



**SOUTHERN CRICKET
ASSOCIATION**

SCA WOMEN'S COMEPTITION

PLAYING CONDITIONS

www.southerncricket.com.au

Part 12- SCA Women's Competition Playing Conditions.

(1) Summary of Rules

Hours of Play	- Matches are to be completed within 125mins. Each team is to receive 60mins of batting time, with a 5minute break in between innings'
Protective Equipment	- Helmet (including Wicket-Keeper when keeping up to stumps). - Pads, Gloves & Protector.
Ball	- Kookaburra Practice 142g (White)
Boundary	- 40-45 metres maximum. Boundary is measured from the batters' end stumps.
Team	- Seven (7) players per team (on field). Maximum nine (9) players allocated to a team (9 batters and bowlers)
Innings	- 20 overs per team.
Pitch	- The wicket shall be 18.0 metres in length (from wicket to wicket).

Batting	<ul style="list-style-type: none"> - Batters are to retire after 17 balls (based on 7 players in a team) - If there is an extra bowl to be bowled, the batter facing at the time will face the extra delivery (i.e 17 balls x 7 players = 119 balls) - All balls regardless of wides/no balls will be included in the batters' ball count - Batters are to swap ends following a dismissal. If there is a run out, the not out batter should face the next delivery.
Bowling	<ul style="list-style-type: none"> - Minimum of five (5) bowlers are to be used - Maximum of four (4) overs per bowler - Maximum six (6) balls per over (including No Balls & Wides) - In the interest of time, all overs are to be bowled from one end for the entire match
Fielding	<ul style="list-style-type: none"> - If more than 7 players are present at a match, teams should rotate extra players onto the field during the innings. - No fielders within 15 metres of batter or each other (except wicket keeper) to encourage singles and safety
Dismissals	<ul style="list-style-type: none"> - Unlimited dismissals. Each player will face the nominated number of balls each (ie 17 balls for 7 players in a team). - For each wicket lost, four (4) runs shall be added to the opposition at the end of the innings

(2) General Rules

- **Target Audience/Age** – The target audience for the competition is for those who are currently unable to participate in established women's and girls' competitions in Southern Tasmania (CTPL Women's and U/17 Girls & HJL U/14 Girls). We want to create a relaxed, flexible and social environment for players of all abilities and cricketing experience/background.
- Matches are to be completed within 125mins. Each team is to receive 60mins of batting time, with a 5minute break in between each innings
- **Number of Players** - Teams shall consist of seven (7) players on the field at one time, with nine (9) players' maximum to a team. If the team numbers are not even, coaches may mix players with the opposition to ensure an even contest, without exceeding seven (7) fielders on the ground at any one time (see page 4 for minimum players and impact).
- **Balls** - Kookaburra 142g Practice Ball (White) are to be used
- **Scoring and Entry of Match Results in MyCricket** – Teams have the option to either:
 - Score with the MyCricket Live Score App (Apple or Android) which is applicable to SCA Women's Rules and Regulations, with the match automatically uploaded to MyCricket when you enter an internet connection or;

- Use Cricket Tasmania supplied scoresheets and match results (and player scores) can be entered in MyCricket following the conclusion of the match
 - **Protective Equipment** - Batters and Wicket-Keepers are required to use full protective equipment including; helmets with full face protection, protectors, pads etc (thigh pads are optional). **The umpires shall not allow play to commence until both batters are wearing protective equipment.**
 - **Inclement Weather** - If conditions are inclement, umpires/coaches are to use their discretion to achieve an even/fair match.
- 2.1 The above rules apply to all matches unless both sides decide to play under normal T20 rules.

(3) Match

- Each innings shall consist of a maximum of 20 six-ball overs.
- A maximum of six (6) ball overs is to be applied. Note – bowlers **DO NOT** re-bowl wides and no balls.
- The wicket shall be **18 metres** in length (from wicket to wicket).
- Maximum length of the boundary shall be 40-45 metres maximum from the batters' end stumps
- The break between innings should be no more than five (5) minutes

(4) Scheduled Hours of Play

First Innings	60 minutes
Innings Break	5 minutes
Second Innings	60 minutes

(5) Batting Rules

- Batters are to retire after 17 balls, regardless of how many runs scored and times dismissed
- All balls (including of wides/no balls) will be included in the batter's ball count.
- Batters are to swap ends following a dismissal. If there is a run out, the not out batter should face the next delivery.

(6) Bowling Rules

- Minimum of five (5) bowlers are to be used.
- Maximum of four (4) overs per bowler
- Maximum of six (6) balls per over (including No Balls and Wides)
- In the interests of time, all overs are to be bowled from one end.

(7) Fielding

- **Wicket-Keepers must** wear a helmet when keeping within ten (10) metres from the batter.
- **Rotation of Fielders** is recommended to ensure all players experience all fielding positions.
- **Fielding Restrictions** – No fielders are to be within fifteen (15) metres of the batter (excluding the Wicket-Keeper and slip fielders).

(8) Dismissals

- Unlimited dismissals. Each player will face the nominated number of balls each (ie 17 balls for 7 players in a team).
- For each wicket lost, four (4) runs shall be added to the opposition at the end of the innings

(9) Umpiring & Scoring

- **Extras** - Wides and No-Balls are one (1) run plus runs scored off them (off the bat) and all extras shall be credited to the batter on strike.
- **LBW** - There is no LBW in the SCA Women's competition.
- **No Balls** - A ball pitching off the synthetic surface is a no-ball. Batters can hit this ball and fielders must not attempt to gather the ball prior to the batter attempting to hit it.
- Normal front foot no-ball rules apply after one warning. A ball passing on the full above waist height and short pitched deliveries passing above shoulder height shall be called no-ball.

(10) Minimum Players & Impact

- The optimum team size is 7 players; however, it is understood that teams often contain additional players in community setting to cater for kids being away, ill or with clashes in commitments
- Minimum 5 players per team required to play the game.
- Maximum 9 players allocated to a team (only 7 on field).
- **The number of players impact the players' opportunity in the game, for example;**
- 5 player team – 5 players bowl 4 overs; batting retirement 24 balls
- 6 player team – 2 players bowl 4 overs; 4 players bowl 3 overs, batting retirement 20 balls
- 7 player team – 3 players x 4 overs, 2 players x 3 overs, 2 players x 1 over (WK), batting retirement 17 balls.
- 8 player team - 6 players x 3 overs, 2 players x 1 overs (WK), batting retirement 15 balls
- 9 player team - 4 players x 3 overs, 3 players x 2 overs, 2 players x 1 overs (WK), batting retirement 13 balls

(11) Match Result

- The result will be determined by the team who scores the most runs.
- **Remember - For each wicket lost, four (4) runs shall be added to the opposition at the end of the innings.**
- For further information on how to enter Match Scores and Player Statistics on MyCricket, please contact your club's MyCricket Administrator or CT's Competition Officer Eamonn Doherty on 03 6282 0449.

(12) Ground Dimensions

