

# NORTHERN CRICKET UNION

## WOMEN'S LEAGUE AND CUP REGULATIONS

### (A) ADMINISTRATIVE REGULATIONS APPLYING TO ALL COMPETITIONS

**A1.** All matches shall be played in accordance with the Laws of Cricket, except as varied by Competition Regulations.

**A2.** All Competitions shall be administered by the Domestic Cricket Development Directorate ("the Directorate"), which may delegate to the Competition Secretary such powers in relation thereto as it deems appropriate.

#### Competition Entries

**A3.** Application from affiliated clubs for entry to women's competitions for the following season shall be made, in writing, to the General Secretary not later than 31<sup>st</sup> October each year.

#### Responsibility of Captains

**A4.** It is the responsibility of the captain of every team to be thoroughly familiar with the Laws of Cricket and the Regulations governing the competition in which the team is playing, and to ensure that the team complies fully with them at all times.

### REGISTRATION AND ELIGIBILITY OF PLAYERS

#### Registration

**A5.** Each club that wishes to participate in women's competitions shall include all its female playing members, including school pupils, in the registration list submitted each year in accordance with Competition Rule A6.

**A6.** A club wishing to register any player who did not play cricket under the auspices of the Union in the previous season and who has, within the past three years:

- played regular women's first XI club cricket (other than under the auspices of the Union) or
- played women's representative cricket at Under 19 level or higher

shall also submit a Supplementary Information Form giving full details of the player's performances in competitive cricket over the past three years.'

**A7.** Clubs are solely and entirely responsible for the accuracy of the information supplied in support of an application for the registration of a player.

#### Starring

**A8.** On the list of registered players, a club with two women's teams shall star the best five players normally selected for the 1<sup>st</sup> XI.

**A9.** Should a club subsequently wish to register additional players, or to alter its starring list, it shall apply in writing to the General Secretary.

**A10.** Details of the player it wishes to de-star and of the player it wishes to star in her place, with the reason for the request and details of their performances over the previous three matches in competitions organised by the Union, shall be given on the form provided. Such alterations shall be subject to scrutiny by the Directorate.

**A11.** A player may transfer clubs during the season only with the approval of the Directorate. No transfer shall be approved after 31<sup>st</sup> July.

**A12.** The list of registered players and the starrings in effect on 31<sup>st</sup> August shall remain in force until replaced by a new list for the following season.

### **Scrutiny**

**A13.** All registrations and starrings shall be scrutinised by the Registrations Committee, which, if it believes a player to be of cricketing ability so much in excess of the standard generally obtaining in the competitions for which registration is sought, as to make her participation unfair to other players and teams participating therein shall either require her to be starred for a higher team or restrict her registration to open rather than women's competitions.

**A14.** In determining whether or not a player's cricketing ability is appropriate to particular competitions, the Registrations Committee shall take account of any general guidance given to it by the Directorate.

**A15.** Where the Registrations Committee becomes aware that a player's registration has been approved on the basis of inaccurate or incomplete information, it may rescind the registration with retrospective effect. Where a registration is so rescinded, the club shall be regarded as having fielded an ineligible player in any match in which the player concerned had played since her registration was originally approved.

**A16.** The Registrations Committee may delegate such powers as it deems appropriate to the General Secretary or an Honorary Officer. After 1<sup>st</sup> June, any power of the Registrations Committee may be exercised by the Directorate.

### **Eligibility**

**A17.** No player may play for a club until her registration for the current season has been accepted by the Registrations Committee, or for a team more junior than that for which she is starred.

**A18.** Even if subsequently de-starred, no player shall play in a cup competition more junior than that entered by the team for which she was starred on 31<sup>st</sup> May.

**A19.** No player who has participated in international cricket, or played in two or more senior inter-provincials within the previous twelve months, may play for a team other than the 1<sup>st</sup> XI without the approval of the Registrations Committee.

**A20.** No player may play for more than one club in cup competitions in any season.

**A21.** No player currently registered for a club in another Union affiliated to the Irish Cricket Union may be registered without the prior approval of the Registrations Committee. No player transferring from such a club may be registered without that club's prior written approval.

**A22.** No player joining a club, having previously been registered by another club, may play for her new club until she has satisfied the General Secretary that she has met all financial and/or contractual obligations (apart from those arising from a contract of employment) to her previous club.

**A23.** Any dispute between the clubs and/or between a club and the player arising from the interpretation of A28 shall be adjudicated upon by a suitably qualified and independent third party appointed by the Union, whose decision shall be finding and binding upon all parties to such dispute. The costs of such adjudication shall be borne equally by the parties unless the adjudicator otherwise directs.

**A24.** A player shall normally be registered for only one club in the Union at any time

**A25.** If an ineligible player plays or acts as a substitute in any match, her club shall be deemed to have lost the match. In addition it shall be fined by the Registrations Committee.

### **Fixtures**

**A26.** The Directorate shall determine the teams that play in each competition and fix dates for the matches in each competition for the following season.

**A27.** Every match shall be played on or before the date published on the Union's website, but any team wishing to play a match before that date shall first obtain the approval of the Honorary Competition Secretary.

**A28.** Any team failing to fulfil a fixture, except for a reason beyond its control, shall be deemed to have lost the match. In addition, it shall be fined and be liable for any expenses necessarily incurred by its opponents prior to their being notified that the fixture would not be fulfilled. In such circumstances, any more junior team from the same club shall be deemed to have lost any match played on the same day.

### **Run Rate**

**A29.** (a) A team's run rate shall be the average number of runs per over scored by the team.

(b) Where a team is all out in less than its full quota of overs, its run rate shall be based on the full quota of overs available to it when its innings ended and not on the number of overs in which the team was dismissed.

(c) A team's net run rate shall be the average number of runs per over scored by the team, less the average number of runs per over scored by its opponents, in completed matches throughout the competition.

## **(B) MATCH REGULATIONS APPLYING TO CUP AND LEAGUE COMPETITIONS**

### **Ground Unplayable**

**B1.** Should a ground be unfit for play owing to rain or other unavoidable cause, the home team shall inform the visiting team and, where umpires have been appointed, the Umpires' Appointments Secretary. This notification shall be made no earlier than 24 hours or later than two hours before play is due to start.

**B2.** Where umpires have been appointed, such a decision not to play may be taken in advance of the due starting time only if both teams agree.

### **Ball**

- B3.** (a) Quartered pink 5oz (women's) balls shall be used in all matches.  
(b) A new ball shall be provided for each innings.  
(c) Each team shall have available an adequate supply of spare balls.

### **Clothing**

- B4.** (a) Teams may play in white or coloured clothing.  
(b) Each team's attire should be uniform and if possible identify their club.

### **Pitch**

- B5.** (a) Matches shall normally be played on turf pitches.  
(b) Where it is impossible to do so safely, a non-turf pitch may be used.  
(c) Teams should be aware of this possibility and bring footwear suitable for either.

### **Boundaries**

- B6.** (a) A continuous white line or a rope shall mark the boundary on all grounds.  
(b) Where the overall size of the ground permits, the distance to the boundary shall at no point be less than 50 yards or more than 60 yards, measured from the middle of the pitch.  
(c) The boundary marking shall, wherever possible, be a minimum of three yards from any hard fixed object outside the boundary.

### **Fielding Restrictions**

- B7.** (a) Two semi-circles shall be marked 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 by two parallel straight lines marked on the field. The areas shall be marked by continuous painted white lines or 'dots' at five-yard intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring seven inches in diameter. These discs shall not be fixed to the ground by means of a nail/pin or any other dangerous sharp object.  
(b) At the instant of delivery a minimum of four fielders (plus the bowler and wicket-keeper) shall be within this area.  
(c) In the event of an infringement, the striker's end umpire shall call and signal 'No ball'.  
(d) Apart from the wicket-keeper, no fielder (whether or not wearing a head protector) shall field closer than eight yards from the middle stump, except behind the wicket on the off side, until the striker has played the ball. Should a fielder come within the restricted area while

the ball is in play, the umpires shall stop play immediately and direct the fielder to move outside the area.

### **Powerplays– Challenge Cup and Premier League Only**

**B8.** (a) For the first six overs of each innings, there shall be a minimum of seven fielders (plus the bowler and wicket-keeper) within the fielding ‘circle’ defined above at the instant of delivery.

(b) For the remainder of the innings, there shall be a minimum of four fielders (plus the bowler and wicket-keeper) within this area.

(c) Where the available number of overs for both teams is reduced, the number of overs specified at (a) above shall be reduced in accordance with the table below:

Total overs in innings	Number of overs Powerplay
5 - 8	2
9 - 11	3
12 - 14	4
15 - 18	5
19	6

(d) Where the number of overs of the team batting second is further reduced, the aim shall be to maintain the fielding restrictions for the same proportion of the second innings as in the first innings.

(e) In the event of an infringement of these restrictions, the striker’s end umpire shall call and signal ‘No ball’.

### **Scoreboard**

**B9.** (a) The number of completed overs and/or the number remaining to be bowled shall be shown on the scoreboard and updated at the end of each over.

(b) The number of overs bowled by each bowler shall be displayed clearly and kept up to date.

### **Umpires**

**B10.** (a) Official umpires shall be appointed to all matches in the Challenge Cup and Premier League.

(b) In the Challenge Plate and Division 1, each team shall supply its own umpire, who should if possible be the team coach, and the umpires may offer verbal support and advice to the players during the match.

### **Team Size**

**B11.** Teams shall comprise eleven players except that, in the Challenge Plate and Division 1 only, teams may agree in advance to play with eight players each. In such circumstances the team’s innings shall end with the fall of the seventh wicket and the batting side shall supply three substitute fielders throughout their innings.

### **Hours of Play and Intervals**

**B12.** (a) Play may start at any time agreed by both teams. The default day/time to play Premier League fixtures will be on a Tuesday evening at 6pm.

- (b) Premier League home captains must contact the Umpires' Appointments Secretary at least 48 hours in advance to confirm the date and time of their upcoming fixture.
- (c) There shall be a 15-minute interval between innings.
- (d) There shall be no drinks intervals.

### **Duration of Innings**

- B13.** (a) All matches shall be of one innings a side. The maximum length of each innings shall be 20 overs. In Division 1 and the Challenge Plate, teams may agree in advance to reduce the maximum length of each innings to 16 overs.
- (b) Law 15 shall not apply. No innings may be declared closed.
  - (c) Where the first innings of a match is delayed or interrupted by ground or weather conditions, the number of overs available to each side shall be reduced by one for each full eight minutes of playing time lost after the scheduled starting time. From the end of the first innings, a further deduction of one over shall be made for each full four minutes of playing time lost. The number of overs shall not be reduced below five overs per side.

### **Number of Overs per Bowler**

- B14.** (a) No bowler may bowl more than four overs. If a bowler breaks down during an over, the over shall be completed by another bowler and the fractional overs shall count against each bowler's allowance.
- (b) 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 recalculated number of overs (unless the bowler had already done so before the interruption).
  - (c) Where the total number of overs is not divisible by five, one additional over shall be allowed to the maximum number per bowler as necessary to make up the balance.
  - (d) Where an interruption occurs in mid-over, and on resumption the bowler has exceeded the new maximum allowance, she shall nevertheless be allowed to complete the unfinished over.

### **Free Hit – Challenge Cup and Premier League Only**

- B15.** (a) In addition to the penalty prescribed by Law 21, the delivery following a No ball shall be a free hit for whichever batter is facing it.
- (b) If this delivery is not a legitimate delivery (ie it is any kind of No ball or a Wide ball), then the next delivery shall become a free hit for whichever batter is facing it.
  - (c) Off any free hit delivery, the striker can be dismissed only under the circumstances that apply for a No ball (even where the free hit delivery is called 'Wide ball').
  - (d) Field changes are not permitted for free hit deliveries unless there is a change of striker (where they are permitted because of a change of striker, any other fielding restrictions in place shall continue to apply). However, in all circumstances, any fielder within 15 yards of the striker may retreat to a position on the same line no more than 15 yards from the striker. Where field changes that are not permitted take place, either umpire shall call and signal 'Dead ball'.
  - (e) The umpires shall signal a free hit (after the normal No ball signal) by extending one arm straight upwards and moving it in a circular motion.

### **Wide Balls – Premier League and Challenge Cup**

- B16.** (a) Umpires shall apply a strict and consistent interpretation of Law 22 in judging wides, based on the following guidance:

- leg side – to be a wide the ball should have passed more than 12 inches beyond the outside of the striker’s pads when taking her normal guard;
  - off side – to be a wide the ball should have passed outside the line marking parallel to the return crease shown in Appendix 1.
- (b) This guidance shall be interpreted having regard to the striker’s reach and any movement by the striker towards or away from the line of the ball subsequent to taking guard.

### **Wide Balls & No Balls – Division 1 and Challenge Plate Only**

- B17.** (a) Umpires shall agree a flexible approach to the calling of Wide balls, using their discretion, having regard to the fundamental principle that a fair delivery must be capable of being hit with the bat by means of a normal cricket stroke and the indicative guidance in Regulation B16 above. The aim should be to prevent deliberate negative bowling rather than over-penalise inexperienced bowlers for lack of control.
- (b) The penalty for a Wide ball shall be two runs (other than in the last scheduled over of an innings, where it shall be one run).
- (c) The penalty for a No ball shall be two runs (other than in the last scheduled over of an innings, where it shall be one run), which shall be additional to any other runs scored off the delivery.
- (d) Other than in the last scheduled over of an innings, only the first two Wide balls or No Balls in an over shall result in extra deliveries (ie there shall be a maximum of eight fair and unfair deliveries in any over). In the last scheduled over of an innings, any delivery called ‘Wide ball’ or ‘No ball’ will result in an extra delivery.

### **Short-pitched Bowling**

- B18.** Law 41.6 shall apply to all competitions. In addition, in the specified competitions only:
- (a) Regardless of how wide of the striker a delivery is, there shall in any over be, in the Women’s Premier League and Challenge Cup, no more than one delivery that, after pitching, passes, or would have passed clearly over shoulder height of the striker standing upright at the popping crease.
- (b) The umpire shall make it clear to the bowler (and any bowler called upon to complete an over) and the batters at the wicket when a delivery within the above limits has been bowled. It is unfair for the relevant limit to be exceeded and the umpire shall call and signal ‘No ball’ on each such occasion and shall carry out the other parts of the procedures in Law 41.6.3 (final warning) where the limit has been exceeded for the first time or 41.6.4 (suspension from bowling) where it has been exceeded for a second time.
- (c) In addition, a ball passing above head height of the striker standing upright at the popping crease that prevents him or her from being able to hit it with the bat by means of a normal cricket stroke, and is not being called ‘No ball’ under the above provisions, shall be called and signalled ‘Wide ball’. Any such delivery shall count as one of the allowable short-pitched deliveries in that over.

### **Mandatory Retirement – Division 1 and Challenge Plate only**

- B19.** (a) Any batter whose score reaches or passes 30 shall retire immediately and may return only on the dismissal or retirement (under this Regulation or because of illness, injury or any other unavoidable cause) of the last batter.
- (b) Retired batters shall return in their retirement.
- (c) A batter who retires under this Regulation shall be recorded as ‘Retired – not out’.

## **Result Reports**

**B20.** After each match, whether or not play has taken place, the winning team (the home team where no result has been obtained) shall within two days of the completion or abandonment of the match, send complete details of the match to the Competition Secretary.

## **Protests and Appeals**

**B21.** Protests regarding cup fixtures shall be submitted to the General Secretary within seven days of the completion of the match, a copy being sent to the Match Secretary of the opposing team.

## **(C) MATCH REGULATIONS APPLYING ONLY TO CUP COMPETITIONS**

**C1.** The first team drawn in each match shall have choice of ground, except that the Directorate shall decide the venues of finals. Where the home team's ground is unavailable for any reason, and the visiting team is able to host the match on its ground, the venue shall be switched accordingly.

### **Rearrangement**

**C2.** A match postponed owing to rain or other unavoidable cause shall be played on or before the published reserve date, but any team wishing to play the match before that date shall first obtain the approval of the Competition Secretary.

### **The Result**

**C3.** Where both teams have had the opportunity of batting for the same number of overs:

- (a) the team scoring the greater number of runs shall be the winner;
- (b) where the scores are equal, the winner shall be determined by the playing of one or two Super Overs;
- (c) where (b) applies and it is not possible to play a Super Over, or both Super Overs are tied, the winner shall be the team losing fewer wickets in the main match;
- (d) where (c) applies and the number of wickets lost is equal, the result shall be determined by a Bowl-Out.

**C4.** Where the numbers of overs available to the two teams have been different, a par score shall be set for the number of overs available to the team batting second using run rate and:

- (a) the team batting second shall be the winner if it exceeds the par score;
- (b) where the team batting second fails to reach the par score, the team batting first shall be the winner;
- (c) where the team batting second equals the par score (where the latter is a whole number), the result shall be decided by one or two Super Overs;
- (d) where (c) applies and it is not possible to play a Super Over, or both Super Overs are ties, the result shall be determined by a Bowl-Out.

**C5.** Where both teams do not have the opportunity of batting for five overs, the match shall be rearranged in accordance with Regulation C2. Where the rearranged match fails to produce a result, it shall be decided by a Bowl-Out.

### **Super Over**

**C6.** Where the regulations provide for the use of one or two Super Overs, the following procedure shall apply:

- (a) Subject to weather conditions, the Super Over shall take place at a time to be determined by the umpires. In normal circumstances it shall start 10 minutes after the end of the main match.
- (b) The Super Over shall take place on the pitch allocated for the main match unless otherwise determined by the umpires in consultation with the ground authority.
- (c) The umpires shall stand at the same ends as at the end of the main match.
- (d) In both innings of the Super Over, the fielding side shall choose from which end to bowl.
- (e) Only players nominated for the main match may participate in the Super Over. Should any player (including the batters and bowler) be unable to continue to participate in the Super

Over due to injury, illness or other wholly acceptable reason, the relevant Laws relating to replacement players and substitutes shall apply.

(f) Any penalty time being served in the main match shall be carried forward to the Super Over.

(g) Each team's Super Over shall be played with the same fielding restrictions as applied to the final over of the main match.

(h) The team batting second in the main match shall bat first in the Super Over.

(i) The same ball (or a ball of a similar age if the original ball is out of shape or lost) as used at the end of the team's innings in the main match shall be used for the Super Over.

(j) The loss of two wickets in the Super Over ends the team's one-over innings.

(k) The team with the greater score after the Super Over shall win the match.

(l) If both teams have the same score at the end of the Super Over, and providing that the umpires are satisfied that conditions allow, a second Super Over shall be played.

(m) In normal circumstances the second Super Over shall start 5 minutes after the previous Super Over ends.

(n) The team batting second in the first Super Over shall bat first in the second Super Over.

(o) All other playing conditions shall be the same as for the first Super Over.

### **Bowl-Out**

**C7.** Where the regulations provide for the use of a Bowl-Out, the following procedures shall apply:

(a) Five members of each team shall each bowl one overarm delivery at an unguarded wicket. Players from each team shall alternate. The team that puts down the wicket the greater number of times shall be the winner.

(b) If the teams are level after each designated member has bowled, a sudden-death play-off shall take place, with the same bowlers from each team alternating in their original order until a winner has emerged.

(c) Each team shall use its own ball; if the ball becomes wet it may be changed, subject to the umpires' approval.

(d) A No ball or Wide ball shall count as a ball bowled but shall in no circumstances be regarded as having put down the wicket.

## **(D) MATCH REGULATIONS APPLYING ONLY TO LEAGUE COMPETITIONS**

### **Rearrangement**

**D1.** A match postponed owing to rain or other unavoidable cause shall be played within 21 days of the initial date but prior to the scheduled date of the following round. The home team shall notify the Competition Secretary of the date agreed for the rearrangement within seven days of the initial date.

### **The Result**

**D2.** Where both teams have had the opportunity of batting for the same number of overs:  
(a) the team that scores the greater number of runs shall be the winner;  
(b) if the scores are equal, the match shall be a tie.

**D3.** Where the numbers of overs available to the two teams have been different, a target score shall be set for the number of overs available to the team batting second using run rate and:

- (a) the team batting second shall be the winner if it reaches the target score;
- (b) if the team batting second fails to reach the target score by more than one run, the team batting first shall be the winner;
- (c) if the team batting second fails to reach the target score by one run, the result shall be a tie.

**D4.** Where both teams do not have the opportunity of batting for five overs, the match shall be deemed a 'No Result'.

### **Points**

- D5.** (a) Win – 4 points, Tie – 2 points, Loss or No Result – 0 Points  
(b) The team with the greatest number of points at the end of the competition shall be the league winner.  
(c) Where more than one team tie on the greatest number of points, the team with the greater net run-rate shall be the winner.  
(d) Where the teams are still tied, the title shall be shared.