



North West Cricket Union

North West Cricket Union Women's Division 1 Cup (and Plate) 2026

Administrative Regulations

Tournament Director

Brian Acheson

North West Cricket Union, Bready Cricket Club, Magheramason,
Londonderry, BT47 2RY

Phone – 07885 477 262; email: brian.acheson@northwestcricket.com

1. Notification and Reporting

Reporting of results – The winning team – or in cases of a tie the home team - must communicate match results by the filling out of a scorecard - with all sections fully completed – within 72 hours of the completion of the match, these scorecards must be filled out using the online system as provided by the NWCU.

Failure to complete a full scorecard within the 72 hours will result in a 5-point deduction from the side responsible for the input of the scorecard

2. Playing Conditions

It is the responsibility of all clubs to make sure that their officials and players understand the attached playing conditions. Substantial changes were made to the Laws of Cricket, which came into effect from October 2017. (2017 Code 3rd Edition 2022) Clubs and players are asked to ensure that are fully aware of those changes.

3. Umpires

- a. The North West Cricket Umpires and Scorers Association (NWCUS&A) shall be responsible for the selection and allocation of umpires to all competitions. Umpires shall, subject to availability, be allocated to 'Senior' cricket matches. Where there are not enough umpires available to fully cover all matches on a particular day, the final decision on appointments shall be with the NWCUS&A.
- b. Clubs are not permitted to ask for specific umpires, and umpires are prohibited from entering into any arrangement with a club or clubs to officiate in any particular match.
- c. Further to 3a above, there may be occasions when matches will have no umpires appointed due to lack of availability or where one of the clubs have not paid their umpiring fees to the NWCUS&A. Please note that where there is lack of availability and all clubs have paid their umpiring fees for that season, clubs who provide umpires to the Union will be given first preference. Any matches which have no umpires appointed to must still go ahead unless they are unable to due to ground,

4. Conduct of Supporters

The North West Cricket Union holds all competing clubs responsible for the behaviour of their players and also of their supporters, both home and away. North West Cricket Union Disciplinary Regulations will apply in the event of any party facing charges of having in breach of this regulation. The rights of hearing and appeal will be in line with the General Disciplinary Regulations of the North West Cricket Union and will be applied at the North West Cricket Unions discretion, in the interests of (a) natural justice and (b) the Spirit of Cricket. All decisions of the North West Cricket Union, on appeal if necessary, will be final and binding in relation to North West Cricket Union competitions and all issues arising therefrom.

5. Duration of Matches

Matches scheduled to be 30 over per innings in length shall be scheduled to start at times as advised by Tournament Director. Matches may start earlier than the scheduled time if both clubs agree, where an earlier start time is agreed it shall be the responsibility of the home club to inform the Umpires Association at least 48hours before the scheduled start time.

6. Dates of matches

- a. Matches shall be played on the dates as set out by the NWCU
- b. Where two clubs agree they may bring the date of a match forward, but games may not be postponed except as outlined in the NWCU Rules
- c. Games abandoned as a no result (on the first attempt) due to issues of ground, light or weather, or postponed as outlined in the NWCU Rules Handbook shall be rearranged by the Tournament Director
- d. There shall be no cricket scheduled or rescheduled to take place during midweek evenings on or after 16th August

7. Replay Dates

Dates for the replaying of postponed or abandoned matches shall be set by the Tournament Director, Matches may be scheduled for a midweek evening as 20 overs per innings, with 1 night available.

8. Duckworth-Lewis-Stern (DLS) Method

The most up to date version of the Duckworth-Lewis-Stern method software (DLS Version 6.0) is to be used to determine the result of matches in which overs are lost – please contact the Tournament Director 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 the match shall immediately be awarded to the visiting team even if the printouts have subsequently (after the match has recommenced) been given to the umpires and both teams.

9. Clothing and Equipment

- a. Matches are to be played using a Ball (refer to LAW 4 below)
- a. Playing shirts, sweaters, trousers and pads must be predominately coloured providing a contrast to allow **the sighting of a white ball**
- b. Clubs who provide sightscreens must ensure they are of a colour which is unlikely to make the sighting of a **white** ball difficult

10. Over-rate Penalties

Over-rate penalties apply in this competition, details of which can be found within the Playing Conditions. Captains are encouraged to communicate regularly with the standing umpires with regard the cut-off time for the innings in progress.

Playing Conditions

Except as varied hereunder, the Laws of Cricket (2017 Code – 3rd Edition 2022) shall apply.
Note that Cricket Ireland's Young Cricketer and Head Protector Directives shall apply in this competition.

LAW 1 – THE PLAYERS

Law 1 shall apply, subject to the following

1.1 Law 1.2 – Nomination and replacement of players

Law 1.2 shall be replaced by the following

1.2.1 All nominated players must be registered and eligible to play for that team and by such nomination the club, captain and player will warrant they are eligible to play for that team.

1.2.2 If a player is found to be ineligible the opposition shall have a right to appeal to the Cricket Operations Committee (COC) within 48 hours, in writing, by either email or hand delivered letter, the COC shall then adjudicate on the matter and a decision be given in writing to both teams. If either team wish to appeal the COC decision they will be able to do so within 48 hours, to the Board of Control (BOC), who on receipt of a £100 deposit, will convene the Independent Appeals Board (IAB)

1.2.3 By their nomination, the nominees (players) shall be deemed to have agreed to abide by all the applicable North West Cricket Union regulations pertaining to the League and Cup competitions, in particular the NWCU Code of Conduct, the Anti-Racism Code for Players and Officials and the Anti-Doping code.

1.2.4 No player eligible to play for an Under 11 team will be permitted to play in Division 1 League or Cup games.

1.2.5 The minimum number of players a team can play with is 8.

1.2.6 Players are permitted to play in another union.

1.2.7 Concussion Management Guidelines for Cricket in the Community – will apply

LAW 2 – THE UMPIRES

Law 2 shall apply, subject to the following

2.1 Law 2.1 – Appointment and attendance

Law 2.1 shall be replaced by the following;

The following rules for selections and appointment of umpires shall be followed as far as it is practicable to do so;

2.1.1 The umpires shall control the game as required by the Laws of Cricket (as read with these playing conditions), with absolute impartiality and shall be present at the ground at least 30 minutes before the scheduled start of play

2.1.2 The North West Cricket Umpires and Scorers Association shall appoint umpires to stand in League and Cup matches as necessary and as availability allows

2.1.3 No team will have a right to object to an umpire's appointment

2.1.4 Where no umpires are in attendance clubs are expected to provide umpires, either players or other club members, to allow the match to proceed, matches may only be postponed due to issues of Ground, Weather or Light or where the match is postponed with the permission of the NWCU.

2.2 Law 2.7 – Fitness for play

The following shall apply in addition to Law 2.7

The safety of all persons within the ground is of paramount importance to the North West Cricket Union. In the event that any threatening circumstance, whether actual or perceived, comes to the attention of any umpire (including for example weather, pitch invasion etc.) then the players and officials should immediately be asked to leave the field of play in a safe and orderly manner and to relocate to a secure and safe area (depending on each particular threat) pending the satisfactory passing or resolution of such threat or risk to the reasonable satisfaction of the umpires, the head of the ground authority at the venue, the head of security and/or the police as the circumstances may dictate

2.3 Law 2.13 – Signals

The following shall apply in addition to Law 2.13

- a. After the delivery of a no ball, the bowlers end umpire shall signal a free hit to the batters at the crease by raising his hand above his head and making a circular motion
- b. At the commencement of each set of powerplay over's the umpire shall signal this to the scorers by rotating his arm in a large circle
- c. Upon the bowling of a short, fast-pitched ball which passed the striker above shoulder height as described in Playing Condition 41 the umpires shall inform the bowler, the batters and each other of the occurrences through both stating "1 for the over"

LAW 3 – THE SCORERS

Law 3 shall apply, subject to the following

3.1 Law 3.1 – Appointment of scorers

The following shall apply in addition to Law 3.1

Each club must provide a competent scorer, if no competent scorer is available then a player must score the 'book', that player must score the 'book' for the entire fielding innings unless a competent scorer is found by the respective club. Whilst batting there will be no restriction on a player who is marking the 'book' being replaced by another player so that they can bat

LAW 4 – THE BALL

Law 4 shall apply, subject to the following

4.1 Law 4.1 – Weight and size

The ball, when new, shall weigh not less than 4.94 ounces/140 g, nor more than 5.31 ounces/151 g, and shall measure not less than 8.25 in/21 cm, nor more than 8.88 in/22.5 cm in circumference. Quartered balls must be used in all matches.

4.2 Law 4.3 – New ball

Each innings shall commence with a new white "Sports Hub Platinum" or "Dukes Club Match" type ball. At the toss both clubs must give their match ball to the umpires. If either club fails to produce the required type of ball, they shall forfeit the game. If both clubs fail to produce the required type of ball, the match will be forfeited and recorded as a no result.

4.2.1 Spare Balls – Both teams must have an adequate supply of spare cricket balls of various degrees of wear to be used if the match ball gets lost during play. It is recommended that the captain of each team should have a supply of at least 6 spare balls of varying degrees of wear available for inspection by the umpires before the start of the match or second innings as applicable.

LAW 5 – THE BAT

Law 5 shall apply,

LAW 6 – THE PITCH

Law 6 shall apply, subject to the following

6.1 Law 6.1 – Area of pitch

Shall apply

6.2 Law 6.2 – Fitness of pitch for play

Shall apply, subject to the following:-

6.2.1 In the event of a pitch being considered too dangerous for play to continue in the estimation of the on-field umpires opinion they shall stop play immediately.

6.2.2 The on-field umpires shall consult with both captains.

6.2.3 If both captains agree to continue, play shall resume.

6.2.4 If both captains do not agree to continue, or both agree not to resume play, the on field umpires shall consider whether the existing pitch can be repaired and the match resume from the point it was stopped. In considering such repairs the umpires must consider if these repairs would place either side at an unfair advantage, given that play had already taken place on the dangerous pitch.

6.2.5 If the decision is that the existing pitch cannot be repaired, then the match is to be abandoned with the following consequences

a. In the event of the required number of overs to constitute a match not having been completed the match will be abandoned as a no result

b. In the event of the required number of overs to constitute a match having been completed at the time the match is abandoned the result shall be determined according to the provisions of clause 16.2.2

6.3 Law 6.3 – Selection and preparation

Shall apply, subject to the following:-

6.3.1 Matches may be played on non-turf pitches where necessary although clubs are encouraged to play matches on natural turf or hybrid pitches where possible. This decision will be made by the home club and must be communicated to the away team at least 24 hours in advance of the scheduled start time if the decision is made to play on a non-turf pitch.

6.4 Law 6.4 – Changing the pitch

Shall apply, subject to the following:-

6.4.1 If the umpires feel that the natural pitch selected is unreasonable or dangerous for play, but feel that other areas of the ground are acceptable for play they may order for the game to commence on a different pitch if prepared or if available the match may be ordered to be played on an artificial pitch.

The umpires should first consult with the home club and in cases where an agreement cannot be reached to play on a different pitch the match will be abandoned as a no result.

Law 6.5 – Non-turf pitches

Shall apply

LAW 7 – THE CREASES

In addition to Law 7, the following shall apply

As a guideline to the umpires for the calling of wides on the offside, the crease markings detailed in Appendix 2 shall be marked at each end of the pitch. These guideline markings need not be white in colour

LAW 8 – THE WICKETS

Law 8 shall apply

LAW 9 – PREPARATION AND MAINTENANCE OF THE PLAYING AREA

Law 9 shall apply, subject to the following:

9.1 Law 9.1 – Rolling

Shall apply, subject to the following:-

9.1.1 Prior to tossing for the choice of innings the artificial drying of the pitch and outfield shall be at the discretion of the home club. Thereafter and throughout the match the drying of the outfield may be undertaken at any time by the home club, but the drying of the pitch shall be carried out only on the instructions of and under the supervision of the umpires. The umpires shall be empowered to have the pitch dried without any reference to the captains at any time they are of the opinion that it is unfit for play.

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

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

LAW 10 – COVERING THE PITCH

Law 10 shall apply, subject to the following:

10.1 Law 10.1 – Before the match

Shall apply

10.2 Law 10.2 – During the match

Shall apply, subject to the following;

10.2.1 The pitch shall be entirely protected against rain up to the commencement of play and for duration of the period of the match when instructed by the umpires. The covers must totally protect the pitch and if available the pitch surroundings. All Premier League clubs MUST have either wheeled or lay flat covers in good working order for use. These covers MUST be used if ordered by the umpires for interruptions in play once the toss has been made. If clubs do not have suitable covers available and the umpires ask for their use, the home club will forfeit the match immediately. Where matches are forfeited in this manner the umpires will report the matter to the NW Cricket Operations Committee who will liaise with the offending club to ensure provisions are made to make suitable covers available.

LAW 11 – THE INTERVALS

Laws 11.3, 11.5, 11.6, 11.7 and 11.9 shall not apply. Law 11.2.2 applies except that the time for the interval shall be 30 minutes and Law 11.4 is amended as follows;

Law 11.4 – Changing agreed times of intervals

Law 11.4 is replaced by;

11.4.1 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 this does not lead to an interval occurring more than 30 minutes prior to the scheduled interval

11.4.2 If the innings of the team batting first is completed more than 30 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, the interval in this case will be reduced to 20 minutes.

11.4.3 If at the innings break both captains and the umpires agree the interval may be shortened to no less than 15 minutes. In case of this agreement then any time 'gained' through a shortened interval shall be used to increase playing time should an interruption occur in the 2nd innings when making over reduction calculations. However this time must not result in the team batting 2nd being able to face more overs than were scheduled to be available for the team batting first

LAW 12 – START OF PLAY; CESSATION OF PLAY

Law 12.5.2, 12.6, 12.7, 12.8 and 12.11 shall not apply. The remainder of Law 12 shall apply, subject to the following:

12.1 Scheduled Hours of play

12.1.1 Each match shall consist of two sessions of 120-minutes each, with a 30-minute interval between innings

12.1.2 Each 30 over innings shall have 1 drinks break allowed, unless otherwise agreed by the umpires, this single drinks break forms part of the playing time and does not attract any extra time allowance

12.1.3 If, in the sole opinion of the umpires, there have been delays beyond the control of the fielding side e.g. injury, lost ball etc, they may extend the cessation time by an equivalent amount of time to allow for such delays. Any time so added by the umpires shall be at their sole discretion and shall not be subject to retrospective negotiation.

12.1.4 In reduced overs innings the umpires shall decide if and when drinks breaks are to occur and make allowances to timings as necessary

12.2 Extra Time

Please note that, other than any time made up during a game due to an early innings finish, no extra time is available in this competition (The NWCU retain the right to modify this condition in case of Finals matches)

12.3 Minimum Over Rates & Over Rate Penalties

12.3.1 The fielding side shall be in position to bowl the first ball of the final over of the innings by the scheduled (or re-scheduled) cessation time for the innings (calculated in accordance with clause 13.2). In delayed or interrupted matches where there has been a reduction of 3 or more overs pursuant to clause 13.2.2, the fielding side shall be in position to bowl the first ball of the penultimate over of the innings by the scheduled (or re-scheduled) cessation time for the innings.

12.3.2 Where this requirement is not met, clause 28.1 shall be varied and from the start of the next over after the point in time at which the cessation time is reached (and for the remainder of the innings) no more than 3 fielders shall be permitted outside the fielding restriction area referred to in clause 28.1. The umpire shall signal this change to the fielding restrictions by using the powerplay signal.

12.3.3 Clause 12.2.2 shall not apply where a side's innings is completed prior to the scheduled (or re-scheduled) cessation time for the innings.

LAW 13 – THE INNINGS

Law 13 shall apply, subject to the following:

13.1 – Number of innings

Matches shall be played as one innings per side

13.2 Length of Innings (for matches scheduled for midweek nights please also refer to Appendix 3)

13.2.1 Uninterrupted matches

13.2.1.1 Each team will bat for 30 overs unless all out earlier.

13.2.1.2 If the team fielding first fails to bowl its 30 overs by the scheduled time for the cessation of the first innings, play shall continue until the required number of overs has been bowled. The team batting second shall receive its full quota of 30 overs, irrespective of the number of overs it bowled in the scheduled time for the cessation of the first innings.

13.2.1.3 If the team batting first is dismissed in less than 30 overs, the team batting second shall be entitled to bat for 20 overs

13.2.1.4 If the team fielding second fails to bowl its 30 overs by the scheduled cessation time, the hours of play shall be extended until the required number of overs have been bowled or a result is achieved.

13.2.1.5 Penalties for slow over rates shall apply as per 12.2

13.2.2 Delayed or Interrupted matches

13.2.2.1 Delay or interruption to the innings of the team batting first

- The number of overs available to each side shall be reduced by one for each full eight minutes of playing time lost

- *Example – of the start of the match is delayed by 45 minutes playing time has been lost meaning both innings are reduced to 25 overs ($45/8 = 5$ rounded down).*
- If the team fielding first fails to bowl the required number of overs the scheduled time for the cessation of the first innings, play shall continue until the required number of overs have been bowled, or the innings is completed
- Penalties shall apply for slow over rates (see 12.2)
- 13.2.1.2 Delays or interruptions to the team batting second
 - Should a match be delayed and/or interrupted and playing time is lost, and as a result, it is not possible for the team batting second to have the opportunity of receiving its allocated number of overs in the playing time available, the number of overs shall be reduced at a rate of one over every four minutes lost in respect of the actual playing time lost. Fractions shall be ignored
 - *Example – if 70 minutes actual playing time is lost, that equates to 17 overs lost ($70/4 = 17$ ignoring fractions)*
 - In addition, should the innings of the team batting first have been completed prior to the scheduled or rescheduled time for 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.
 - *Example – if the first innings is completed 20 minutes earlier than previously schedule (i.e. at 2.00pm against a scheduled time of 2.20pm), that 20 minutes of unused playing time shall be counted as additional time if required (see 13.3 below). If 70 minutes of actual playing time were lost, then 12 overs would be lost ($70-20 = 50$ mins; $50 \text{ mins} = 12 \text{ overs}$)*
 - 13.2.2.3 To constitute a match in a first attempt, a minimum of 10 overs per innings have to be bowled, subject to the 1st innings not closing earlier due to a team being bowled out, and in case of the second innings a result not being achieved earlier. In the case of 2nd attempt games the minimum requirement shall be 5 overs per innings
- 13.2.2.4 The team batting second shall not bat for a greater number of overs than the team batting first, unless the latter completed its innings in less than its allocated number of overs.
- 13.2.2.5 If the team fielding second fails to bowl the required number of overs by the scheduled or rescheduled time for the cessation of the second innings, play shall continue until the required number of overs have been bowled, or a result has been achieved.
- 13.2.2.6 Penalties shall apply for slow over rates (see 12.2)

13.3 Number of overs per bowler

- 13.3.1 No bowler shall bowl more than 6 overs in an innings
- 13.3.2 In a delayed or interrupted match, where the overs are reduced for both teams (or the team bowling second), no bowler can bowl more than one-fifth of the total overs for the innings (unless when the reduction occurs they have already done so). Where the total overs are not divisible by five, one additional over shall be allowed to the maximum number per bowler to make up the balance.
- 13.3.3 In the event of a bowler not being able to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned. (example – a bowler completes another bowlers over bowling 3 balls, they would then only be entitled to bowl 5.3 overs or x.3 overs for a reduced match, they would not be able to bowl his allocation of the 3 balls remaining)

LAW 14 – THE FOLLOW-ON

Law 14 shall not apply

LAW 15 – DECLARATION AND FORFEITURE

Law 15 shall not apply

LAW 16 – THE RESULT

Law 16.1 and 16.5.2 shall not apply. The remainder of Law 16 shall apply, subject to the following:

16.1 Law 16.2 – A Win – one innings match

Uninterrupted matches

16.1.1 The side which has scored a total of runs in excess of that scored by the opposing side shall win the match. See Laws 13.3 (Completed innings) and 16.4 (Winning hit or extras).

16.2 Interrupted and Prematurely Terminated Matches – Calculation of the Target Score

16.2.1 Interrupted matches – calculation of target the target score

16.2.1.1 If, due to a 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 (a minimum of 10 overs in case of a first attempt, or 5 overs in case of a second attempt, bowled), 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 DLS method (DLS 6). The target set will always be a whole number, and one run less will constitute a Tie.

Prematurely Terminated Matches

16.2.1.2 If the innings of the side batting second is suspended (a minimum of 10 overs in case of a first attempt, or 5 overs in case of a second attempt, bowled) and it is not possible for the match to be resumed, the match will be decided by comparison to the DLS 'Par Score', determined at the instant of the suspension by the DLS method. If the score is equal to the Par Score, then the match is tied. 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.

16.2.2.3 If a result cannot be achieved because both teams have not had the opportunity of a minimum of 10 overs in case of a first attempt, or 5 overs in case of a second attempt then, for group matches the match shall be a no result, for matches in the knock out stages please see 16.4.7 in case of a tied match

16.3 Law 16.5 All other matches – a Tie or Draw

If, at the completion of both innings in a match where both teams have had the opportunity of batting for the same number of overs, or where DLS has been used to determine a par score, the scores are equal, then the result of the match is a Tie, and no account shall be taken of the number of wickets that have fallen

16.4 Tournament format and points system

Group Stages

16.4.1 For 2026 there shall be 2 groups of 3 teams seeded based on previous years league placings

16.4.2 Each team shall play each other team from their respective section as per fixtures provided by NWCUC

16.4.3 Points will be awarded as follows

Win 20 points

Tie 12.5 points each

Defeat/no result 0 points

5 bonus points shall be available, these shall be allocated based on the margin of victory/defeat

16.4.4 The tiebreaker for teams finishing on equal points in the group stages shall be the team with the higher net run rate in all group matches will be placed in the higher position, if still equal, the teams will be ordered according to which team achieved the most points in the matches played between them. If this is still equal the NWCUC Cricket Operations Committee shall decide positions by drawing names from a 'hat.'

16.4.5 A team's net run rate is calculated by deducting from the average runs per over scored by that team, the average runs per over scored against that team. In the event of a team being all out in less than its full quota of overs, the calculation of the net run rate of both teams shall be based on the full quota of overs to which the batting team would have been entitled, and NOT on the number of overs in which the team was dismissed. Only 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 the Duckworth Lewis Stern method, 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 the Duckworth Lewis Stern method having been applied at an earlier point in the match, Team 1 will be accredited with one run less than the final Target Score for Team 2 of the number of overs allocated to Team 2 to reach the target

16.4.6 Once all positions have been decided the following will apply;

16.4.7 Upon completion of the group stages the following shall apply;

For teams finishing 1st in each respective group they shall enter into the Women's Senior Cup Final

For teams finishing 2nd in each respective group they shall enter into the Women's Senior Plate Final

For teams finishing 3rd in each respective group shall be eliminated from the competition

In the event of a tied match in the final, the teams shall undertake a One Over Per Side Eliminator (OOPSE) to determine the winner. Refer to Appendix 3.

BONUS POINT ALLOCATION

Matches 21-30 overs

Margin of Victory		Bonus Points	
Runs	Wickets	Winner	Loser
60+	9/10	5	0
48-59	7/8	4	1
36-47	5/6	3	2
24-35	3/4	2	3
12-23	2	1	4
<12	1	0	5

Matches 11-20 overs

Margin of Victory		Bonus Points	
Runs	Wickets	Winner	Loser
40+	9/10	5	0
32-39	7/8	4	1
24-31	5/6	3	2
16-23	3/4	2	3
8-15	2	1	4
<8	1	0	5

Matches 5-10 overs

Margin of Victory		Bonus Points	
Runs	Wickets	Winner	Loser
20+	9/10	5	0
16-19	7/8	4	1
12-15	5/6	3	2
8-11	3/4	2	3
4-7	2	1	4
<4	1	0	5

Where interruptions result in the final allocated length of the two innings being different lengths, the lower of the two figures will determine the bonus point scheme that will apply

LAW 17 – THE OVER

Law 17 shall apply

LAW 18 – SCORING RUNS

Law 18 shall apply

LAW 19 – BOUNDARIES

Law 19 shall apply

LAW 20 – DEAD BALL

Law 20 shall apply

LAW 21 – NO BALL

With the exception of Law 21.10, Law 21 shall apply, subject to the following;

21.1 Free hit

21.1.1 In addition to the above the delivery following a no ball call called (all variations of no ball) 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.

21.1.2 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 as a wide ball

21.1.3 Neither field changes, nor the exchange of individuals between fielding positions are permitted for free hit deliveries unless;

21.1.3.1 There is a change of striker (the provisions of clause 41.2 shall apply), or

21.1.3.2 The No ball was the result of a fielding restriction breach, in which case the field may be changed to the extent of correcting the breach

21.1.4 For clarity, the bowler can change his mode of delivery for the free hit delivery. In such circumstances Law 21.1 will apply

LAW 22 – WIDE BALL

Law 22 shall apply, as does Law 22.1 subject to the following;

22.1 – Judging a Wide

22.1.1 Any delivery which passes down the leg-side (behind the body of the striker, standing in a normal guard position) will be interpreted as a form of negative bowling and shall be called a wide. For the sake of clarity, a ball that passes down the leg-side, but in between the striker and the leg stump, is not to be called wide since the striker has had a reasonable opportunity to play at the ball.

22.1.2 Any delivery that passes outside the wide guideline (as detailed in Appendix 1), with the batter in a normal guard position, should be called a wide

22.1.3 For clarity, if the batter brings the ball sufficiently within his reach and the ball passes outside the wide guideline on the offside then it is not a wide. For example, a batter moving to the off side as the bowler bowls, could bring the ball within their reach even though the ball passes outside the guideline on the offside of the wicket, and if they fail to make contact with the ball, the delivery should not be called a wide.

22.1.4 In extreme cases where the bowler delivers a ball and it passes wide of the return crease, then regardless of the movement of the striker and even if they bring the ball within reach, if no contact is made with the ball, then this delivery shall be called a wide (subject to it not being a no ball for reasons as detailed in Law 21)

22.1.5 The interpretation to be followed for calling a wide when a switch hit or reverse sweep is played, or the batter gets into a position to play the shot and then aborts it shall be, from the moment the ball ceases to be dead, whenever a batter has changed his grip and/or his stance (or feinted to do so) or has attempted a reverse sweep or switch hit, then he loses the tight definition of the leg-side wide and the wide guidelines are employed on both sides of the wicket, not just the off-side.

LAW 23 – BYE AND LEG BYE

Law 23 shall apply

LAW 24 – FIELDER'S ABSENCE; SUBSTITUTES

Law 24 shall apply, subject to the following:

24.1 Law 24.1 – Substitute fielders

Shall apply, subject to the following

24.1.1.3 Substitutes shall not be allowed in circumstances where a player is late from work or leaves early to attend work or for any other reason as deemed unacceptable by the umpires

24.1.1.4 Any substitute must be a registered player with the club wishing to field such a substitute

24.2.1 If a player is absent from the field for longer than 8 minutes, the following restrictions shall apply to their future participation in the match:

24.2.3.1 The player shall not be permitted to bowl in the match until he/she has either been able to field, or his/her team has subsequently been batting, for the total length of playing time for which the player was absent (hereafter referred to as Penalty Time). A player's unexpired Penalty Time shall be limited to a maximum of 40 minutes. If any unexpired Penalty Time remains at the end of an innings, it is carried forward to the next and subsequent innings of the match.

24.2.3.2 The player shall not be permitted in the match until his/her team's batting innings has been in progress for the length of playing time that is equal to the unexpired Penalty Time carried forward from the previous innings. However, once his/her side has lost five wickets in its batting innings, he/she may bat immediately.

LAW 25 - BATTERS INNINGS; RUNNERS

Law 25 shall apply

LAW 26 – PRACTICE ON THE FIELD

Law 26 shall apply

LAW 27 – THE WICKET-KEEPER

Law 27 shall apply

LAW 28 – THE FIELDER

Law 28 shall apply, subject to the following;

28.1 Law 28.4 Limitation of on side fielders

Law 28.4 shall apply, and in addition

In the event of the striker's end umpire failing to call and signal No ball when this Law has been breached. 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/she shall call and signal No ball. If the striker's end umpire is unable to verify the breach, then he/she shall confirm the events of that delivery shall remain unchanged.

28.2 Restrictions on the placement of fielders

In addition to the restrictions outlined in Law 28.4, 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 are set out as follows

28.2.1 Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 25 yards. The semi-circles shall be linked with two parallel straight lines on the field. (see appendix 2) The fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5 yard intervals, each 'dot' to be covered by a white plastic or rubber (not metal) disc measuring 7 inches in diameter. These discs shall not be fixed to the ground by means of a nail or other such sharp object.

28.2.2 At the instant of delivery:

- Powerplay 1 – no more than two (2) fielders shall be permitted outside this fielding restriction area. In an innings of 30 overs, these are overs 1-6 inclusive.
- Powerplay 2 – no more than four (4) fielders shall be permitted outside this fielding restriction area. In an innings of 30 overs, these are overs 7-30 inclusive.
- In all Powerplays, there may not be more than 5 fielders on the leg side

28.2.3 In circumstances when the number of overs of the batting team is reduced, the number of overs within each powerplay 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 first and second innings of the match

Innings Duration (Overs)	Powerplay 1	Powerplay 2
5	1	4
6	1	5
7	2	5
8	2	6
9	2	7
10	2	8
11	2	9
12	3	9
13	3	10
14	3	11
15	3	12
16	3	13
17	4	13
18	4	14
19	4	15
20	4	16
21	4	17
22	5	17
23	5	18
24	5	19
25	5	20
26	5	21
27	6	21
28	6	22
29	6	23
30	6	24

28.2.4 If play is interrupted during an innings and the table above applies, the Powerplay takes immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-over.

Examples:

A 30 over innings is interrupted after 5.3 overs and reduced to 26 overs. The new powerplay overs are 5+21. Therefore the 2nd powerplay takes immediate effect and lasts for a further 20.3 overs.

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

LAW 29 – THE WICKET IS DOWN

Law 29 shall apply

LAW 30 – BATTER OUT OF THEIR GROUND

Law 30 shall apply

LAW 31 – APPEALS

Law 31 shall apply

LAW 32 – BOWLED

Law 32 shall apply

LAW 33 – CAUGHT

Law 33 shall apply

LAW 34 – HIT THE BALL TWICE

Law 34 shall apply

LAW 35 – HIT WICKET

Law 35 shall apply

LAW 36 – LEG BEFORE WICKET

Law 36 shall apply

LAW 37 – OBSTRUCTING THE FIELD

Law 37 shall apply

LAW 38 – RUN OUT

Law 38 shall apply, subject to Laws 38.3.1 being replaced by the following:

38.3.1 If the Non-Striker is out of their ground at any time from the moment the ball comes into play until the instant when the bowler would normally have been expected to release the ball, the Non-Striker is liable to be Run Out by the bowler attempting to run the Non-Striker out. In these circumstances, the Non-Striker will be out Run Out if they are out of their ground when their wicket is broken by the bowler throwing the ball at the wicket or by the bowler's hand holding the ball, whether or not the ball is subsequently delivered.

LAW 39 – STUMPED

Law 39 shall apply

LAW 40 – TIMED OUT

Law 40 shall apply

40.1.1 After the fall of a wicket or the retirement of a batter, the incoming batter must, unless Time has been called, be in position to take guard or for the other batter to be ready to receive the next ball within 90 seconds of the dismissal or retirement. If this requirement is not met, the incoming batter will be out, Timed out.

40.1.2 In the event of an extended delay in which no batter comes to the wicket, the umpires shall adopt the procedure of Law 16.3 (Umpires awarding a match). For the purposes of that Law the start of the action shall be taken as the expiry of the 90 seconds referred to above.

40.2 Bowler does not get credit

LAW 41 – UNFAIR PLAY

Law 41 shall apply, subject to the following:

41.6.1 Bowling of dangerous and unfair short pitched deliveries

Notwithstanding clause 41.6.2, the bowling of short pitched deliveries is dangerous if the bowler's end umpire considers that, taking into consideration the skill of the striker, by their speed, length, height and direction they are likely to inflict physical injury on the batter. The fact that the striker is wearing protective equipment shall be disregarded.

In the first instance the umpire decides that the bowling of short pitched deliveries has become dangerous under clause 41.6.1

41.6.1.1 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 batters of what has occurred. This caution shall apply to that bowler throughout the innings.

41.6.1.2 If there is a second instance, the umpire shall repeat the above procedure and indicate to the bowler that this is a final warning, which shall apply to that bowler throughout the innings.

41.6.1.3 Should there be any further instance by the same bowler in that innings, the umpire shall

- call and signal No ball

- when the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling

- inform the other umpire for the reason for this action.

The bowler thus suspended shall not be allowed to bowl again in that innings.

If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.

- The umpire shall report the occurrence to the batters and, as soon as practicable, to the captain of the batting side.

The umpires may then report the matter to the NWCU Tournament Director who shall liaise with the NW Disciplinary Committee to take such action as is considered appropriate against the bowler concerned.

41.6.1.4 A bowler shall be limited **to one fast short-pitched delivery per over**.

41.6.1.5 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.

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

41.6.1.7 In addition, a ball that passes above head height of the batter, standing upright at the popping crease, that prevents the batter from being able to hit it with their bat by means of a normal cricket stroke shall be called a Wide.

41.6.1.7.1 For the avoidance of doubt any fast short pitched delivery that is called a Wide under this clause shall also count as one of the allowable short pitched deliveries in that over.

41.6.1.8 In the event of a bowler bowling more than one fast short-pitched delivery in an over as defined in clause 41.6.1.5 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.

41.6.1.9 If a bowler delivers a second 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 batters at the wicket of what has occurred. This caution shall apply throughout the innings.

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

41.6.1.11 Should there be any further instance by the same bowler in that innings, the umpire shall

- call and signal No ball

- when the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling

- inform the other umpire for the reason for this action.

The bowler thus suspended shall not be allowed to bowl again in that innings.

If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.

- The umpire shall report the occurrence to the batters and, as soon as practicable, to the captain of the batting side.

41.6.1.12 The umpires may then report the matter to the Tournament Director who shall liaise with the NWCU Disciplinary Committee and take such action as is considered appropriate against the bowler concerned.

Should the umpires initiate the caution and warning procedures set out in clauses 41.6.1.3 and as in Law 41.7 such cautions and warnings are not to be cumulative.

Law 41.7 – Bowling of dangerous and unfair non-pitching deliveries

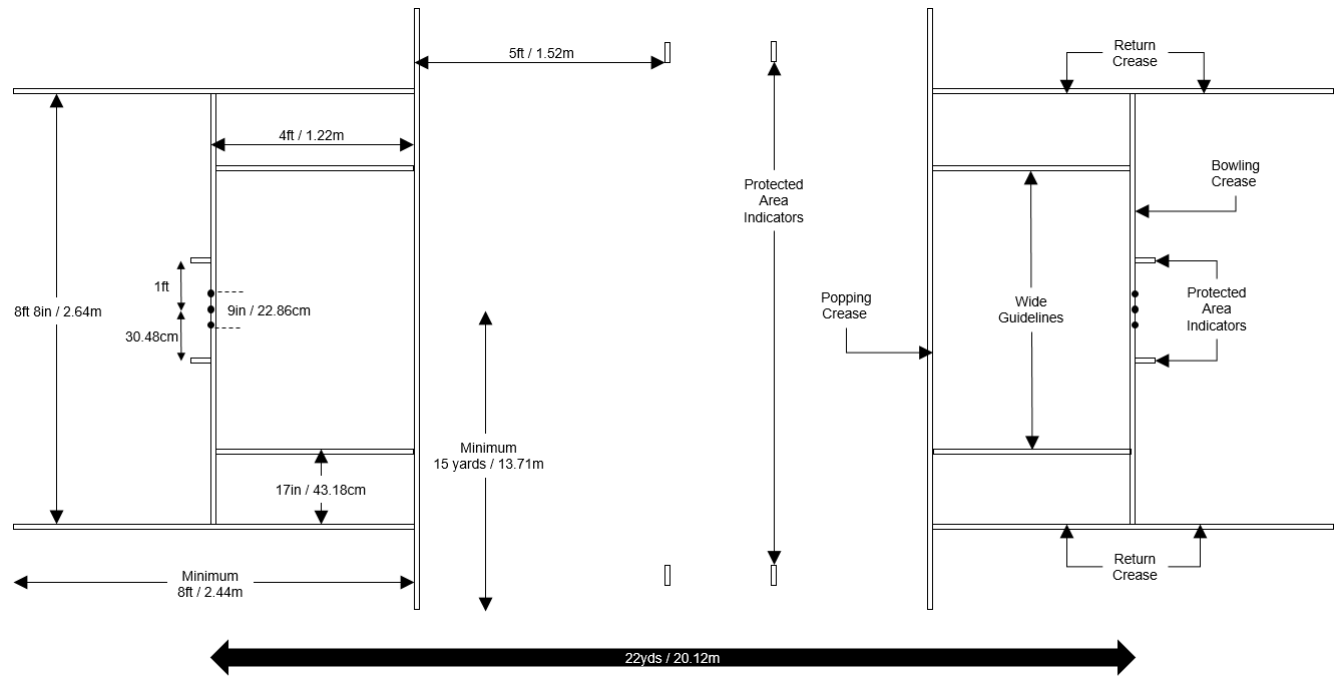
Law 41.7 now applies in full

LAW 42 – PLAYER'S CONDUCT

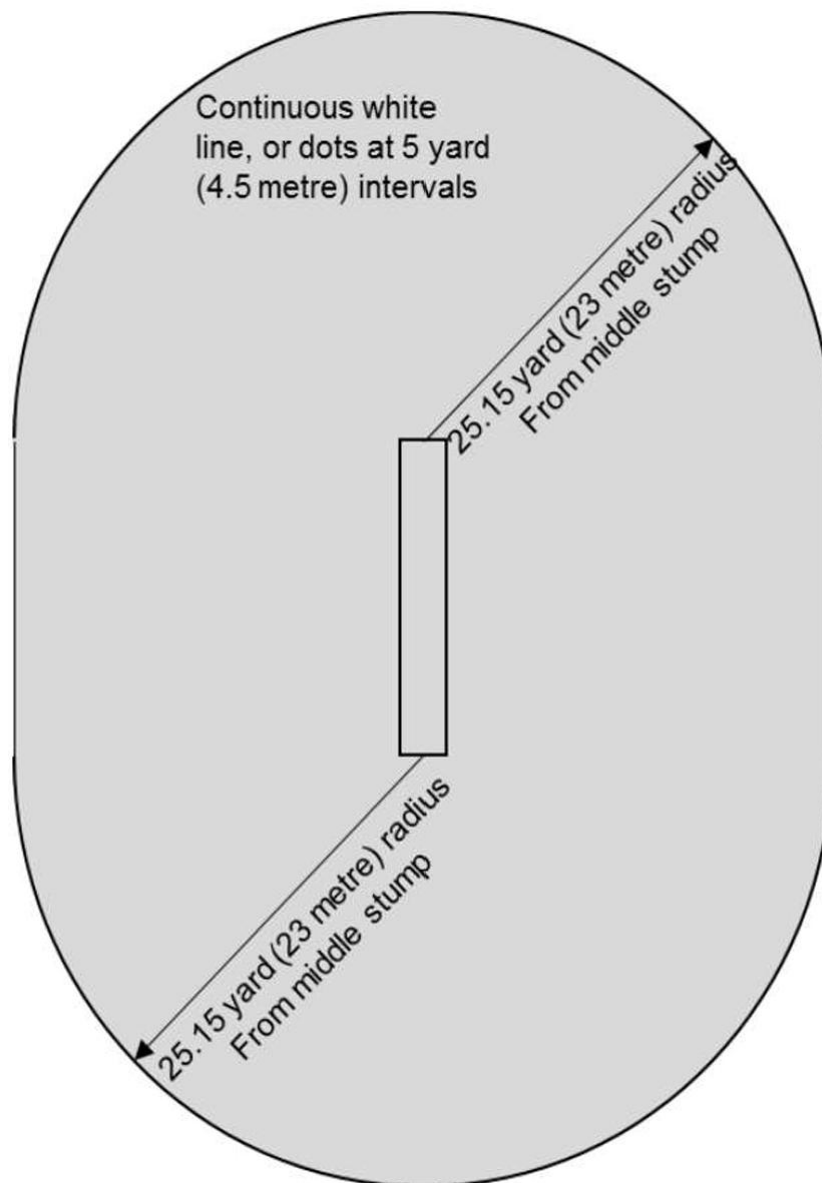
Law 42 shall apply

APPENDICES TO THE PLAYING CONDITIONS

APPENDIX 1 – Pitch and Crease Markings



APPENDIX 2 – Restriction on the placement of fielders



APPENDIX 3 – PROCEDURE FOR THE SUPER OVER

The following procedure will apply should the provision for a Super Over be adopted the final only.

1. Subject to weather conditions the Super Over will take place on the scheduled day of the match at a time determined by the umpire's. In normal circumstances it shall commence a maximum of 10 minutes after the conclusion of the match.
2. If it becomes clear that due to ground, weather or light being determined unreasonable or dangerous for play by the umpire's the Super Over shall be abandoned and a replay will be arranged by the NW Cricket Operations Committee.
3. The Super Over will take place on the match pitch, unless otherwise determined by the umpire's in consultation with the home club.
4. The umpires shall stand at the same end as that in which they finished the match.
5. In each 'innings' of the Super Over, the fielding side shall choose which end they wish to bowl from.
6. Only players having played in the original match may take part as batter, bowler or wicketkeeper in the Super Over. Should any player be unable to continue to participate in the Super Over due to injury, illness or other wholly acceptable reasons, the relevant Laws and Playing Conditions shall apply as they would in the main match.
7. Any penalty time (see Law 2.5 (c)) being served in the main match shall be carried forward to the Super Over.
8. Each team's over is played with the same fielding restrictions as would apply for the last over of a standard NW T20 match.
9. The team batting second in the main match shall bat first in the Super Over
10. The fielding captain or his nominee shall select the ball he wishes to bowl with during the Super Over. The umpire's shall inspect the ball and will have final say whether the ball shall be approved for use. The ball may be that used in the main match but must NOT be a new ball.
11. The loss of two wickets in the over ends the team's one over innings.
12. In the event of the two team's having the same score after the Super Over has been completed, then a further Super Over shall take place, there shall be no restriction as to who can bat or bowl, subject to 6 above, the team batting second in the 1st Super Over shall bat first in the 2nd Super Over.
13. Should the scores remain tied in any Super Over the teams shall alternate batting and fielding on each occasion.