Women's Playing Regulations Overview

T20

Division 1

Pitch - 20m (22yds)

Players - 11 aside

Overs – 20 overs, with a minimum of 16

Boundaries - Recommended between 55 to 70 Yards

Equipment – 5oz Hard Ball

The Game

Numbers - The minimum number of players a team can play with is 8, the maximum is 11 (plus a 12th woman for any injuries/illnesses. 12th woman cannot bat or bowl, only field).

Registration - All players must be registered 24 hours before a match

Wide – Any ball bowled down leg side, & off-side wide lines

No Ball – A Free hit is awarded for a no-ball

Restrictions - Minimum of 5 bowlers

Surface - Matches are to take place on turf pitches where possible.

Time - The time limit Is 1 hour 20 minutes per innings (each team must have their overs bowled in this time). If it is getting dark or the weather is bad, teams can bowl 5 overs from each end to speed the game up. In the event of them failing to do so, the full quota of overs will be completed (unless a team is all out or reaches a winning score first) and the batting side will be **credited with 6 runs for every whole over that has not been bowled** – this will apply in 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 the 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 rescheduled cessation time for the innings.

Cancelled - If a game is called off, teams have got until the following Monday or an agreed set date to complete it. If the game is still not played the teams will split the points. Or under certain circumstances that mean you cannot play during that week there may be another free date at a later time for the match to be played.

Late - Players who are late will not be permitted to bat or bowl for the time they have been absent (if the player misses 3 overs before taking the field, they must wait a further 3 overs before bowling).

Powerplay - Inner ring and Powerplay usage:

- A minimum of 4 fielders must be within the inner circle throughout the game.
- If you break the rule of 4 fielders in the ring, it will result in a no ball meaning the following ball will be a free hit.
- Inner ring to be in place before the game starts. (25 yards)

Scoring

- Teams should use NV play to score their games. NV play can be used on your ipad/ phone. If you are unable to get signal at the time of the game, it can still be completed then uploaded once you get Wi-Fi
- Ideally teams should try do the book as well as NV Play in case the app crashes.
- After a match is played, it is the captain's job to ensure that both of their scorecards are the same, are fully completed and signed by them, either signed in the book or add a comment on NV Play. This includes making sure that all the names of the players are recorded.
- The winning team should have the scorecard submitted by Wednesday morning at the latest.
- If teams fail to do this, it will result in not receiving the points for that particular game.

Points

- Winning team automatically receives 20 points and the losing team gets 0

Margin of victory		Bonus Points	
Runs	Wickets	Win	Lose
30+	9/10 wickets	5	0
20-29	7/8	4	1
15-19	5/6	3	2
10-14	3/4	2	3
5-9	2	1	4
< 5	1	0	5

Women's Playing Regulations Overview

T20

Division 2

Pitch - 20m (22yds)

Players - 11 aside

Overs – 20 overs, with a minimum of 16

Boundaries - Recommended between 55 to 70 Yards

Equipment – 5oz Hard Ball

Surface - Matches are to take place on turf pitches where possible.

The Game

Numbers - The minimum number of players a team can play with is 8, the maximum is 11 (plus a 12th woman for any injuries/illnesses. 12th woman cannot bat or bowl, only field).

Registration - All players must be registered 24 hours before a match

Wide – Any ball bowled outside the return crease at both sides unless agreed prior to match.

No Ball – A Free hit is awarded for a no-ball

Restrictions - Minimum of 5 bowlers

Time - The time limit Is 1 hour 20 minutes per innings (each team must have their overs bowled in this time). If it is getting dark or the weather is bad, teams can bowl 5 overs from each end to speed the game up. In the event of them failing to do so, the full quota of overs will be completed (unless a team is all out or reaches a winning score first) and the batting side will be **credited with 6 runs for every whole over that has not been bowled** – this will apply in 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 the 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.

Cancelled - If a game is called off, teams have got until the following Monday or an agreed set date to complete it. If the game is still not played the teams will split the points. Or under certain circumstances that mean you cannot play during that week there may be another free date at a later time for the match to be played.

Late - Players who are late will not be permitted to bat or bowl for the time they have been absent (if the player misses 3 overs before taking the field, they must wait a further 3 overs before bowling).

Scoring

- Teams should use NV play to score their games. NV play can be used on your ipad/ phone. If you are unable to get signal at the time of the game, it can still be completed then uploaded once you get Wi-Fi
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- The winning team should have the scorecard submitted by Wednesday morning at the latest.
- If teams fail to do this, it will result in not receiving the points for that particular game.

Points

- Winning team automatically receives 20 points and the losing team gets 0

Margin of victory		Bonus Points	
Runs	Wickets	Win	Lose
30+	9/10 wickets	5	0
20-29	7/8	4	1
15-19	5/6	3	2
10-14	3/4	2	3
5-9	2	1	4
< 5	1	0	5

Women's Playing Regulations Overview

40 Over

Division 1

Pitch - 20m (22yds)

Players - 11 aside

Overs – 40 overs,

Boundaries - Recommended between 55 to 70 Yards

Equipment – 5oz Hard Ball

The Game

Numbers - The minimum number of players a team can play with is 8, the maximum is 11 (plus a 12th woman for any injuries/illnesses. 12th woman cannot bat or bowl, only field).

Registration - All players must be registered 24 hours before a match

Wide – Any ball bowled down leg side, & off-side wide lines

No Ball – A Free hit is awarded for a no-ball

Restrictions - Minimum of 5 bowlers

Time - The time limit Is 1 hour 20 minutes per innings (each team must have their overs bowled in this time). If it is getting dark or the weather is bad, teams can bowl 5 overs from each end to speed the game up. In the event of them failing to do so, the full quota of overs will be completed (unless a team is all out or reaches a winning score first) and the batting side will be **credited with 6 runs for every whole over that has not been bowled** – this will apply in 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 the 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 rescheduled cessation time for the innings.

Duckworth-Lewis-Stern (DLS) - Where possible the most up to date version of the Duckworth-Lewis-Stern method software (DLS Version 4.0) is to be used to determine the result of matches in which overs are lost – please contact the NWCU Administration Officer if you have not got the up-to-date software. The following provisions shall apply:

a. The home club shall ensure that there is available at the ground a computer loaded with the necessary software, a compatible and operational printer with a sufficient supply of paper and ink, and a proficient operator. Home clubs should also ensure that the relevant hardware and software are operational prior to the start of the match

b. Prior to the scheduled commencement of the second innings, and at any subsequent interruption that results in overs being lost, the DLS operator shall produce an up-to-date par score printout, and shall provide copies to each captain, the umpires and the scorers. For the avoidance of doubt, DLS

sheets should be issued to both teams and the umpires prior to the scheduled (or rescheduled) time for the start of the second innings. This applies even if conditions of GWL mean it is unlikely that DLS shall be required during the match.

c. At each interruption in play in the second innings where overs are lost the umpires shall inform the operator of the number of overs lost, allowing sufficient time before play is due to recommence for the production and distribution of the par score printouts. Umpires are to allow no more than 10 minutes for the reprinting and distribution of new sheets to be completed.

d. Where play is interrupted and overs are lost, and the home club fails to provide the par score printouts as required above, it shall be deemed to have lost the match. In this case the umpires will award the match to the visiting team.

e. Should a case arise where it has been agreed to restart a match at the scheduled innings break but no DLS printout has been provided and an interruption occurs during the second innings. the match shall immediately be awarded to the visiting team.

Powerplay - Inner ring and Powerplay usage:

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- Inner ring to be in place before the game starts. (25 yards)

Scoring

- Teams should use NV play to score their games. NV play can be used on your ipad/ phone. If you are unable to get signal at the time of the game, it can still be completed then uploaded once you get Wi-Fi
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- The winning team should have the scorecard submitted by Wednesday morning at the latest.
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Points

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Margin of victory		Bonus Points	
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