



PLAYING CONDITIONS

ANNEXURE A:

FEMALE COMMUNITY CRICKET T20 (LIMITED OVERS) COMPETITION
PLAYING CONDITIONS

17 September 2019

Revision 2

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DEFINITIONS AND INTERPRETATION

In these Playing Conditions:

- (a) These playing conditions are to be read together with the PSWL General Rules for Perth Scorchers Women's League
- (b) "General Rules" means the "PSWL General Rules for Perth Scorchers Women's League".
- (c) Terms also defined in the General Rules will have the same meaning as in the General Rules.
- (d) "T20 Match" means a match played in one day, with one innings per side and a maximum of 20 overs in each innings, in accordance with these Playing Conditions.
- (e) The Laws of Cricket will apply to PSWL T20 Matches except as altered by these Playing Conditions.
- (f) A reference to a Law or to the Laws of Cricket is a reference to the Laws of Cricket as defined in the General Rules.
- (g) A footnoted reference to or summary of one or more Laws of Cricket is for the assistance of the Players and Umpires only, and at all times reference should be made to the text of the Laws of Cricket.
- (h) All references to "Governing Body" within the Laws of Cricket shall be replaced by "PSWL".
- (i) "Fielding Restriction Area" is the area defined in playing condition **Error! Reference source not found.**

PART A – SETTING UP THE GAME

1. THE PLAYERS

Law 1 shall apply, subject to the following:

- 1.1 All Players in the match must be qualified to play under the General Rules.
- 1.2 Teams consist of 11 players, but there is a minimum of 7 players required to take the field to commence play.
- 1.3 Only 9 players shall be allowed to field at any one time during an innings.
- 1.4 All 11 players shall be allowed to bat during an innings.
- 1.5 All 11 players are allowed to bowl during an innings.
- 1.6 The colours and design of the clothing shall be uniform for all members of the same team and approved by the Competitions Manager as per the General Rules.
- 1.7 Players must wear approved cricket clothing specified in the General Rules.

2. THE UMPIRES

Law 2 shall apply, subject to the following:

- 2.1 Law 2.1 is modified as follows: The Competitions Manager shall appoint all umpires. The umpires shall be present at the ground at least 30 minutes before the scheduled start of play.
- 2.2 Law 2.2 is modified as follows: The captains cannot authorise the replacement umpire to stand at the bowler's end.
- 2.3 Law 2.3 is modified as follows: The tea interval cannot be altered and is to be taken between innings.

3. THE SCORERS

Law 3 shall apply, subject to the following:

- 3.1 Law 3.1 is modified as follows: At least one person from each team not involved in the match should be appointed scorer for the match.
- 3.2 Clubs must comply with the PSWL policies and guidelines published from time to time regarding the keeping of scorebooks and the use of electronic scoring software.
- 3.3 In the event of a dispute about the score at the conclusion of the match, the books or electronic score data should be delivered to the Competitions Manager within 2 days of the match to resolve the matter and confirm match points.

4. THE BALL

Law 4 shall apply, subject to the following:

- 4.1 Approved balls for T20 Matches are as per clause 5.6.2 of the General Rules.

- 4.2 Law 4.2.2 shall be replaced by the following: During play umpires shall periodically and irregularly inspect the condition of the ball and shall retain possession of it at the fall of a wicket, a drinks interval, or any other disruption in play.
- 4.3 Law 4.5 shall apply with the following appendage: In the event of a ball becoming wet and soggy as a result of play continuing during inclement weather or it being affected by dew, and in the opinion of the umpires the ball becomes unfit for play, the ball shall be replaced with a ball that has had a similar amount of wear. Either bowler or batsmen may raise the matter with the umpires and the umpires' decision as to a replacement or otherwise will be final.

5. THE BAT

Law 5 shall apply.

6. THE PITCH

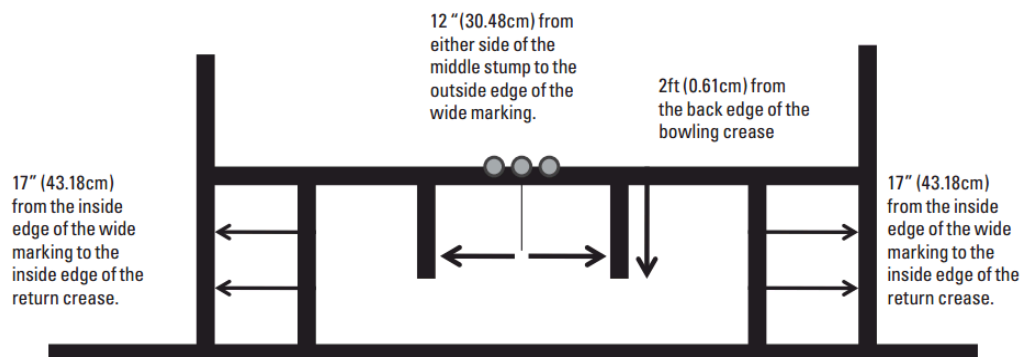
Law 6 shall apply, subject to the following:

- 6.1 Law 6.1.1 shall be replaced by the following: The pitch is a rectangular area of the ground 20.1m in length and 3.05m in width. It is bounded at either end by the cowling creases and on either side by imaginary lines, one each side of the imaginary line joining the centres of the two middle stumps, each parallel to it and 1.52m from it.
- 6.2 Matches shall be played on such grounds as arranged by the Competitions Manager in accordance with the General Rules.

7. THE CREASES

Law 7 shall apply, subject to the following:

- 7.1 Law 7.3 (the popping crease) shall apply, except that the reference to "a minimum of 6 ft" shall be replaced by "a minimum of 13.71 metres (15 yards)".
- 7.2 For additional crease markings, the following shall apply in addition to Law 7: As a guideline to the umpires for the calling of Wides, the crease markings detailed below shall be marked in white at each end of the pitch.



8. THE WICKETS

Law 8 shall apply, subject to the following:

8.1 Law 8.4 (Junior cricket) shall not apply.

9. PREPARATION AND MAINTENANCE OF THE PLAYING AREA

Law 9 shall apply.

10. COVERING THE PITCH

Law 10 shall not apply.

11. INTERVALS

Law 11 shall apply, subject to the following:

- 11.1 If the innings of the team batting first is completed before the scheduled time for the interval, the interval shall take place immediately and the innings of the team batting second will commence correspondingly earlier.
- 11.2 The interval between innings will be 10 minutes.
- 11.3 The provisions of Law 11.8 (Intervals for drinks) apply except that under conditions of extreme heat the umpires may permit extra intervals for drinks. Drinks breaks may be taken by agreement of the captains (or in the case of the batting side, the batsmen at the wicket), but each drinks break shall not exceed 4 minutes.
- 11.4 Laws 11.2.2, 11.3, 11.5, 11.6 and 11.7 shall not apply.
- 11.5 Law 11.9 shall apply but for only the purpose of the drinks break. Any other intervals shall not be altered.

12. START OF PLAY; CESSATION OF PLAY

Law 12 shall apply, subject to the following:

- 12.1 There will be two sessions of 75 minutes, separated by an interval as defined by playing condition 11.2 between innings.
- 12.2 Laws 12.6, 12.7 and 12.8 do not apply.
- 12.3 Laws 12.9, 12.10 and 12.11 shall apply in so far as they are relevant to a one innings limited overs type match.

PART B: INNINGS AND RESULT

13. INNINGS

Law 13 shall apply, subject to the following:

- 13.1 Law 13.1 shall be replaced by the following: All matches shall consist of one innings per side, each innings being limited to a maximum of 20 overs.

- 13.2 Law 13.2 (Alternate innings) shall not apply.
- 13.3 Laws 13.3.3 (Declaration), 13.3.4 (Forfeit) and 13.3.5 (Prescribed time) shall not apply.
- 13.4 Law 13.4 shall be replaced with the following: the captains shall toss for the choice of innings on the field of play in the presence of one or both umpires not earlier than 45 minutes, nor later than 15 minutes, before the scheduled or any rescheduled time for the match to start. Law 13.5 shall apply (notification of decision to bat or bowl).
- 13.5 Uninterrupted matches:
- (a) Each team shall bat for 20 overs Regardless if a result is achieved. A team shall not be permitted to declare its innings closed.
 - (b) If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first innings, play shall continue until the required number of overs has been bowled. The team batting second shall receive its full quota of 20 overs irrespective of the number of overs it bowled in the scheduled time for the cessation of the first innings.
 - (c) If the team batting first is dismissed in less than 20 overs, the team batting second shall be entitled to bat for 20 overs.
 - (d) If the team fielding second fails to bowl 20 overs by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result is achieved.
- 13.6 Delayed or Interrupted Matches
- (a) Delay or interruption to innings of team batting first
 - (i) When playing time has been lost the revised number of overs to be bowled in the match shall be based on the rate of 15 overs per hour in the total remaining time available for play.
 - (ii) The revision of the number of overs should ensure, whenever possible, that both teams have the opportunity of batting for the same number of overs. The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs. To constitute a match, a minimum of 5 overs have to be bowled to the side batting second.
 - (iii) A fixed time will be specified for the commencement of the interval, and also the close of play for the match, by applying the over rate per hour as defined in (i) above. When calculating the length of playing time available for the match (otherwise known as Remaining Playing Time), or the length of innings, the timing and duration of all relative delays, extensions in playing hours, interruptions in play, and intervals, excluding those for drinks, will be taken into consideration. This calculation must not cause the match to finish earlier than the original time for cessation of play. If required, the original time shall be extended to allow for one extra over per team.
 - (iv) Remaining Playing Time does not include the time of the interval as calculated per playing condition 11.2.

- (v) If the team fielding first fails to bowl the revised number of overs by the specified time for the interval, play shall continue until the required number of overs have been bowled or the innings is completed.
 - (vi) Should calculations regarding numbers of overs result in a fraction of an over, the fraction shall be ignored.
 - (vii) The umpires shall calculate all details when an interruption or delay occurs to the first innings of the match by using the calculation sheet in Appendix 1.
- (b) Delay or interruption to innings of team batting second
- (i) When playing time has been lost and, as a result, it is not possible for the team batting second to have the opportunity of receiving its allocated, or revised allocation of overs in the playing time available, the number of overs shall be reduced at a rate of 15 overs per hour in respect of the lost playing time. Should the calculations result in a fraction of an over the fraction shall be ignored.
 - (ii) In addition, should the innings of the team batting first have been completed prior to the scheduled, or re-scheduled time for the commencement of the interval, then the Remaining Playing Time shall take into account the time by which the second innings started early.
 - (iii) To constitute a match, a minimum of 5 overs have to be bowled to the team batting second subject to a result not being achieved earlier.
 - (iv) The team batting second shall not bat for a greater number of overs than the first team unless the former completed its innings in less than its allocated overs.
 - (v) A fixed time will be specified for the close of play by applying a rate of 16 overs per hour. The timing and duration of all relative delays, extensions in playing hours and interruptions in play, will be taken into consideration in specifying this time.
 - (vi) If the team fielding second fails to bowl the revised overs by the scheduled or re-scheduled close of play, the hours of play shall be extended until the overs have been bowled or a result achieved.
- 13.7 No bowler shall bowl more than 4 overs in an innings. In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed. Where the total overs is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance. Bowlers shall also be allowed to complete the remaining deliveries in any incomplete over.
- 13.8 In the event of a bowler breaking down or being suspended and being unable to complete an over, the remaining balls will be allowed by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.
- 13.9 The umpire shall record the total number of overs bowled and the number of overs bowled by each bowler.

14. THE FOLLOW-ON

Law 14 shall not apply.

15. DECLARATION AND FORFEITURE

Law 15 shall not apply.

16. THE RESULT

Law 16 shall apply, subject to the following:

- 16.1 Law 16.1 and 16.4 (agreement under Law 13.1.2) shall not apply.
- 16.2 If a match cannot be commenced within 30 minutes of the original scheduled start time it shall be abandoned and declared a Draw.
- 16.3 Law 16.2 shall apply in addition to the following:
- (a) A result can be achieved only if both sides have had the opportunity of batting for at least 5 overs, unless one side has been all out in less than 5 overs or unless the team batting second scores enough runs to win in less than 5 overs.
 - (b) All matches in which both teams have not had an opportunity of batting for a minimum of 5 overs, shall be declared a Draw.
- 16.4 Law 16.5.1 shall apply in addition to the following:
- (a) In matches in which both sides have had the opportunity of batting for the agreed number of overs, the side scoring the higher number of runs shall be the winner.
- 16.5 For the purpose of the ladder and ranking for Finals, teams may be awarded points for each of the following outcomes:

Result	Result points	Total Points
Win	4	4
Loss	0	0
Draw (abandonment) / Tie	2	2

PART C: THE OVER, SCORING RUNS, DEAD BALL AND EXTRAS

17. THE OVER

Law 17 shall apply subject to the following:

- 17.1 The bowlers shall bowl from a pre-selected end which shall not change for the duration of play.
- 17.2 The number of overs bowled shall abide by the following:

- o 7 player team – 3 players x 4 overs, 2 players x 3 overs, 2 players x 1 over (WK). Batting retirement 20 balls.
- o 8 player team – 6 players x 3 overs, 2 players x 1 overs (WK). Batting retirement 20 balls
- o 9 player team – 4 players x 3 overs, 3 players x 2 overs, 2 players x 1 overs (WK), Batting retirement 20 balls.
- o 10 player team – 10 players x 2 overs (WK). Batting retirement 20 balls.
- o 11 player team – 9 players x 2 overs, 2 players x 1 over (WK). Batting retirement 20 balls.

18. SCORING RUNS

Law 18 shall apply.

19. BOUNDARIES

Law 19 shall apply subject to the following:

- 19.1 Law 19.1.1 shall be modified by the following: The boundary shall be marked to a minimum of 40 metres, to a maximum of 45 metres from the centre of the pitch.

20. DEAD BALL

Law 20 shall apply.

21. NO BALL

Law 21.15 (Penalty for a No Ball) shall be amended by adding the following:

- 21.1 No Balls are to be re-bowled up to a maximum of eight (8) balls per over.

22. WIDE BALL

Law 22 shall apply with the following addition to Law 22.1:

- 22.1 Wides are to be re-bowled up to a maximum of eight (8) balls per over.
- 22.2 To assist with the adjudication of off side wides, lines shall be drawn from the popping crease to the bowling crease, parallel with the return crease, measured 17 inches (43.18cm) from the return crease on both sides of the wicket, hereby referred to as “Off Side Wide Lines”.
- (a) A delivery passing the striker on the off side outside the Off Side Wide Line shall be a Wide provided he/she maintains a normal batting position and has not brought the ball within reach. If, in the opinion of the umpire, the striker has brought the ball within reach, the Off Side Wide Line shall be disregarded, and the umpire shall apply a general interpretation consistent with the normal operation of Law 22.
 - (b) A delivery on the leg side is to be called a Wide if it passes outside the intersection of the batting crease and the line 17 inches (43.18 cm) from the inside edge of the return crease on the leg side of the striker.
- 22.3 A delivery is not to be called a wide if:
- (a) Law 22.4 applies;

- (b) The delivery passes to the leg side of the striker's stumps between the stumps and the striker's body;
- (c) The ball makes contact with the striker's bat or person;
- (d) The striker is attempting to play, or has aborted an attempt to play, a reverse sweep or switch hit. In this scenario only a delivery passing the striker outside the Off Side Wide Line on the leg side shall be a Wide.

23. BYE AND LEG BYE

Law 23 shall apply.

PART D: FIELDERS AND SUBSTITUTES, BATSMAN AND RUNNERS, PRACTICE ON THE FIELD, WICKET KEEPER

24. FIELDER'S ABSENCE; SUBSTITUTES

Law 24 shall apply, subject to the following:

- 24.1 Should a team have too many players on the field, the fielding team will be penalised 5 runs for every occasion which this occurs.

25. BATSMAN'S INNINGS; RUNNERS

Law 25 shall apply, subject to the following:

- 25.1 Law 25.4 shall be apply in addition to the following: A batsman must retire upon facing 20 balls (including extras) in the innings. The batsman may return to bat again once all other players have batted.
- 25.2 Retired batters may return to bat in the original batting order and face another 20 balls until they are either dismissed or retire again. There is no limit to how many times a retired batter may return to batting unless they are dismissed.
- 25.3 All batting and bowling rotations shall change week-to-week to grant all players equal opportunity to bat and bowl.

26. PRACTICE ON THE FIELD

Law 26 shall apply.

27. THE WICKET-KEEPER

Law 27 shall apply, in addition to the following:

27.1 Two players are to be wicketkeeper in the innings for 10 overs each. In the event that the wicketkeeper must retire due to illness or injury, a replacement wicketkeeper may come in to complete the remaining overs for that wicketkeeper.

28. THE FIELDER

Law 28 shall apply.

PART E: APPEALS AND DISMISSALS

29. THE WICKET IS DOWN

Law 29 shall apply.

30. BATSMAN OUT OF HIS/HER GROUND

Law 30 shall apply.

31. APPEALS

Law 31 shall apply.

32. BOWLED

Law 32 shall apply.

33. CAUGHT

Law 33 shall apply.

34. HIT THE BALL TWICE

Law 34 shall apply.

35. HIT WICKET

Law 35 shall apply.

36. LEG BEFORE WICKET

Law 36 shall apply.

37. OBSTRUCTING THE FIELD

Law 37 shall apply.

38. RUN OUT

Law 38 shall apply.

39. STUMPED

Law 39 shall apply.

40. TIMED OUT

Law 40 shall apply.

PART F: UNFAIR PLAY

41. UNFAIR PLAY

Law 41 shall apply.

42. PLAYERS' CONDUCT

Law 42 shall apply.

APPENDIX 1 – SUPER OVER

- A. During the regular playing season, super overs will not be played should a tie occur. Super overs will only be required in the event of a tie during a finals match.
- B. The Super Over shall commence 10 minutes after the cessation of the match, at the same ground. The interval between innings shall be 5 minutes.
- C. 30 minutes of extra time (taken from the start of the Super Over) is allocated to complete the Super Over. Should play be delayed prior to or during the Super Over, once the playing time lost exceeds the 30 minutes, the Super Over shall be abandoned.
- D. The Super Over will take place on the pitch allocated for the match.
- E. The umpires shall stand at the same end as they stood during the match.
- F. In both innings of the Super Over, the fielding side shall choose which end to bowl from. Once the opening batting pair enters the field of play they are not permitted to be changed. Similarly, once a determination is made by the bowling side as to which end they will bowl from and the opening batters take their respective positions at each end of the pitch, they are not permitted to change ends. For clarity, this playing condition is designed to ensure that the fielding side may determine its bowling strategies based on which batters are opening, and then the batters can choose ends based on the bowling strategies.
- G. Only the starting 11 players for each team may participate 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 Laws and Playing Conditions of the main match shall apply.
- H. Each team's over is played with the same fielding restrictions as apply for the last over in the match.
- I. The team batting second in the match will bat first in the Super Over.
- J. The same ball used at the end of each team's innings in the match, or a similar ball if that ball is unsuitable for any reason, shall be used for its innings in the Super Over.
- K. Each team shall bat for one over unless all out earlier.
- L. In the event of the teams having the same score after the Super Over has been completed, if the original match was a tie under the Duckworth/Lewis method, playing condition N below immediately applies. Otherwise, the team whose batters hit the most number of boundaries combined from its two innings in both the main match and the Super Over shall be the winner.
- M. If the number of boundaries hit by both teams is equal the team whose batters scored more boundaries during its innings in the main match (ignoring the Super Over) shall be the winner.
- N. If still equal, a count-back from the final ball of the Super Over shall be conducted. The team with the higher scoring delivery shall be the winner. If a team loses all wickets during its over, then any un-bowled deliveries will be counted as dot balls. Note that for this purpose, the runs scored from a delivery is defined as the total team runs scored since the completion of the previous legitimate ball, i.e. including any runs resulting from a Wide ball, a No ball or penalty runs.

Example

In this example both teams scored an equal number of runs from the 6th and 5th balls of their Super Over. However, Team 1 scored two runs from its 4th ball while Team 2 scored one run, so Team 1 is in the winner.

Runs scored from:	Team 1	Team 2
Ball 6	1	1
Ball 5	4	4
Ball 4	2	1
Ball 3	6	2
Ball 2	0	1
Ball 1	2	6

- O. If, for reasons of ground, weather and light, a Super Over cannot commence within 30 minutes of the cessation time of the main match then the team that hit the most number of boundaries (fours and sixes) in the match shall be declared the winner. If the result is still a Tie the match will be determined by a coin toss, except in the Grand Final where joint winners will be declared.

SPIRIT OF CRICKET

Cricket owes much of its appeal and enjoyment to the fact that it should be played not only according to the Laws, but also within the Spirit of Cricket.

The major responsibility for ensuring fair play rests with the captains, but extends to all players, umpires and, especially in junior cricket, teachers, coaches and parents.

Respect is central to the Spirit of Cricket:

- Respect your captain, team-mates, opponents and the authority of the umpires.
- Play hard and play fair.
- Accept the umpire's decision.
- Create a positive atmosphere by your own conduct and encourage others to do likewise.
- Show self-discipline, even when things go against you.
- Congratulate the opposition on their successes and enjoy those of your own team.
- Thank the officials and your opposition at the end of the match, whatever the result.

Cricket is an exciting game that encourages leadership, friendship and teamwork, which brings together people from different nationalities, cultures and religions, especially when played within the Spirit of Cricket.

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