



## CHESHIRE WOMEN'S CRICKET LEAGUE

### Match Regulations for the 2022 League Championship Division One

#### **Structure**

Each team shall play the others in its division twice, on a home and away basis.

At the end of the season, the bottom-placed team in division 1 will be relegated to Division 2, unless a re-structure of the League is agreed whereby this is not necessary.

#### **Match Rules**

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

The normal start time for league matches will be 1.30pm on a Sunday, although this start time can be altered with the prior agreement of both clubs playing in the match.

All matches shall be of 40 six ball overs per side, except for weather affected games as described below.

Teams are encouraged to bowl at an average of 15 / 17 overs per hour. The umpires will be asked to remind captains of their over rate after each 60-minute period.

One drinks break is allowed per innings at the halfway point of the innings and should last no more than 10 minutes.

The tea interval of 35 minutes will normally be taken at the conclusion of the first innings. By agreement of both captains, the tea interval can be foregone, can take place before the start of play (in case of a delayed start due to weather conditions), or can take place during an interruption to the first innings.

At the conclusion of the first innings, the home club will take instruction from the side batting second as to what requirements they have for the wicket. For example, rolling (max 7 mins), re-marking or sweeping.

Normal cricket rules will apply to the first two wides and/or no balls in any over. Except in the final over of an innings, any further wides and/or no balls in an over will still be called as such by the umpire but will count as one of the six balls in that over. Such deliveries will be scored as one run, plus any additional runs scored off that delivery as per the Laws. In the final over of the innings, normal cricket rules shall apply to all no balls and wides, with none of these deliveries counting as one of the six balls in the over.

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

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'. For any such delivery judged to pose a danger to the batsman, the procedure of first warning, final warning and suspension from bowling in the rest of the innings shall apply.

*(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.)*

A maximum of eight 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).

*(Example Note: Eight overs deducted from each innings, leaving 32 overs per side. No bowler in the remainder of the match can therefore bowl more than seven overs).*

In the case of under-age bowling restrictions, the following restrictions on the number of overs in a spell will apply, but only where the bowler is of sufficient pace that it would normally be expected that a wicketkeeper would stand back to her bowling:

<b>Age group</b>	<b>Max overs per spell</b>
U13	Five overs per spell
U14, U15	Six overs per spell
U16, U17, U18, U19	Seven overs per spell

*(Note: even if the wicketkeeper in a given match stands up to the stumps to a particular bowler, these restrictions will still apply if it would be expected that most wicketkeepers would stand back to her bowling).*

Having completed a spell, the bowler cannot bowl again, from either end, until the equivalent number of overs to the length of her spell has been bowled from the same end. If the bowler only completes part of her permitted spell, then the above restriction still applies.

*(Example Note: If a bowler is allowed to bowl seven overs in a spell but is removed from the attack after four, she cannot bowl again until four overs have been bowled from either end.)*

However, a bowler is allowed to change ends during a spell without having to take a rest. This can only be done provided that she bowls the next permissible over from the other end. Any wait over and above this will mean that the current spell has ended, and the rest period will be enforced. The second part of this spell will be restricted to the remainder of the overs allowed under the table above.

If a bowler is 'resting' and there is an interruption in play, whether scheduled or not, she will be allowed to count time off the field as part of her 'rest time'. During this

interruption the bowler may count every seven minutes of the interruption as being equivalent to one over at each end.

### **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 eight 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 29 overs per side, the Power Play fielding restrictions shall apply for the first six 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 30 overs per side due to an interruption after 10 overs, then they will already have had eight Power Play overs, equivalent to 26.67% of their innings. This means that the team batting second would still have eight Power Play overs in their 30-over reply. If their reply was further reduced to 20 overs, they would have six Power Play overs.)*

### **Points**

For a win 25 points, with no bonus points in any circumstances. Except in certain circumstances in weather affected games, as described below in the section 'Loss of Playing Time Due To Adverse Weather or Ground Conditions', the side scoring the most runs will be the winners.

For a tie (all matches where final scores are level), 15 points each, with no bonus points in any circumstances

8 points each for matches cancelled due to bad weather or ground conditions. A cancelled match shall be a match where no play at all is possible.

8 points each plus accrued bonus points at the time of the abandonment for matches abandoned due to bad weather conditions. An abandoned match shall be any match where play commences and where either or both sides do not have the opportunity to receive 20 overs batting. If it is likely that poor ground conditions will prevent the match from taking place, then the home team must give the away team at least two hours notification wherever possible.

Losing teams, and teams in abandoned matches, will receive up to 12 bonus points according to the following:

Batting points for losing teams, in matches not affected by weather conditions, will be awarded when the side has scored 50 runs, and then every 25 runs up to a maximum of 150 runs (max five batting points).

Batting bonus points for teams in weather-curtailed matches will be awarded for scoring at 1.25, 1.875, 2.5, 3.125 and 3.75 runs per over.

*(Note: if teams are bowled out points will be based on the number of overs they could have batted for, so being bowled out for 68 in 18 overs in a 20 over match does not give maximum batting points)*

Bowling points – One point will be awarded at the fall of the first wicket and then at the fall of the third, fifth, seventh and ninth wickets (max five bowling points). In the event that the batting side does not field 11 batsmen, or batsmen retire hurt, then the bowling side will be awarded five bowling points if they take all available wickets.

### **Loss of Playing Time Due To Adverse Weather or Ground Conditions**

In the event that play cannot take place at any stage of the match due to adverse weather or ground conditions, then there will be no reduction in the length of the match for the first 30 minutes of the delay. Once the delay has reached 30 minutes, or the total of all the delays and interruptions in the match has reached 30 minutes, then all further delays and interruptions in the match will result in a deduction from the overs to be bowled as follows.

If a match starts later than the scheduled start time due to adverse weather or ground conditions, then the total number of overs shall be reduced by one per innings for every completed period of seven minutes lost, over and above the 30 minutes allowance described above. The number of overs lost cannot exceed 40 in total.

If time is lost during the course of the match due to adverse weather or ground conditions, then for every further seven minutes lost, again discounting the 30 minutes allowance described above, the total game will be reduced by a further two overs. The

minimum number of overs that will constitute a game will be 40 overs, with each team having the opportunity of receiving 20 overs each.

Wherever possible the two teams shall have the opportunity of batting for the same number of overs. If 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. In these circumstances, the team with the higher run rate over the game will be the winners. 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.

In case of an equal run rate, the match will be a tie. Both sides must have the opportunity of receiving 20 overs batting for there to be a result.

*(Example Note: start delayed by ground conditions to 2.30pm. Length of delay is 60 minutes, which after deducting the 30 minutes allowance, gives 30 minutes of lost playing time, or four complete periods of seven minutes. Match is reduced by four overs per side and a 36 overs per side game commences at 2.30pm. An interruption due to rain takes place at 3.00pm and lasts 15 minutes. Two complete periods of seven minutes have been lost, so the match is reduced by a further two overs per side, so the game resumes at 3.15 pm as a 34 overs per side game)*

*(Example Note: play starts on time at 1.30pm. Interruption due to rain takes place at 3.00pm and lasts 20 minutes. Match restarts, still as a 40 overs per side match at 3.20pm. Rain again interrupts play at 5.15pm, during the second innings of the match, and the interruption lasts 30 minutes. 20 minutes delay occurred earlier, so no overs are lost for the first 10 minutes of this interruption. The remaining 20 minutes of the second interruption result in a deduction of four overs as this comprises two full periods of seven minutes. The match resumes at 5.45pm with the second innings restricted to 36 overs.)*

*(Example Note: First innings completed as a 40 over innings, resumption after tea then delayed by 40 minutes. One complete period of seven minutes lost, so two overs deducted from the total available, and the side batting second commences a 38 over innings. Further interruption lasting 25 minutes later occurs, corresponding to three complete periods of seven minutes, so innings recommences as 32 overs, with result to be decided on higher run rate)*

*(Example Note: Team A is bowled out for 120 in 38 of the available 40 overs. After a delay, Team B have only 30 overs batting available. Team A's run rate is 3, as they had 40 overs available and scored 120. Team B thus need to exceed 3 runs per over in their available overs to win the match.)*

The latest start time of a league game, based on a scheduled 1.30pm start, is 4.20pm. If it is decided to take the tea interval during the lost period of time, then the latest start time will be 4.55pm. The 35 minutes for a tea interval should not be counted as lost playing time.

Where adverse weather is predicted prior to the end of normal hours of play, the two teams can by mutual consent, and prior to the start of the match, agree to reduce the number of overs per side to anything between 20 and 39 even though no playing time may have been lost.

### **Postponed Matches**

Up to seven days prior to the start of the season, matches can be re-arranged to an alternative date for any reason if so agreed by both sides. After this time, matches can only be postponed and then re-arranged if the ground of the home team becomes unavailable for the match on the scheduled date due to it being required for another fixture, or if one of the teams is involved in a National Knockout match on the scheduled date, or if a team has three or more players unavailable due to Covid-19 self-isolation, or in other exceptional circumstances as decreed by the League Chair.

A postponed fixture should be re-arranged for another Sunday or Bank Holiday during the season. The home team must offer two new dates to the away side. 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. The League Fixture Secretary must be notified within five days of the new date for the fixture.

### **Cancelled Matches Due To Adverse Weather Conditions**

If a match is cancelled due to adverse weather or ground conditions, the match cannot be re-arranged.

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.

### **Additional Regulations**

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.

With the prior agreement of the opposing captain, teams may nominate 12 players in their team for the match, but in these circumstances only 11 players may field and only 11 may bat.

If a match does not take place on the scheduled date because at least three 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 during the remainder of the season.

If a side is unable to fulfil a fixture for any other reason, then the following points will be applied for the match:

10 points will be deducted from the team that forfeits the match

25 points will be awarded to the opposition.

### **Umpires & Scorers**

Each side will be expected to provide a competent scorer and an umpire who holds an ECB umpiring qualification for all Championship matches.

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 can score with the approval of the opposition captain.

### **Results**

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 details of both innings and the names of the players on both sides. The away team is then expected to check the accuracy and completeness of the scorecard.

Clubs must also notify Martin Saxon of a summary of each match by no later than 1900 on the Monday following the match. The minimum information required here is:

- Runs, wickets and overs for each innings
- Any significant performances, i.e., anyone who score more than 20 and above or takes two or more wickets.

### **Coaching**

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

## **Trophies**

A Championship Trophy will be awarded to the winners of the division.

If two or more teams finish on equal points then the following criteria will be applied, in the following order:

- The team with the higher number of wins over the season in all league matches;

if still level

- The team with the fewer number of losses over the season in all league matches

if still level

- The team with the highest points gained in the matches between the sides tied on points

if still level

- The team with the higher net run rate.

*(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)*

## **Player Eligibility**

As a general principle a player may not play for a club in a League match if they have already played for another club in the League during the same season.

The only exceptions to this are:

- 1) if a player has completed a transfer and registered this with the League Committee (a player may only be permitted to transfer once between clubs in a season)

*(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).*

2) The Player Loan system is used.

- Teams in division one may field loan players in any match in this division where a team in division two, three or four (known as the 'parent club') has agreed to loan one or more of their players. No loans are permitted between division one teams.

- No player may make more than three loan appearances for the same club in the same season

- Players who in the current season have played at the following levels cannot participate in the Player Loan System: a senior County team; levels higher than senior county cricket; senior state/provincial cricket, or the equivalent top tier of the domestic structure in another country

- Teams may not field more than five loan players in any one match and must also field at least six of their own players in order for the match to take place.



- The parent club can recall a loan player up until 7pm on the day prior to the match.
- Details of player loans must be notified to the Results Secretary prior to the match.

The following additional requirements must be met:

Where a player or players have been loaned by a Division 1 club to a team in Divisions 3 or 4, these player (s) shall not be members of the Division 1 club's first choice 11. The player (s) must not be selected for their Division 1 club's first match following the end of the loan spell.

Players who in the current season have played at the following levels cannot appear in a club's 2<sup>nd</sup> XI: a senior County team; levels higher than senior county cricket; senior state/provincial cricket, or the equivalent top tier of the domestic structure in another country.

When a club's 1<sup>st</sup> XI and 2<sup>nd</sup> XI have a match on the same day, the 1<sup>st</sup> XI must field 11 players.

Teams may only field one current member of either the England or England Academy squad during the season, unless any such players have been members of the club in question prior to the current season or live within 30 minutes travel time of the home ground of the club in question.

Teams may only field one current member of another country's international squad or Academy/Talent Pathway or equivalent during the season.

### **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.