



ATCA WOMENS PLAYING CONDITIONS

Except as varied hereunder, the Laws of Cricket (2017 Code 3rd Edition - 2022) 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 or 30 overs (1st Grade only) 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)

1) 20 Over Match

First Session 1.00pm – 2.20pm

Interval 20 minutes

Second Session 2.40pm – 4.00pm

2) 30 Over Match

First Session 1.00pm – 3.00pm

Interval 20 minutes

Second Session 3.20pm – 5.20pm

- If both clubs agree the Executive Officer may schedule double headers for the with the start times to be confirmed.

3. The Players

(a) 1st Grade

- A team may consist of 11 players only.

2nd Grade

- A team may consist of nine (9) or ten (10) named players. Only nine (9) fielders 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.
- 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 (back of scorebook) must be completed and the following procedure followed:

- (a) Prior to tossing for the choice of innings both Captains shall exchange a completed and signed team-sheet unambiguously detailing the names, initials of all players in the team.
- (b) Both captains after exchanging the team sheets will pass them to the umpires who will then pass on to the respective scorers.

5. Oval and Pitch Markings

- (a) All 20 and 30 over games the oval must have the 30 yard (27.4 metres) circle clearly marked and pitch wide lines marked 75cm from the outside of the stumps to gauge offside wide deliveries.
- (b) Boundaries shall be approximately 45 to 50 meters measured from the middle stump at each end

6. Balls

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

7. Field Restrictions

For 20 over games between overs 1-6 only two players are permitted outside the inner circle. For overs 7 to 20 a maximum of five players are permitted to be outside the inner circle.

For 30 over games between overs 1-10 only two players are permitted outside the inner circle. For overs 11 to 30 a maximum of five players are permitted to be outside the inner circle.

8. No Balls (Only for Front 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

9. Wide Balls

- (a) Any leg side delivery which in the opinion of the umpire does not give the batter 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 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.
 - ii. The striker 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.
- (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.

10. Over Limitations

- (a) No bowler may bowl more than four (4) overs in a 20 over game or 6 overs in a 30 over game, 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 getting injured 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.**

11. 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.

12. 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.

13. Helmet Policy

- (a) It is strongly recommended all batters wear the recommended British Standard 7928:2013 compliant helmet at all times when batting, keeping up to the stumps and fielding close to the batter
- (b) Wearing a helmet is only a recommendation with the ultimate responsibility remaining with the player and the club
- (c) ANY PLAYER THAT IS AGED LESS THAN 18 YEARS MUST WEAR A COMPLIANT HELMET AT ALL TIMES WHEN BATTING, KEEPING UP TO THE STUMPS AND FIELDING CLOSE TO THE BATTER**

14. Player Registration

- (a) All players must to be registered with the ATCA in accordance with Bylaw C2.

15. Final Qualification

- (a) For the purposes of this Bylaw No player (s) are qualified to play in finals, unless they have played at least four (4) matches or at least 25% of matches played in the competition.

- (b) A player shall not be eligible to play in Finals if they have not met criteria (a), and cannot play unless at least 50% of the matches played, in which the player has participated, were in the lower teams or in the lower competition. Any SACA competition will be considered a higher competition
- (c) Where consecutive teams are competing in Semi-Finals any player selected in that team is free to play for that team in a subsequent Grand-Final, even if the consecutive team chain is broken, provided, they are qualified for that competition under criteria (a).
- (d) Should a player who plays in a higher team under section (c) and that side subsequently loses, that player shall not be allowed to return to a lower team unless otherwise previously qualified
- (e) Any player using the consecutive chain clause (to play in a semi-final), which is then broken, is entitled to use the semi-final match to qualify for the grand-final for that same team.
- (f) SACA clubs fielding teams in the ATCA competition will be able to use SACA 2nd Grade as part of the consecutive chain rule.

16. Dress

Standard ATCA dress code to apply. Any new club uniform must first be approved by the ATCA. **The wearing of short pants will not be allowed.**

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 result in a final decision made by the association based on minor round placings.

19. Forfeits

- (a) For the first forfeit a fine of \$50 will be applied, any further forfeits will see the club fined \$100.
- (b) Minus 1 point against the team forfeiting to be applied. Where club having more than one team in the competition it must be the lower team that's forfeits.

20. PlayHQ Requirements

- (a) Teams must be entered into PlayHQ prior to the start of the match
- (b) Live Scoring Session should not be started until both teams have confirmed Teams are correct in PlayHQ.
- (c) at the close of play check the scores in PlayCricket to make sure the data agrees to the Live Scoring systems
- (d) make sure Live Scoring is correctly finalised by either closing the game
- (e) Match results must be entered into PlayHQ by midnight on the Monday following the end of play.
- (f) Player statistics must be entered into PlayHQ by midnight on Tuesday following the completion of the match

21. 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.

22. 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 st Place	v	4 th Place
	2 nd Place	v	3 rd Place