

Playing conditions for
Women's Cricket Tournament Divi II- 30 Overs matches

1. Laws of Cricket

Except as varied in these conditions the laws of cricket (2000 Code 2nd Edition – 2010) shall apply in all matches.

2. Hours of Play and Intervals

10.30 am to 12.35 pm	First Innings
12.35 pm to 1.10 pm	Lunch
1.10 pm to 3.15 pm	Second Innings

3. Intervals for drinks

One drinks break will be allowed per session. This will be taken after 15 overs. Drinks intervals will be limited to 5 minutes and the umpire must enforce this.

4. Length of innings

4.1 In an uninterrupted match:

- a) Each team shall bat for 30 (six-ball) overs, unless all the players are out earlier.
- b) In the possible event of the team fielding first failing to bowl 30 overs by 12.35 pm the fielding side must complete the 30 overs but will only receive the number of overs that they bowled within the time limit.
- c) In the event of a team fielding second failing to bowl 30 overs by 3.15 pm play will continue until the required number of overs are bowled or a result is achieved.
- d) However, the team fielding second with slow over rates will be penalized at the rate of 10 runs per over.

4.2 In matches where play is delayed or interrupted:

- a) The object should always be to rearrange the number of overs so that both teams have the opportunity of batting for the same number of overs (minimum 12 overs each team)
- b) The calculation of the number of overs to be bowled shall be based on an average rate of 4 minutes per over in the total time remaining for play inclusive of extra time provided.
- c) If the number of overs of the team batting first is reduced, a fixed time will be specified for the completion of its innings, as calculated by applying the provisions clause 4.2 (a) and (b). In the possible event of the team fielding first failing to bowl the revised number of overs by the revised time the principle set out in clause 4.1 (b) will apply.
- d) If owing to suspension of play during the innings of the team batting second, it is possible for the team to have the opportunity of batting for the same number of overs calculated as in clause 4.2 (b)
- e) The team batting second shall not bat for a greater number of overs than the first team unless the latter has been all out in less than the agreed number of overs.
- f) In the event of the team fielding second failing to bowl (if necessary) the required number of overs by 3.15 pm the hours of play may be extended until the required number of overs has been bowled or a result achieved.
- g) In the event of any interruption of play due to weather, light or any unavoidable circumstances the playing time shall be extended up to two hours.

5. Number of Overs per Bowler

- a) In a 30 overs match, no bowler shall bowl more than 6 overs in an innings.
- b) In a match where the start is delayed and the innings of both teams is restricted from the start to less than 30 overs, no bowler shall bowl more than one fifth of the total overs allowed. (except that where the total number of overs is not divisible by five) An additional over shall be allowed to the minimum number of bowlers necessary to make up the balance e.g. in a 23 over match, three bowlers may bowl a maximum of 5 overs and 2 bowlers will bowl 4 overs. In the event of a bowler being unable to complete an over for any reason, another bowler will bowl the remaining balls. Such part of an over will count as a full over for so far as each bowlers limit is concerned.

6. Calling of Wides

Umpires are instructed to apply a very strict consistent interpretation in regard to this law in order to prevent negative bowling wide of the wicket or over the batsman's shoulder.

Umpires should adopt the following criteria as a guide:

- a) If the ball when delivered passes beyond two feet of on side of leg stump or 3 feet of off side of off stump then the umpire should call and signal wide.
- b) If the ball passes or would have passed above the head height of the striker standing in a normal batting stance at the upright position at the crease the umpire should call and signal 'No ball'

Refer to the ICC diagrams for further clarifications.

Note

The above provisions do not apply if the striker makes contact with the ball or if it passes below shoulder height between the striker and the wicket.

7. Boundaries

The boundary shall be a minimum of 55 yards. Distances shall be measured from the centre of the pitch to be used.

8. Restriction of field placements

- a) There shall be not more than 5 fielders on the on side at the instant of delivery throughout the match and not more than two behind the popping crease on the on side.
- b) In the event of an infringement, the square leg umpire shall call and signal 'No Ball'
- c)

9. Law 14 – Declaration

Law 14 will not apply in this connection. The Captain of the batting team may not declare their innings closed at any time during the course of a match.

10. Time wasting

Umpires should take into account any deliberate slowing down of the tempo by either batting or fielding team, which could be a disadvantage to the opposition.

11. Helmets

Protective helmets, when not in use by members of the fielding side shall only be placed, above the surface, on the ground behind the wicketkeeper in line with the stumps. In the event of the ball striking the helmet whilst (ball is in play) in this position, whether played or not, five penalty runs shall be awarded as laid down in Law 41.1 and note (a)

12. Law 38 – Run Out

Law 38 will apply

13. The Result

Points

Preliminary matches

In a competition with three or more teams the Home Board will institute a points system as follows:

Win	4
Tie or no result.....	2
Loss.....	0

In the event of teams finishing on equal points, the right to play in the final matches or series will be determined as follows:

- The team with the most number of wins.
- If still equal, the team with the most number of wins over the other team(s) who are equal on points and have the same number of wins.
- If still equal, the team with the highest net run rate.

In a match declared as no result, run rate is not applicable.

Net Run Rate

A team's net run rate is calculated by deducting from the average runs per over scored by that team throughout the competition, the average runs per over scored against that team throughout the competition.

In the event of a team being all out in less than its full quota of overs, the calculation of its net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.

- a) A result can be achieved only if both teams have batted for at least 12 overs unless one team has been all out in less than 12 overs or the team batting second wins in less than 12 overs.
- b) In matches in which both teams have had the opportunity of 30 overs each in an uninterrupted match or a lesser number of overs in an interrupted match, the team scoring the higher number of runs shall be the winners.
- c) In the event of a TIE in knockout matches the following will apply:
 - i) The team having a better run rate
 - ii) If that is equal, the team losing least wickets will be the winner
 - iii) If the winner cannot be decided after implementing the above the winner will be decided by the spin of the coin in the presence of both umpires.
- d) Unfinished or Restricted Matches
 - i) If a match remains unfinished, the winner will be the team which has scored the faster runs per over throughout the innings, provided at least 12 overs have been bowled at the team batting second. In the event of the team batting first being all out in less than its full quota of overs to which it would have been entitled, the average run rate will be calculated on the full quota of overs and not on the number of overs within which it was dismissed. If the scoring rate is the same, the team losing the lesser numbers of wickets in the first 12 overs of each innings will be the winners.
 - ii) If due to suspension of play, the number of overs in the innings of the team batting second has to be revised to a lesser number (12 overs minimum) than that allotted to the team batting first, their target score, which they must exceed to win the match, shall be calculated by multiplying the revised number of overs by the average runs per over scored by the team batting first. .

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