21.5 shall not apply.

21.5. Interrupted or Prematurely Terminated Matches - Calculation of the Target Score

21.5.1. Interrupted Matches - Calculation of the Target Score

If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum of 15 overs) then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing. This revised target is to be

calculated using the current Duckworth/Lewis method. The target set will always be a whole number and one run less will constitute a Tie.

21.5.2. Prematurely Terminated Matches

If the innings of the side batting second is suspended (with at least 15 overs bowled) and it is not possible for the match to be resumed, the match will be decided by comparison with the Par Score determined at the instant of the suspension by the Duckworth/Lewis method. If the score is equal to the Par Score, the match is a Tie. Otherwise the result is a victory, or defeat, by the margin of runs by which the score exceeds, or falls short of, the Par Score.

21.6. Correctness of result

Any query on the result of the match as defined in Laws 21.2, 21.3, 21.4, 21.8 and 21.10 (as modified by these regulations) shall be resolved as soon as possible and a final decision made by the umpires at close of play.

21.7. Points

21.7.1. Preliminary Matches

a) Win……4
b) Tie……2 each
c) No Result……2 each
d) Loss……0
e) Bonus Point (run rate 1.25 times that of opposition) ……1
f) Additional Bonus Point (run rate twice that of opposition)……1

21.7.2. Bonus Points

a. The team that wins the match and achieves a run rate of 1.25 times that of the opposition shall be awarded one bonus point; ie. the team shall receive a total of 5 points (4 points for win, 1 bonus point).

b. The team that wins the match and achieves a run rate of twice that of the opposition shall be awarded an additional 1 bonus point, which is in addition to the bonus point achieved in (a); ie. the team shall receive a total of 6 points (4 points for win, 1 bonus point and 1 additional bonus point).

c. A team's run rate will be calculated by reference to the runs scored in an innings divided by the number of overs faced.

d. Where matches are shortened and targets revised using the Duckworth/Lewis system, bonus run rates and defensive targets are derived as a function of the revised target score (less one run) and maximum overs.

Refer to Appendix 2 for operation of the bonus point system.

21.7.3. Net Run Rate

A team's net run rate is calculated by deducting from the average runs per over scored by that team throughout the competition, the average runs per

over scored against that team throughout the competition (runs scored / overs faced – runs conceded / overs bowled).

In the event of a team being all out in less than its full quota of overs, the calculation of its net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.

Only those matches where results are achieved will count for the purpose of net run rate calculations. Where a match is abandoned, but a result is achieved under Duckworth/Lewis, for net run rate purposes Team 1 will be accredited with Team 2's Par Score on abandonment off the same number of overs faced by Team 2. Where a match is concluded but with Duckworth/Lewis having been applied at an earlier point in the match, Team 1 will be accredited with 1 run less than the final Target Score for Team 2 off the total number of overs allocated to Team 2 to reach the target.

21.7.4. Qualifying for the Final

The two teams with highest number of points at the completion of the preliminary matches shall play in the Final.

In the event of the teams finishing on equal points, the following in order shall be used to determine final placings:

a) The team with the most number of wins and ties.
b) The team with the most number of wins over the other team(s) who are equal on points and have the same number of wins.
c) The team with the highest number of bonus points.
d) The team with the highest net run rate.

In a match declared no result, run rate is not applicable.

21.7.5. Final

If there is a Tie or No Result in the Final, the team finishing on top of the points table at the end of the preliminary matches shall be declared the winner.

22. Law 22 - The Over

Law 22 shall apply.

23. Law 23 - Dead Ball

Law 23 shall apply.

24. Law 24 - No Ball

Law 24 shall apply subject to the following:

24.1. Law 24.1 (b) - Mode of delivery

Law 24.1 (b) shall be replaced by the following:

The bowler may not deliver the ball underarm. If a bowler bowls a ball underarm the umpire shall call and signal No ball, and the ball is to be re-bowled overarm.

24.2. Free hit after a foot-fault no ball

The delivery following a no ball called for a foot fault (Law 24.5) shall be a free hit for whichever batter is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of No ball or a Wide ball) then the next delivery will become a free hit for whichever batter is facing it.

For any free hit, the striker can be dismissed only under the circumstances that apply for a No ball, even if the delivery for the free hit is called Wide ball.

Field changes are not permitted for free hit deliveries unless there is a change of striker (the provisions of clause 41.2 shall apply).

The bowler's end umpire will signal a free hit by (after the normal No ball signal) extending one arm straight upwards and moving it in a circular motion.

25. Law 25 - Wide Ball

25.1. Law 25.1 - Judging a wide

Umpires are instructed to apply very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket.

Any delivery which in the opinion of the umpire does not give the striker a reasonable opportunity to score shall be called a wide. Refer to Appendix 4.

26. Law 26 - Bye and Leg Bye

Law 26 shall apply.

27. Law 27 - Appeals

Law 27 shall apply.

28. Law 28 - The Wicket is Down

Law 28 shall apply.

29. Law 29 - Batter out of Her Ground

Law 29 shall apply.

30. Law 30 - Bowled

Law 30 shall apply.

31. Law 31 - Timed Out

Law 31 shall apply.

32. Law 32 - Caught

Law 32 shall apply.

33. Law 33 - Handled the Ball

Law 33 shall apply.

34. Law 34 - Hit the Ball Twice

Law 34 shall apply.

35. Law 35 - Hit Wicket

Law 35 shall apply.

36. Law 36 - Leg Before Wicket

Law 36 shall apply.

37. Law 37 - Obstructing the Field

Law 37 shall apply. For the avoidance of doubt, if a batter, in running between the wickets, has significantly changed her direction without probable cause and thereby obstructed a fielder's attempt to effect a run out, the batter should, on appeal, be given out, obstructing the field. It shall not be relevant whether a run out would have occurred or not

If the change of direction involves the batsman crossing the pitch, Law 42.12 shall also apply.

38. Law 38 - Run Out

Law 38 shall apply.

39. Law 39 - Stumped

Law 39 shall apply.

40. Law 40 - The Wicket-Keeper

Law 40 shall apply.

41. Law 41 - Fielder

Law 41 shall apply subject to the following:

41.1. Law 41.1 - Protective equipment

The following shall apply in addition to Law 41.1:

The exchanging of protective equipment between members of the fielding side on the field shall be permitted provided that the umpires do not consider that it constitutes a waste of playing time.

41.2. Restrictions on the placement of fielders

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

41.2.2. In addition to the restriction contained in clause 41.2.1 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.

41.2.3. The following fielding restrictions shall apply:

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-circle shall be 25.15 yards (23 metres).The semi-circles shall be linked by two parallel straight lines drawn on the field. (Appendix 1). 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 a white plastic or rubber (but not metal) disc measuring 7 inches (18cm) in diameter.

During the first block of Powerplay Overs (as set out below), only two fieldsmen shall be permitted outside this fielding restriction area at the instant of delivery.

During the second block of Powerplay Overs only three fieldsmen shall be permitted outside this fielding restriction area at the instant of delivery.

41.2.4 During the non Powerplay Overs, no more than four fieldsmen shall be permitted outside the fielding restriction area at the instant of delivery.

41.2.5 Subject to the provisions of 41.2.6 below, the Powerplay Overs shall apply for 15 overs per innings to be taken as follows:

(a) The first block of Powerplay Overs (10 overs for an uninterrupted match) shall be at the commencement of the innings.

(b) The second block of Powerplay Overs (5 overs for an uninterrupted match) shall be taken at the discretion of either of the batsmen at the wicket. In an innings of scheduled duration of between 41 and 50 overs, it may not be completed later than the 40th over. No equivalent restriction applies to innings of shorter scheduled duration.

(c) A batsman must nominate her team's Powerplay no later than the moment at which the umpire reaches the stumps at the bowler's end for the start of the next over.

(d) Once a batter has nominated a Powerplay, the decision cannot be reversed.

(e) Should the batting side choose not to exercise their discretion, their Powerplay Overs will automatically commence at the latest available point in the innings (e.g. in a 50 over innings, this will begin at the start of the 36th over).

41.2.6 In circumstances when the number of overs of the batting team is reduced, the number of Powerplay Overs shall be reduced 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	PP1 Overs	PP2 Overs	Total PP Overs	PP2 may start after over	PP2 must end by over	Max overs/ bowler
15	3	2	5	3	15	4
16	3	2	5	3	16	4
17	3	2	5	3	17	5
18	3	2	5	3	18	5
19	4	2	6	4	19	5
20	4	2	6	4	20	5
21	4	2	6	4	21	6
22	4	3	7	4	22	6
23	4	3	7	4	23	6
24	4	3	7	4	24	6
25	5	3	8	5	25	7
26	5	3	8	5	26	7
27	5	3	8	5	27	7
28	5	3	8	5	28	7
29	6	3	9	6	29	8
30	6	3	9	6	30	8
31	6	3	9	6	31	8
32	7	3	10	7	32	8
33	7	3	10	7	33	9
34	7	3	10	7	34	9
35	7	4	11	7	35	9
36	7	4	11	7	36	9
37	7	4	11	7	37	10
38	7	4	11	7	38	10
39	8	4	12	8	39	10
40	8	4	12	8	40	10
41	8	4	12	8	40	11
42	9	4	13	9	40	11
43	9	4	13	9	40	11
44	9	4	13	9	40	11
45	9	5	14	9	40	12

46	9	5	14	9	40	12
47	9	5	14	9	40	12
48	10	5	15	10	40	12
49	10	5	15	10	40	13
50	10	5	15	10	40	13

41.2.7 Each block of Powerplay Overs must commence at the start of an over.

41.2.8 If play is interrupted not during the Powerplay overs, then on resumption, it is necessary to determine how any remaining Powerplay overs should be allocated. The total number of Powerplay overs for the innings is derived from the table in 41.2.6. Any Powerplay overs already taken prior to the interruption will be deemed to have been from the initial allocation followed by the batting side's allocation. The decision of the batting side of when to take any remaining Powerplay overs is made in the usual way.

Illustrations of 41.2.8

A match starts as 50 overs, is interrupted after 12 overs and reduced to 43 overs. The first 10 overs have been Powerplays (PP); the next two were not. The new PP allocation is 9 + 4, so there are 3 overs left for the batting side. These must start no later than the 38th over in order to be completed by the 40th over.

41.2.9 If play is interrupted during the first Powerplay and on resumption the overs required to be bowled in that Powerplay have already been exceeded, then the second Powerplay will be assumed to have been taken immediately and will continue until it is completed.

Illustrations of 41.2.9

A 50 over innings is interrupted after 9.3 overs, and on resumption has been reduced to 43 overs. Powerplay overs are 9 + 4. 2nd Powerplay is in progress with 0.3 out of the 4 overs completed, i.e. it covers overs 10 to 13. The fielding restrictions relating to the second powerplay take immediate effect on resumption.

41.2.10 If following an interruption, on resumption the total number of Powerplay Overs for the innings has already been exceeded, then there will be no further Powerplay deliveries bowled in the innings. Note that this is the only circumstance under which the Powerplay status can be changed during an over.

Illustrations of 41.2.10

A 45 over innings is interrupted after 8.3 overs, and on resumption has been reduced to 28 overs. Powerplay overs are 5 + 3. All Powerplay overs have been completed. Non-Powerplay restrictions take effect immediately and do not need to wait until the end of the over.

41.2.11 If following an interruption while a Powerplay is not in progress, it is found on resumption that the recalculated number of Powerplay Overs remaining exceeds the number of overs to be bowled in the innings, then the

Powerplays will commence at the start of the next over, with fewer than the scheduled number of Powerplay Overs being bowled in the innings.

Illustration of 41.2.11

A 41 over innings in which only the 1st Powerplay has been taken is interrupted after 35.1 overs and reduced to 39 overs. Powerplay overs are still 8 + 4. Powerplays automatically resume for the start of the next over, but only 11 of the 12 scheduled Powerplay overs can be bowled in the innings.

41.2.12 At the commencement of the second block of Powerplay Overs, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle.

41.2.13 The umpire shall also indicate to the fielding captain before any signal is made that the batting side has chosen its Powerplay.

41.2.14 A light or other indicator shall be displayed on the scoreboard whenever the Powerplay Overs are being bowled, along with the number of overs remaining in the current block of Powerplay Overs.

41.2.15 In the event of an infringement of any of the above fielding restrictions, either umpire shall call and signal 'No Ball'.

42. Law 42 – Fair and Unfair Play

42.1 Law 42.3 – The match ball – changing its condition

Law 42.3 shall apply, subject to the following:

a. Law 42.3 (e) (ii) shall be replaced with the following:

   Inform the captain of the fielding side of the reason for the action taken.

b. In the event that a ball has been interfered with and requires replacement the two Umpires shall choose the replacement ball from a selection of six other balls of various degrees of usage (including a new ball) and of the same brand as the ball in use prior to the contravention. The replacement ball shall, in their opinion, have had wear comparable to that which the previous ball had received immediately prior to the contravention.

c. Report the occurrence to the Championship Technical Committee who shall take such action as is considered appropriate against the captain and the team concerned under the CA Code of Behaviour.

42.2 Law 42.6 – Dangerous and Unfair Bowling

42.2.1. **Law 42.6 (a) - The Bowling of Fast Short Pitched Balls**

Law 42.6 (a) shall be replaced by the following:

a. A bowler shall be limited to two fast short pitched delivery per over.

b. A fast short pitched delivery is defined as a ball, which passes or would have passed above the shoulder height of the striker standing upright at the popping crease.

c. The umpire at the bowlers end shall advise the bowler and the batter on strike when each fast short pitched delivery has been bowled.

d. In addition, for the purpose of this regulation and subject to clause 42.2.1 (f) below, a ball that passes above head height of the batter, that prevents her from being able to hit it with her bat by means of normal cricket stroke shall be called a Wide.

e. For the avoidance of doubt any fast short pitched delivery that is called a Wide under this playing condition shall also count as the allowable short pitched delivery in that over.

f. In the event of a bowler bowling more than two fast short-pitched delivery in an over as defined in clause 42.2.1 (b) above, the umpire at the bowler's end shall call and signal No ball on each occasion. A differential signal shall be used to signify a fast short pitched delivery. The umpire shall call and signal No ball and then tap the head with the other hand.

g. If a bowler delivers a third fast short pitched ball in an over, the umpire, after the call of No ball and when the ball is dead, shall caution the bowler, inform the other umpire, the captain of the fielding side and the batsmen at the wicket of what has occurred. This caution shall apply throughout the innings.

h. If there is a second instance of the bowler being no balled in the innings for bowling more than two fast short pitched deliveries in an over, the umpire shall advise the bowler that this is her final warning for the innings.

i. Should there be any further instance by the same bowler in that innings, the umpire shall call and signal No ball and when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.

j. The bowler thus taken off shall not be allowed to bowl again in that innings.

k. The umpire will report the occurrence to the other umpire, the batter at the wicket and as soon as possible to the captain of the batting side.

l. The umpires will then report the matter to the Championship Technical Committee who shall take such action as is considered appropriate against the captain and the bowler concerned. (Refer also to Law 42.1 Fair and Unfair Play - Responsibility of Captains.)

The above is not a substitute for clause 42.3 below which umpires are able to apply at any time.

42.2.2. **Law 42.6 (b) Bowling of High Full Pitched Balls**

Law 42.6 (b) shall be replaced by the following:

a. Any delivery which passes or would have passed on the full above waist height of the striker standing upright at the crease shall be a No ball.

b. Any delivery which passes or would have passed on the full above waist height of the striker standing upright at the crease is deemed dangerous and unfair if, in the opinion of the bowler's end umpire it is likely to inflict physical injury on the striker.

c. In the event of a bowler bowling a high full pitched ball as defined in clause 42.2.2 (b) (i.e. a beamer), the umpire at the bowler's end shall, in the first instance, call and signal No ball and when the ball is dead, caution the bowler and issue a first and final warning. The umpire shall inform the other umpire, the captain of the fielding side and the batter at the wicket of what has occurred.

d. Should there be any further instance by the same bowler in that innings, the umpire shall call and signal No ball and when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.

e. The bowler thus taken off shall not be allowed to bowl again in that innings.

f. The umpire will report the occurrence to the other umpire, the batter at the wicket and as soon as possible to the captain of the batting side.

g. The umpires will then report the matter to the Championship Technical Committee who shall take such action as is considered appropriate against the captain and the bowler concerned. (Refer also to Law 42.1 Fair and Unfair Play - Responsibility of Captains.)

42.3. Law 42.7 - Dangerous and Unfair Bowling - Action by the umpire

Law 42.7 shall be replaced by the following:

Regardless of any action taken by the umpire as a result of a breach of clauses 42.2.1, 42.2.2 and 42.4 the following shall apply at any time during the match.

42.3.1. The bowling of fast short pitched balls is unfair if in the opinion of the umpire at the bowler's end he considers that by their repetition and taking into account their length, height and direction, they are likely to inflict physical injury on the striker, irrespective of the protective clothing and equipment he may be wearing. The relative skill of the striker shall also be taken into consideration

42.3.2. In the event of such unfair bowling, the umpire at the bowler's end shall adopt the following procedure:

a. In the first instance the umpire shall call and signal No ball, and when the ball is dead, caution the bowler and inform the other umpire, the captain of the fielding side and the batter of what has occurred.

b. If there is a second instance by the same bowler in that innings, the umpire shall repeat the above procedure and indicate to the bowler that this is a final warning.

c. Both the above caution and final warning shall continue to apply even though the bowler may later change ends.

d. Should there be any further instance by the same bowler in that innings, the umpire shall call and signal No ball and when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof. See Law 22.8. (Bowler Incapacitated or Suspended during an Over).

e. The bowler thus taken off shall not be able to bowl again in that innings.

f. The umpire will report the occurrence to the other umpire, the batter at the wicket and as soon as possible to the captain of the batting side.

g. The umpires will then report the matter to the Championship Technical Committee who shall take such action as is considered appropriate against the captain and the bowler concerned. (Refer also to Law 42.1 Fair and Unfair Play – Responsibility of Captains.)

42.4. Law 42.8 - Deliberate bowling of High Full Pitched Balls

Law 42.8 shall be replaced by the following:

If the umpire considers that a high full pitch delivery which is deemed dangerous and unfair as defined in clause 42.2.2(b) was deliberately bowled, then the first and final warning process shall be dispensed with.

The umpire at the bowler's end shall:

42.4.1 Call and signal No ball.

42.4.2. When the ball is dead, direct the captain to take the bowler off forthwith.

42.4.3. Not allow the bowler to bowl again in that innings.

42.4.4 Ensure that the over is completed by another bowler, provided that the bowler does not bowl two overs or part thereof consecutively.

42.4.5 Report the occurrence to the other umpire, to the captain of the batting side and the Championship Technical Committee who shall take such action as is considered appropriate against the captain and the bowler concerned. (Refer also to Law 42.1 Fair and Unfair Play - Responsibility of Captains).

42.5. Action by the umpires for dangerous and unfair Bowling

Cumulative cautions and warnings will not apply and each different form of dangerous and unfair bowling will be treated separately in the caution and warning process as defined in clauses 42.2.1, 42.2.2, 42.3 and 42.4.

42.6. Law 42.9 - Time Wasting by the Fielding Side

Law 42.9 shall apply subject to Law 42.9 (b) being replaced by the following:

42.6.1. If there is any further waste of time in that innings by any member of the fielding side the umpire shall:

a. Call and signal Dead ball if necessary, and;

b. Award 5 penalty runs to the batting side (see Law 42.17).

c. Inform the other umpire, the batter at the wicket and as soon as possible the captain of the batting side of what has occurred.

d. Report the occurrence to the Championship Technical Committee who shall take such action as is considered appropriate against the captain and the team concerned under the CA Code of Behaviour.

42.7. Batters

The following will apply to the batters:

A batter may call for a helmet to be brought out to her at any time. She must then wear or carry it personally all the time while play is in progress, or can have it taken off the field at the fall of a wicket, or at the end of an over, or at any drinks interval. In all cases, no actions involving helmets are to waste playing time. Umpires are not to hold helmets.

A batter may only change other items of protective equipment provided that there is no waste of playing time.

42.8. Use of Electronic Communications Equipment

The use of electronic communication devices and equipment of any kind to communicate with players on the field of play shall not be permitted.

42.9. Bowler attempting to run out non-striker

The bowler is permitted, up to the completion of his delivery stride, to attempt to run out the non-striker. Whether the attempt is successful or not, the ball shall not count as one of the over. If the bowler fails in an attempt to run out the not-striker, the umpire shall call and signal Dead ball as soon as possible.

NOTE: The delivery stride starts when the bowlers back foot lands for that stride and ends when the front foot lands in the same stride.

42.10 Laws 42.11 to 42.14 to 42.16 to 42.18 shall apply