

## **ATCA WOMENS TWENTY/20 PLAYING CONDITIONS**

Except as varied hereunder, the Laws of Cricket (2017 Code) shall apply.

For the purposes of these Playing Conditions all references under the Laws of Cricket to 'Governing Body' shall be replaced with the Executive Officer.

### **1. Duration of Match**

All matches will consist of one innings per side. Each innings limited to a maximum of 20 overs unless dismissed prior. The game is considered completed once a result is achieved. A 20 minute interval break will be taken at the change of innings

### **2. Hours of Play (Unless otherwise advised)**

First Session	1.00pm – 2.20pm
Interval	2.20pm – 2.40pm
Second Session	2.40pm – 4.00pm

### **3. The Players**

- (a) It is recommended all players will be aged 15 and above as of the 1<sup>st</sup> September of the current season.
- (b) Play shall not commence unless at least seven (7) members of each team are present.  
If a team does not have at least seven (7) members present within thirty (30) minutes of the time scheduled for the commencement of play, that team shall be deemed to have forfeited the match.
- (c) A team may consist of nine (9) or ten (10) named players. Nine (9) fielders only may be on the field of play at any one time. Interchange of fielders without restrictions is permitted and there shall be no requirement for a bowler to be on the field for a certain length of time following an absence.
- (d) Only nine (9) players shall be permitted to bat in any innings. The captain is not required to nominate the player who will not bat in advance, and may make such decision at any time.

### **4. Nomination of Players - Team Sheets**

In all matches played, team sheets must be completed and the following procedures followed:

- (a) Each captain, before the toss for innings, must hand to the other captain a completed and signed team sheet unambiguously naming the nine (9) or ten (10) players in the team.
- (b) Each captain, on receiving the completed team sheet of the other team, must sign it and pass it to the umpires officiating in the match.

### **5. Oval and Pitch Markings**

As with normal one day games the oval is to have the 30 yard circle clearly marked and pitch guide lines marked 75cm from the outside of the stumps to gauge offside wide deliveries.

### **6. Balls**

The approved ball is the Kookaburra (2 piece) Pink Jaffer 142 grams. Clubs are to provide their own.

### **7. Field Restrictions**

Between overs 1-6 only two players are permitted outside the inner circle. Between overs 7-12, three players are permitted outside the inner circle. For overs 13 to 20 a maximum of five players are permitted to be outside the inner circle.

### **8. Time Restrictions**

- (a) Each innings is to be a maximum of 80 minutes. If a team fails to bowl the allotted overs in this time allowed they shall be penalized 6 runs per over not bowled by the scheduled close of innings. The overs must be completed with the time taken off the interval or play overtime.
- (b) The umpire can deduct 6 runs from the batting teams score if they believe the batsmen are deliberately wasting time. It is the batsman's job to be ready to face as soon as the bowler is ready.
- (c) After the fall of a wicket the incoming batsman has 90 seconds to be ready to face the next delivery. If the batsman is not ready she can be timed out by the umpire.

### **9. No Balls**

- (a) If a bowler bowls a front foot no ball (penalty = 1 run) the batsmen will have a "free hit" on the next delivery. 'The "free hit" ball bowled must be a legitimate delivery, if not, it must be re-bowled. The "free hit" delivery is subject to standard no ball dismissal rules. The free hit is to be taken by the batsman on strike when the ball is to be bowled. The fielding team is not permitted to make any changes to their field settings for the "free hit" delivery. That is, the field setting for the "free hit" delivery must be the same as the field setting for the previous delivery in which the front foot no ball occurred. Exception: The field may be changed to accommodate the switch between left-hand/right-hand batsmen but the number of players inside/outside 30 yard circle must not change in such circumstances.
- (b) Short pitched balls travelling above the head of a batsman standing upright in the crease will be called a no ball. Penalty = 1 runs plus ball re bowled

### **10. Wide Balls**

- (a) Umpires are instructed to apply consistent interpretation to this law in order to prevent negative bowling, wide of the wicket. Any leg side delivery which in the opinion of the umpire does not give the batsman a reasonable opportunity to score shall be called wide. As a guide, on the leg side a ball pitching clearly outside the leg stump going further away should be called wide unless;

- i. The ball passes between the striker and the stumps.
- ii. The striker moves toward the off side and, in the umpire's opinion, the ball would have made contact with the striker in a normal batting position.
- iii. The striker is attempting to play, or has attempted to play, a reverse sweep or switch hit. In this scenario a delivery passing the striker outside the off side wide line on the leg side shall be a wide.

The above provisions do not apply if the striker makes contact with the ball.

- (b) A delivery passing the striker on the offside outside the off side wide line shall be a wide provided 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 shall be disregarded.
- (c) Any delivery that passes the striker outside the return crease shall be a wide regardless of whether she has brought the ball within reach.

#### **11. Over Limitations**

- (a) No bowler may bowl more than four (4) overs, however 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 (1/5) 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 (5), an additional over shall be allowed to the minimum number of bowlers necessary to make up the balance.
- (b) When an interruption occurs mid-over and on resumption the bowler has exceeded the new maximum allocation, she will be allowed to finish the uncompleted over.
- (c) In the event of a bowler breaking down and being unable 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.
- (d) No bowler may bowl more than eight (8) balls in one (1) over (maximum number of fair or unfair deliveries is eight (8)).
- (e) **In the final over of each innings the bowler must complete six (6) legal deliveries.**

#### **12. Tied Game**

- (a) In the event of tied game during the minor round the premiership points will be shared.
- (b) The winner of a tied game during the "finals" of the competition will be determined, firstly on the least number of wickets lost. Only in the event of wickets lost being equal will a bowl off be used to decide the win result.
- (c) In the event of a "bowl off" each team is to select 3 bowlers. These 3 bowlers are to take alternate turns in bowling 1 delivery at the stumps. The team that hits the stumps the most will be declared the winner. If teams are equal after the 6 deliveries then the "bowl off" will continue by teams taking alternate turns in bowling a delivery until a winner is determined. The same rotation of bowlers will be used. Each team is to have equal number of deliveries.
- (d) Fielding restrictions - only 2 players are permitted to be outside the inner circle

#### **13. Heat Policy**

The Executive Officer shall have the power to cancel play in all games on any match day that at 9.00am the forecasted temperature for Adelaide is recorded as 38 degrees or more.

#### **14. Player Registration**

- (a) All players playing in the T20 competition are required to be registered with the ATCA in accordance with Bylaw C2. The registration process must be completed no later than the Tuesday following the match.
- (b) Players may not transfer between clubs during the competition

#### **15. Final Qualification**

For the purposes of this Bylaw No player (s) are qualified to play in finals, unless they have played at least four (4) matches in the minor round.

#### **16. Dress**

Standard ATCA dress code to apply. Any new club uniform must first be approved by the ATCA.

#### **17. Inclement Weather**

- (a) In the event of a match starting late due to ground, weather or light conditions the number of overs in each innings shall be reduced on the basis of one over each 4 minutes of lost time.
- (b) The match shall not commence unless the umpires consider that there is sufficient time remaining for each team to receive 10 overs.
- (c) If, owing to either the suspension of play or interruptions to play results in the team batting second not receiving the same number of overs as the team batting first the match shall be decided on the scores at that point provided a minimum of 5 overs have been received by the team batting second.

#### **18. Drawn Game**

A fully or partially drawn game during the "finals" of the competition will be completed at the earliest convenience to be determined by the association. If a suitable replay can't be arranged a final decision is at the associations discretion based on minor round placings, percentage

#### **19. Coaches Accreditation**

All coaches must at least a Level 1 accreditation

**20. Net Run Rate** – to determine final division standings A teams net run rate is calculated by deducting from the average runs per over scored by that team during the competition, the average runs per over scored against that team during 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.

**21. Finals**

The four (4) highest ranked teams, at the completion of the minor round shall contest the semi- finals as set out hereunder with the two (2) winners to play off to decide the Premiership.

Semi Finals	1 <sup>st</sup> Grade 1	v	4 <sup>th</sup> Grade 1
	2 <sup>nd</sup> Grade 1	v	3 <sup>rd</sup> Grade 1