

# WOMEN'S PREMIER TWENTY20 COMPETITION

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All Women's Premier Twenty20 competition matches shall be played in accordance with:

- (a) The playing conditions specified in this section;
- (b) The Auckland Cricket general playing conditions;
- (c) The conditions specified in Laws of Cricket (2017 Code) of the Marylebone Cricket Club,

and to the extent that there is a conflict between those conditions, the conditions shall be applied in the order of priority set out above to the intent that the playing conditions in subparagraph (a) will be of the highest priority and the Laws of Cricket in subparagraph (c) will be of the least priority.

In addition, all players, clubs and umpires shall comply with the bylaws of the ACA in force from time to time.

## 1. THE COMPETITION

- 1.1 Each team will play each of the other teams, at least once, in two separate competitions which are the Prichard Cup and the Pearl Dawson Trophy. Competition formats are subject to change and shall be notified to each club prior to the commencement of the competition.
- 1.2 **Overall Premier Championship:** Each team will be awarded points equivalent to the reverse order of their finishing place in each competition. The overall champion will be the team with the highest points.

**Matches shall be played in accordance with the rules for Premier Women's Grade Limited Overs cricket with the following exceptions:**

## 2. HOURS OF PLAY

### 2.1 Morning Games

First Innings: 11:00am – 12:20pm  
Interval: 12:20pm – 12:30pm  
Second Innings: 12:30pm – 1:50pm

### 2.2 Afternoon Games

First Innings: 3:00pm – 4:20pm  
Interval: 4:20pm – 4:30pm  
Second Innings: 4:30pm – 5:50pm

### 2.3 December 16 & January 13 games

First Innings: 2:00pm – 3:20pm  
Interval: 3:20pm – 3:30pm  
Second Innings: 3:30pm – 4:50pm

- 2.4 **Closing Time:** The closing time for each match shall be; 2:20 pm for 'Morning' games, 6:20pm for 'Afternoon' games and 6.00pm for games as per 2.3, provided that a minimum of 5 overs per team can be completed. If a minimum of 5 overs per team cannot be completed, the match shall be declared abandoned.

## 3. NUMBER OF OVERS

- 3.1 Each team shall bat for one innings which shall consist of a maximum of 20 overs.

## 4. TIMED OUT (LAW 40)

- 4.1 Law 40 shall apply except that the incoming batsman must be in position to take guard or for her partner to be ready to receive the next ball within one minute & thirty seconds of the fall of

the previous wicket. The incoming batsman is expected to be ready to make her way to the pitch immediately after a wicket falls.

## 5. OVER RATE PENALTIES

5.1 The following over rate penalties shall apply;

- (a) Teams are expected to be in position to bowl the first ball of the last of their 20 overs within one hour & twenty minutes playing time. In the event of a team failing to do so, the full quota of overs will be completed, and the batting side will be credited with six runs for every whole over that has not been bowled. This will apply to both innings of the match. If the team batting second is credited runs in this way and this consequently takes their score past that of the team batting first then the match shall be deemed to be won by the team batting second. All penalties in this regard will be imposed immediately the ball first becomes dead after the scheduled or re-scheduled cessation time for play.
- (b) If the innings is terminated before the scheduled or re-scheduled "cut off" time, no over rate penalty shall apply. If the innings is interrupted, the over rate penalty will apply based on the re-scheduled cessation time for that innings.
- (c) The Umpires will inform the fielding Captain of any time allowances as and when they arise. In addition, in all reduced over matches, the fielding team will be given one over leeway.
- (d) Over rate penalties apply only to innings of ten overs or more duration. Umpires shall apply the Penalty Run Laws for time wasting especially strictly. This is the only penalty for slow over rates in innings of less than ten overs.

## 6. THE RESULT (LAW 16)

6.1 **No result:** If play has been abandoned in a match and less than 5 overs have been faced by the team batting second, an 'abandoned match' shall be declared and competition points shared.

6.2 **Tied matches:** If a match ends with both sides tied on the same number of runs scored (irrespective of the number of wickets lost), the following form of a "Bowl Out" contest shall apply to achieve a result:

Five players, from each side (selected from the players nominated for the match) will bowl, over-arm, two deliveries each at a set of wickets (conforming to Law 8) from another set of wickets pitched at a distance of 22 yards with, if practicable, bowling, popping and return creases (conforming to Law 7).

The first bowler from Team A will bowl two deliveries, then the first bowler from Team B will bowl two deliveries, and then the second bowler from Team A will bowl two deliveries and so on. The side which puts the wicket down by bowling the ball (as defined in Law 29.1.1.1) the most times shall be the winner. If the scores are equal, the same players will bowl one ball each alternately to achieve a result on a "sudden death" basis. If circumstances make the contest impossible, the match shall be decided by the toss of a coin.

The same suitably acceptable ball (not a new one) will be used by both teams. If this ball becomes wet, it may be changed subject to the Umpires' approval. If a bowler bowls a 'no-ball' it will count as one of his two deliveries but will not count towards the score of the team. Each side will appoint a wicket-keeper to stand behind the wicket but out of reach of the wicket.

## 7. BOWLING RESTRICTIONS

7.1 **Number of overs per bowler:** No bowler shall bowl more than four overs in an innings. In the event of a delayed or interrupted match where the overs are reduced for both teams, or the

team bowling second, the number of overs per bowler shall be reduced so that no bowler shall bowl more than one-fifth of the overs.

## **8. NO BALL (LAW 21)**

- 8.1 A bowler shall be allowed to bowl one short pitched delivery per over. A short pitched delivery is defined as a delivery that passes or would have passed above the shoulder height of the striker standing upright at the crease.  
In the event of the bowler bowling more than one short pitched delivery in an over, the umpire shall call and signal No-ball and invoke the procedures of cautioning as described in clause 6.2 of section: General Playing Conditions.
- 8.2 The delivery following all modes of no-ball shall be a 'free hit' for whichever batsman is facing it. If the delivery of 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 batsman is facing it. For any 'free hit' delivery, 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 a wide ball. Field changes are not permitted for 'free hit' deliveries unless there is a change of striker.

## **9. FIELDING RESTRICTIONS**

- 9.1 At the instant of delivery, there may not be more than 5 fieldsmen on the leg side.
- 9.2 In addition to the restriction in clause 9.1 above, 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 (hereinafter referred to as the Powerplay Overs) are set out in the following paragraphs.
- (a) Subject to 9.3 below these additional fielding restrictions shall apply to the first 6 overs of each innings (Powerplay overs).
  - (b) 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 25.15 yards (23 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field.
  - (c) During the Powerplay overs only two fieldsmen shall be permitted outside this fielding restriction area at the instant of delivery.
  - (d) During the non Powerplay overs, no more than 5 fieldsmen shall be permitted outside the fielding restriction area.
- 9.3 In circumstances when the number of overs of the batting team is reduced, the number of Powerplay overs 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 1<sup>st</sup> and 2<sup>nd</sup> innings of the match.

Total Overs in Innings	Number of overs for which restrictions apply
5-8	2
9-11	3
12-14	4
15-18	5
19-20	6

- (a) If an innings is interrupted during an over and if on the resumption of play, due to the reduced number of overs of the batting team, the required number of Powerplay overs have already been bowled, the remaining deliveries in the over to be completed shall not be subject to the fielding restrictions.
- 9.4 In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal 'No Ball'.