

Women's Premier League Playing Conditions (40 Overs)

The Laws of Cricket shall apply with the following exceptions:

1 Duration

All matches consist of one innings per side and each innings will be limited to 40 six-ball overs. A minimum of 10 overs per team will constitute a match (subject to the provisions of 8 below).

2 Hours of Play and Intervals

2.1 Start times are 1pm unless otherwise agreed by both teams or directed by competition organiser.

2.2 The interval will be 30 minutes unless otherwise agreed by both teams.

2.3 The total match time, including interval should be no longer than 5 hours 50 minutes, exception given for the final over of each innings.

2.4 Sessions of Play and Interval between Innings

Provided that no time has been lost (see below) the interval will be of the agreed duration commencing at the end of the innings of the team batting first.

Unless tea is immediately available, if the team batting first has completed its innings at least 30 minutes prior to the scheduled interval, a 10 minute break will occur.

The team batting second will commence its innings and the interval will occur as scheduled.

The exception to this rule is if the side bowling first complete their overs, in which case they shall have the option of beginning their innings during the time remaining before the scheduled interval or take the interval earlier than scheduled.

In the event of time being lost umpires have the discretion to reduce the length of the interval.

2.5 Intervals for Drinks

One interval for drinks per innings will be taken after 20 overs of the innings unless a wicket falls in the 20th over, in which case the interval will be taken immediately.

The intervals for drinks shall not last longer than 5 minutes in total.

An individual player may be given a drink either on the boundary edge or, at the fall of a wicket, on the field providing that no playing time is wasted.

In games of high heat, 2 drinks breaks are recommended.

3 Length of Innings

3.1 Uninterrupted Matches (ie neither delayed nor interrupted)

3.1a Each team bats for all 40 overs unless all out earlier. A team is not permitted to declare its innings closed.

3.1b All sides are expected to be in position to bowl the first ball of the last of their 40 overs within 2 hours 40 minutes playing time. In the event of them failing to do so, the full quota of overs will be completed, and the batting side will be credited with 6 runs for every whole over that has not been bowled. This will apply to both innings of the match. If the side batting second is credited with runs in this way and this consequently takes their score to or past their victory target then the match shall be deemed to be won by the side batting second. All penalties in this regard will be imposed immediately the ball first becomes dead after the scheduled or re-scheduled cessation time for the innings.

Play must not continue until the Umpires and Scorers are satisfied that the score is correctly displayed on the scoreboard. If the innings is ended before the scheduled or rescheduled cut off-time, no over rate penalty shall apply. If the innings is interrupted, the over-rate penalty will apply based on the re-scheduled cessation time for that innings.

3.2 Delayed or Interrupted Matches

3.2a Rearrangement of the number of overs may be necessary due to a delayed start or one or more interruptions in play as a result of adverse ground, weather or light conditions or any other reason. The timing and duration of all suspensions of play (including all intervals) or delays during the match will be taken into account when calculating the length of time available for either innings.

3.2b The object shall always be to rearrange the number of overs so that, if possible, both teams have the opportunity of batting for the same number of overs. A team shall not be permitted to declare its innings closed.

A minimum of 10 overs must be bowled to the team batting second in order to constitute a match (subject to the provisions of 8 below).

The calculation of the number of overs to be bowled shall be based on a rate of 17 overs per hour in the total time available for play up to the scheduled Close of Play.

3.2c If, owing to a delayed start to the second innings or a suspension of play during the second innings, there is insufficient time for the team batting second 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 3.2.1 (a) above.

3.2d If the team fielding second fails to bowl the required number of overs by the scheduled cessation time, the hours of play shall be extended until the overs have been bowled or a result achieved.

3.2e The team batting second shall not bat for a greater number of overs than the team batting first unless the latter has been all out in less than the agreed number of overs.

3.2f Fractions are to be ignored in all calculations regarding the number of overs, with total rounded up. Please refer to 8 (Result) for methodology of calculating target scores in interrupted matches.

4 Restrictions on Placement of Fielders

Using the middle stump at either end of the pitch as centre, two semi circles shall be marked on the field of play with a radius of 25 yards or 23 meters.

The semi circles shall be linked by two parallel lines marked on the field.

4.1 At the instant of delivery:

4.1a Powerplay 1 – No more than 2 fielders shall be permitted outside the fielding restriction area. In an innings of 40 overs, these are overs 1 to 8 inclusive.

4.1b Batting Powerplay – No more than 3 fielders shall be permitted outside the fielding restriction area. In an innings of 40 overs, this is for 4 overs and must be completed before the end of the innings.

4.1c Non Powerplay Overs – no more than 4 fielders shall be permitted outside the fielding restriction area.

4.2 Batting Powerplay shall be taken at the discretion of either batters at the wicket and nominated not later than the moment at which the umpire reaches the stumps at the bowler's end for the start of the next over.

4.2a A batter 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.

4.2b Once a batter has nominated a Powerplay the decision cannot be reversed.

4.2c Should the batting team choose not to exercise their discretion, their Powerplay overs will automatically commence at the latest point available (ie at the start of the 37th over in an uninterrupted match).

4.2d Batting Powerplay overs must commence at the start of an over

4.3 Where the number of overs of the batting team is reduced, the number of Powerplay overs shall be reduced in accordance with Appendix 1.

4.4 If play is interrupted outside of 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 Appendix 1. 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.

4.5 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 Batting Powerplay will be assumed to have been taken immediately and will continue until it is completed.

4.6 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.

4.7 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.

4.8 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.

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

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

4.11 In the event of the striker's end Umpire failing to call and signal No Ball when the fielding restrictions in this playing condition have been breached or when Law 28.4 has been breached (at the point of delivery, not more than two fielders other than the wicketkeeper shall be behind the popping crease on the on side), immediately the ball becomes dead the striker may draw the matter to that Umpire's attention. If the striker's end Umpire is able to verify the breach he shall call and signal No Ball. If the striker's end Umpire is unable to verify the breach then he shall confirm that the events of the delivery shall be unchanged.

5 Number of Overs per Bowler

5.1 No bowler may bowl more than one-fifth of the amount of overs scheduled for the innings (8 overs in a 40 over game)

5.2 In a delayed start, or interrupted match, where the overs are reduced for both sides, or for the side bowling second, no bowler may bowl more than one-fifth of the total overs allowed (unless such a number has been exceeded before the interruption), except that where the total overs are not divisible by five, an additional over shall be allowed to the minimum number of bowlers necessary to make up the balance - *e.g. after 16 overs, rain interrupts play and the innings is reduced to 32 overs. Both opening bowlers have bowled 8 overs. Two bowlers can bowl 7 overs and three bowlers can bowl 6 overs. Bowlers 1 and 2 have already exceeded this limit. They count as the two bowlers who were allowed the extra over (7 as opposed to 6) and so any other bowlers are limited to 6 overs.*

5.3 When an interruption occurs mid-over and on resumption the bowler has exceeded the new maximum allocation, they will be allowed to finish the incomplete over.

5.4 The ECB Fast Bowling Directives will apply to all matches.

6 No Ball

6.1 The delivery following a no ball shall be a free hit for whichever batter is facing it.

6.2 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 shall become a free hit for whichever batter is facing it.

6.3 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.

6.4 Field changes are not permitted for free hit deliveries unless there is a change of striker or the No Ball was the result of a field restriction breach in which case the field may be changed to the extent of correcting the breach. However, in all circumstances, any fielder within 15 yards of the striker may retreat to a position on the same line no more than 15 yards from the striker.

6.5 The umpires shall signal a free hit by (after the normal no ball signal) extending one arm straight upwards and moving it in a circular motion.

7 Wide Bowling – Judging of wides

7.1 Umpires are instructed to apply a reasonably strict and consistent interpretation in regard to this law in order to prevent negative bowling wide of the wicket. Guidelines to assist the Umpire to be painted 35 inches either side of middle stump on the offside and the Leg side.

8 The Result

8.1 A result can be achieved only if both teams have had the opportunity of batting for at least 10 overs, unless one team has been all out in less than 10 overs or unless the team batting second scores enough runs to win in less than 10 overs.

All matches in which a match has begun but both teams have not had the opportunity of batting for a minimum of 10 overs (subject to the provisions of this clause) shall be declared 'Abandoned'.

8.2 Where the maximum number of overs available to both sides remains unaltered once play has commenced the team scoring the higher number of runs shall be the winner. If no winner is required, the match will be declared as a tie.

8.3 If the team batting second has not had the opportunity to complete the agreed number of overs, and has neither been all out, nor has passed its opponent's score, the following shall apply:

8.3a If the match is abandoned before the Close of Play, the result shall be decided on the Duckworth/Lewis method (version of DL shall be prescribed by the competition organiser. If no agreement, Play-Cricket Scorer/PCS Pro should be used).

8.3b If, due to suspension of play, the number of overs in the innings of the side batting second has to be revised, their target score shall be calculated by the Duckworth/Lewis method.

9 Score Reporting, Points and Rankings

9.1 The home side will upload the full scorecard no later than the Tuesday morning following the match and the away team will confirm by the Wednesday morning.

9.2 Bonus points to be awarded from the Commencement of the Match

9.3 Results and Points:

Win	25 points
Loss	0 plus bonus points
Tie	7 plus bonus points
Abandoned	7 plus bonus
Cancelled	0
Win (concession)	25
Loss (concession)	-5

9.3 Bonus Points (max 5 batting and 5 bowling):

Batting (equal or more than)	Bowling
100 = 1pt	2 wickets = 1pt
125 = 2pts	4 wickets = 2pts
150 = 3pts	6 wickets = 3 pts
175 = 4 pts	8 wickets = 4 pts
250 = 5 pts	10 wickets (or all out) = 5 pts

9.3a 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 that originally allotted (minimum 10overs), then a revised target score should be set for the number of overs which the team batting second will have the opportunity of facing. This will be calculated on the Duckworth/Lewis system as set out in the current ECB First Class Regulations and Playing Conditions. An integral target will be set for the team batting second with one run less resulting in a Tie. If after the restart of play it is discovered that the wrong Duckworth/Lewis target has been set, the faulty target shall stand

9.4

League positions will be determined by a points system. The team gaining the greatest number of League points shall be the winners.

In the event of two or more clubs finishing on equal points, league position will be determined in the following order:

1. Most wins.
2. Fewest defeats.
3. Highest total bonus points, over rate penalty points being deducted for this purpose

10 Game Expectations

10.1 The home side will make contact with the away team to confirm location and details for the game no later than the Monday before the match.

10.2 The home side is expected to provide teas between innings.

10.3 Each fielding side will provide a new ball as provided by the league: 5oz Dukes Red

10.4 Any player under the age of 18 playing will be bound by ECB Directives on Helmets and Faceguards. The league also advises all players of any age to wear protection.

10.5 Coloured kit is the standard for this competition but allowances are made where teams are transitioning to coloured kit. Contact with organisers regarding this is essential.

10.6 Each team is expected to provide a scorer; the use of electronic scoring is encouraged. If a team fails to provide a scorer a player has to be nominated to take up this duty for the entire duration of the game.

10.7 Each side must provide the umpires with a team sheet before the start of the match, identifying any player who has not reached the age of 18 on the date of the match and showing the specific age group of any player who is in the Under 19 age group or younger.

10.8 Coaching shall not be permitted from the sidelines during a match. In such an event, the umpire shall request the coach/manager/parent/spectator 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 to the County Board/ECB.

10.9 Fixtures may only be rearranged with permission from the league organiser who must be satisfied that any rearrangement is acceptable to both clubs.

11 Players

11.1 All players must be registered on Play Cricket to play in the competition matches.

11.2 A player may only play for the club for which she is originally registered and for no other club in the Essex Women's Premier league, Women's Southern League or East Anglian Premier League in the same season, irrespective of division.

11.3 A player becomes illegal as soon as she plays for another club than the one she was originally registered for. Any clubs, including the original, will have 20 points deducted for each occasion this occurs.

11.4 An illegal player may apply to the league to have her illegal status revoked which may be granted or refused.

11.5 If a club had two or more teams entered, movement between the teams must be restricted to a genuine need. The league may, as it sees fit, impose penalties on any club to have breached this restriction.

Appendix 1

Illustrations of Powerplay Regulations

4.3 Where the number of overs of the batting team is reduced, the number of Powerplay overs shall be reduced in accordance with the table below. This applies to both the 1st and 2nd innings of the match:

Innings duration	First Powerplay	Batting Powerplay	Powerplay Total
10-12	2	1	3
13-15	3	1	4
16-18	3	2	5
19-21	4	2	6
22-24	5	2	7
25-28	5	3	8
29-31	6	3	9
32-34	7	3	10
35-38	7	4	11
39-40	8	4	12

4.4 If play is interrupted outside of 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 above. 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 4.4: A match starts as 40 overs, is interrupted after 9 overs and reduced to 33 overs (The first 8 overs have been Powerplays; the next one was not). The new Powerplay allocation is 7+3, so there are 2 overs left for the batting side. This must start no later than the 32nd over in order to be completed by the end of the innings.

4.5 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 Batting Powerplay will be assumed to have been taken immediately and will continue until it is completed.

Illustrations of 4.5: A 40 over innings is interrupted after 7.3 overs, and on resumption has been reduced to 33 overs. Powerplay overs are 7+3. Batting Powerplay is in progress with 0.3 out of the 3 overs completed, i.e. it covers overs 8 to 10. The fielding restrictions relating to the second powerplay take immediate effect on resumption.

4.6 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 4.6: A 40 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.

4.7 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 4.7: A 40 over innings in which only the 1st Powerplay has been taken is interrupted after 35.1 overs and reduced to 38 overs. Powerplay overs are still 7+4. Powerplays automatically resume for the start of the next over, but only 10 of the 11 scheduled Powerplay overs can be bowled in the innings.