



**Middlesex Women's Cricket**

**Esme Irwin League F40**

**Competition Rules & Regulations 2022**

1. **Title:** The competition is called the Esme Irwin F40 League
2. **Management:** These rules apply to the MWCL F40 competition only and all decisions made by MWCL are final
3. **Entry** in to the competition is open to all clubs and teams affiliated to Middlesex Cricket
4. **All matches** to be played on the club's main pitch
5. **Competition** structure is set by Middlesex Cricket
6. **Playing Conditions** All players, team officials, club supporters and umpires shall be bound by the MCC Spirit of Cricket and the ECB Code of Conduct and the Laws of Cricket

**A – ADMINISTRATION: Regulations applying to all clubs**

SUMMARY of ADMINISTRATIVE RESPONSIBILITIES

The Middlesex Womens Cricket League (MWCL) will be responsible for:

- (a) framing and issuing Rules
- (b) decisions on the interpretation of the Rules
- (c) appointing a Rules Arbitration Panel
- (d) dealing with all grievances (through the Rules Arbitration Panel where appropriate), all breaches of Rules and any other disciplinary matters
- (e) specifying dates and arrangements for entry to the Competition each year, including fees
- (f) arranging fixtures and uploading these on to Play cricket
- (g) calculating and compiling a record of points and rankings
- (h) decisions about promotion play offs with WCSL
- (i) ensuring an up-to-date record of Registered Players on Play Cricket
- (j) keeping an up-to-date record of names and addresses of club contacts
- (k) appointing an Administrative Organiser (Middlesex Cricket full time member of staff) to deal with the website / paperwork and ensure clubs have all relevant information.



Participating clubs will be responsible for:

- (a) submitting entries and fees by the due dates
- (b) submitting and updating details of Registered Players on Play Cricket
- (c) keeping MWCL informed of changes of club contacts
- (d) informing MWCL of any mutually agreed match rearrangements
- (e) booking grounds (this is expected to be clubs main pitch)
- (f) making all local arrangements for matches.
- (g) confirming details (including mobile phone numbers) with opponents
- (h) appointing home umpires and scorers (home and away)
- (i) ensuring that umpires for each match have a copy of the Playing Conditions
- (j) entering results on play-cricket.com by 9.30pm on the date of the match
- (k) home teams responsible for entering the full scorecard on Play Cricket within 48 hours of the match
- (l) away teams responsible for checking the scorecard on Play Cricket within 72 hours of the match

## **ADMINISTRATIVE REGULATIONS**

### **A1 Registered Players**

1. Only players registered by the club with MWCL on Play Cricket may play in Competition matches.
  - (a) Clubs will be asked to register their players on play-cricket, before the first match of the season.
  - (b) Additional registrations, A player must be registered on play-cricket no later than 24 hours before the first match in which she plays.
  - (c)
    - (i) A player may play only for the club for which she is originally registered and for no other MWCL club in the same season.
    - (ii) A player becomes an illegal player as soon as she plays for a MWCL club other than the one for which she was originally registered. This first MWCL club other than her original club, and any subsequent MWCL clubs, for which she plays, including her original one, will have 20 points deducted from its total for each occasion.



- (iii) An illegal player may apply to the Committee to have her illegal status revoked. The Committee may grant or refuse the request as it sees fit.
- (d) For those clubs with two or more teams entered, movement between teams must be restricted to genuine need. The Committee may, as it sees fit, impose penalties on any club found to have breached this restriction.

## **A2 Restricted Players**

1. In these Rules, an Overseas Player is one who is not qualified to play for England.
  1. A Restricted Player is
    - either a current England Elite or Academy Player who has not played for the proposed Club in the previous season or, in that case, not moved to within reasonable travelling distance of the Club. ‘Reasonable travelling distance’ will be interpreted with due regard to the problems of travel in London and the South-east
    - or an Overseas Player who has been a member, at any age group, or academy, of the National Squad of ANY OF THE TOP 8 ICC RANKED TEAMS , at any time between May 2020 and December 2021 inclusive.
  - (b) A Club may not register a Restricted Player in addition to any player registered with the Club as a Restricted Player in 2020 or in 2021 If the Club does not register any former Restricted Players from these years, it may register one Restricted Player in 2022
  - (c) Other Overseas Players, but not Restricted ones, may be registered. However, Clubs must obtain the consent of the Organising Committee to register more than one such player, or two for a club with two teams and no Restricted Overseas Player.
2. Players must be no younger than U13 age group. A younger player is only allowed to play with the express written consent of the Head of Women’s and Girls Cricket  
Any club that fields an ineligible player shall be penalised and the result of the match overturned in the favour of the opposition.

## **A3 Fixtures**

1. Fixtures arranged by MWCL will be advised to clubs in autumn of the preceding year posted on Play Cricket. When agreed by clubs, fixtures will be finalised and posted on Play cricket.
  - (a) Rearrangement of fixture schedules, either of the date of a match, or of which



is the Home club, is permitted as long as all matches are completed not less than 48 hours before the final Matchday The Administrative Organiser must be notified by both clubs as soon as the rearrangement is made and in any case before the match actually takes place. They must be satisfied that any rearrangement is acceptable to both clubs.

- (b) In addition to rearrangements prior to the scheduled date, No-result matches may be rearranged even if some play takes place. Rearrangement of matches in which one side defaulted is not permitted.

#### A4 Umpires and Scorers

- (a) MWCL will appoint a qualified panel umpire for each match
- (b) Each home club must appoint someone to umpire the match throughout. A succession of players from the batting side is not acceptable.
- (c) (i) The umpire should if at all possible have some level of qualification.  
(ii) The person appointed should be of as high a level of competence as the club can obtain and should be adequately competent to umpire.
- (d) Failure to appoint an home umpire will incur  
(i) 1<sup>st</sup> occasion – a warning  
(ii) 2<sup>nd</sup> occurrence – 1 point deduction  
(iii) 3<sup>rd</sup> occurrence – 3 point deduction  
(iv) any subsequent occurrence – 5 point deduction each time
- (e) Clubs must appoint an adequate scorer for the whole match. Appointed scorers need not be Qualified but any scorer must be capable of keeping an accurate record of play, and preferably score the match electronically *Play-Cricket Scorer* [app.] is the easiest way to digitally score and automatically uploads the scorecard to [play-cricket.com](http://play-cricket.com)
- (f) Failure to appoint a scorer will incur  
(i) 1<sup>st</sup> occasion – a warning  
(ii) 2<sup>nd</sup> occurrence – 1 point deduction  
(iii) 3<sup>rd</sup> occurrence – 3 point deduction  
(iv) any subsequent occurrence – 5 point deduction each time

**Team Sheets:** each side must provide the umpire with a team sheet before the start of the match identifying any player who has not reached the age of 18 on the date of the match



#### **A5 Balls**

1. MWCL will provide each club with sufficient new balls for the season
2. A new ball will be used for each innings
3. Every home club will provide two new balls for each game.
4. Each Club must provide at least one used ball in reasonable condition, in case a replacement is needed during play.

#### **A6 Notification of results**

1. All results must be recorded on Play-Cricket
  - (a) HOME team is to add the results by 9.30pm on the day of the match
  - (b) HOME teams responsible for entering the full scorecard on Play Cricket within 48 hours of the match
  - (c) AWAY teams responsible for checking the scorecard on Play Cricket within 72 hours of the match
  - (d) ALL Players are to be identified. There must be no 'Unsuers' on the scorecard

NOTE: Teams to sort out 'typos' between themselves. Any disputes to be notified to the Administrative organiser.

#### **A7 Breaches of rules; disputes; grievances**

1. Except where a specific penalty is stated, breaches of the Rules, or of the Spirit of the Game, will be dealt with by the MWCL Organising Committee, who shall take such action as it considers appropriate. This action may include referring the complaint to the Rules Arbitration Panel. Any decision of the Committee or of the Panel will be binding.
2. If any club considers that the opposing side has acted unfairly by breaching either the letter or the spirit of any of the Rules, or has committed breaches of the Spirit of the Game, the aggrieved club must submit details of its complaint in writing to the Administrative Organiser within one week of the date on which the alleged unfair act took place.



## B – PLAYING CONDITIONS

All players, team officials, club supporters and umpires shall be bound by the MCC Spirit of Cricket and the ECB Code of Conduct and the Laws of Cricket (2017 Code 2<sup>nd</sup> Edition – 2019) except where laid out in the following playing conditions

Throughout these Rules:

1. Side A will be the side batting first, side B will be the side batting second.
2. An underage player is one in any age group up to and including Under 19
3. A player's age group is her age on 31 August 2021

Duration of match is one innings per side limited to a maximum of forty overs.  
Suggested match start times for Sunday matches is 1pm. Clubs may agree to change this due to travel / ground availability. To constitute a match a minimum of ten overs per side must be bowled

### B1 Number of balls in an over

1. 6 legitimate balls must be bowled in each over, regardless of how many deliveries this takes.

### B2 ECB Directives for young players

1. ECB Directives on fast bowling, wearing of helmets and fielding distances are to be observed. In particular, an underage fast bowler's overs must not exceed the maximum for her age group, either as to length of spell or as to daily total. In addition, ECB directives on under age players in 'open age' matches – issued in detail to Clubs in Spring 2009 – are to be observed
  - (a) For this purpose, the list of nominated players given by each captain to the umpires before the toss must show the age group of any underage player.
  - (b) Captains are responsible for ensuring the accuracy of this information, and for handing the umpire a written teamsheet at the start of the match, clearly outlining all players U19.

### B3 Non-participants

1. The on-field players are solely the batter at the wicket and the current fielders. Anyone else is a non-participant.



2. Once play has started in any session, then during that session (including any drinks interval),
  - (a) no non-participant is allowed on the field of play, with the exception of
    - (i) the umpires.
    - (ii) a physio or other medical personnel (if need arises).
    - (iii) members of the batting side but only at a drinks interval.
    - (iv) ground staff, if the umpires require the creases to re-marked during the session.
  - (b) no non-participant (including the umpires) shall, in any way whatsoever, give tactical advice or coach any on-field player, either from inside or from outside the boundary.

#### **B4 Artificial pitches**

1. If the Home side's pitch is too wet for play, an artificial pitch (if available) may be used but only if before the day of the match, an official of the visiting team, having consulted her players, agrees to play the match on the artificial pitch, on the basis that
  - (a) on the day of the match, the panel umpire, pronounces the outfield fit – that is, not dangerous – for play
  - (b) satisfactory arrangements are agreed before the toss between the two captains and the umpires, on
    - (i) if a delivery by the bowler pitches on the edge of the concrete strip, or completely off it, it is recommended to call a No ball
    - (ii) the fact that batter cannot wear studs or spikes on the pitch, but may need them for safety in running between wickets off the pitch. Although to be avoided if at all possible, it may be necessary to allow batter to run between wickets on the very edge of the pitch. Umpires would have to be vigilant in seeing that 'the very edge of the pitch' was strictly observed.
    - (iii) any anomalies arising out of the use of spring-back stumps. For example if the ball hits them low down, it might move the stumps as a whole without dislodging a bail. If the spring-back stumps are not sufficiently secure to prevent this happening, it may be advisable to agree to dispense with bails and apply the Law on this basis.



**B5 Duration of matches**

1. Each side shall have one innings, consisting of at most the number of overs as set out in the schedule below. Time limits are of playing time, which does not include drinks etc.

MWCL F40	
Advised start times	1.00 p.m.
Number of overs	40
Max overs per bowler	8

- (a) Starting times shown in the schedule are advisory.

They may be adjusted, either by prior agreement between club secretaries (or appropriate official), or on the day of the match by agreement between the two captains. Early and late in the season teams rearranging the start time must allow for it getting dark earlier.

- (b) Rearrangement by captains on the day does not mean adjustment because of rain, bad light etc. That remains the responsibility of the umpires.

- (c) The number of overs set out in the schedule above is in each case a maximum. If adverse conditions of ground, weather or light, or exceptional circumstances interfere with the progress of play, the umpires have the power to reduce the number of overs from this maximum. If playing time is lost for other reasons, the overs shall not be reduced unless the umpires consider that the circumstances are sufficiently exceptional to warrant this.

In making such a reduction, the umpires should have regard to the prospects of play in view of the prevailing conditions, as well as to time lost. Umpires are reminded of their duty of care to allow play to continue in dangerous or unreasonable conditions and could mean severe penalties in the courts.

- (d) Calculations should be based on how much playing time could reasonably be expected, having regard to the weather and light conditions, after the resumption of play. The number of overs that could be bowled in this time, taking an over rate of approximately 17 overs per hour, should be allocated so as to give the two sides equal overs as far as this is possible. One extra over may be considered as available, if necessary, to avoid half overs.

If the number of overs for an innings is reduced, a new time limit must be calculated as the time required at 17 overs per hour, rounded up to the next exact five minutes.





- (e) The number of overs for side B is not to be reduced merely because side A has been dismissed in fewer than its allotted number of overs.

## **B6 Tea Interval**

1. There is to be a 30 minute break for tea, taken between innings unless this is impracticable. No allowance is to be made for the 10 minutes interval between innings
- (a) If for any reason it is impracticable to take tea between innings, the umpires shall be responsible, with the agreement of both captains, for retiming the start of the interval.

If tea is not between innings, then the 10 minutes interval between innings will be taken.

- (b) In exceptional circumstances a longer tea interval may be agreed. In any case the agreement must be made, between captains and umpires, before the toss.
- (c) Although the starting time for tea can be adjusted according to circumstances, the length of the tea interval, either the prescribed 30 minutes or the agreed revised length, cannot be altered after the toss, unless adverse conditions or exceptional circumstances cause loss of playing time.
- (d) If adverse conditions or exceptional circumstances cause loss of playing time, the umpires, together with the captains, may alter both the starting time and the duration of the tea interval, providing that
- (i) the tea interval is at least 30 minutes.
  - (ii) no tea interval is less than 20 minutes.
- (e) Any changes to the timing of the tea interval must have due regard to the catering arrangements.

## **B7 Drinks intervals**

1. One drinks interval per innings is permitted in an innings scheduled to be 20 overs or more.
- (a) The captains must agree before the toss whether they wish to have drinks. If agreed, the interval shall be after half the number of overs have been bowled. If the agreed number of overs is an odd number, purely for calculation purposes, add 1 to the agreed number, (without increasing the agreed number of overs) before dividing by 2.
- (b) If, however, the umpires consider that very hot weather conditions warrant it, and both captains agree to it before the toss, a second drinks interval will be allowed in an innings of 36 overs or more. The two intervals should be after one-third and



two-thirds of the overs, adjusted to the nearest whole number.

- (c) If a wicket falls during the over immediately prior to a drinks interval, drinks will be taken immediately.
- (d) If an innings is interrupted before drinks have been taken, there shall be no drinks interval in that innings. However, in very hot weather, if at least 24 overs are scheduled for play after the interruption, the umpires and captains can arrange to take drinks halfway through the remaining session.

### **B8 Balls**

1. The match balls and the used balls must be agreed by both captains and umpires before the toss and given into the charge of the umpires.

### **B9 Scoreboard**

1. In all matches, the batting side is responsible for seeing that the scoreboard is brought up to date at least at the end of every over. The necessary details of score, wickets and overs are to be ascertained from the scorers.

### **B10 Limitation of overs by any one bowler**

1. No bowler may bowl more than one-fifth of the amount of overs scheduled for the innings. 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 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, an additional over shall be allowed to the minimum number of bowlers necessary to make up the balance - e.g. after 8 overs, rain interrupts play and the innings is reduced to 12 overs. Both opening bowlers have bowled 4 overs. Two bowlers can bowl 3 overs and three bowlers can bowl 2 overs. Bowlers 1 and 2 have already exceeded this limit. They count as the two bowlers who were allowed the extra over (4 as opposed to 3) and so any other bowlers are limited to 2 overs.
2. In matches where there is no reduction of overs after the start of play, no bowler may bowl more than the appropriate fraction of the total number of overs for the innings. The appropriate fraction means one-fifth.
3. In addition to any other restrictions on bowlers in these Rules, no underage fast bowler shall be permitted to exceed the limits laid down for her age group in the ECB Directives, either as to overs in a day or overs in one spell.
4. In the following details and examples, remember that Side A batting first means side A bowling second and vice versa for side B.
5. If after any revision a bowler has already bowled the new maximum number, or more, she will not be allowed to bowl any further overs except, where applicable, to finish the



- over she was bowling when the interruption occurred.
6. In any revision of overs, the new limit for any bowler must always be a whole number.
- (a) If any revision of the total number of overs for an innings, whether before the start of the match or during play, would mean a theoretical limit which was not a whole number then, for the smallest possible number of bowlers in the team, the limit shall be the next whole number above the calculated value. For remaining bowlers in that team it will be the next whole number below. This will apply, but will not be stated, in all the provisions below for allocating the number of overs.
- (b) The right of the specified number of bowlers to bowl a fraction of an over above the theoretical limit will not be removed, even if using more bowlers makes it unnecessary.
7. For the first occasion that overs have to be reduced after the start of play:
- (a) The reduction occurs after Side A has completed its innings
- (b) With immediate effect, in the second innings each bowler will be limited to the appropriate fraction of the revised total, even if the second innings has begun. Any side A bowler who has already bowled the new maximum, or more than the new maximum, will not be allowed to bowl further overs except as in 3. (above)
- (c) The reduction occurs before the first innings is complete. Side A's overs will have to be reduced.

There are three situations. Examples are given for each of them.

either (i) side A is allowed no more overs and B gets the same number as A has had. Side A (bowling second) is allowed to match, each to each, the number of overs for each bowler in the first innings. The matching is not obligatory, but the number for each bowler in the first innings is to be a maximum for the corresponding bowler in the second innings.

Example: In a match (bowlers limited to one fifth of total) side A has received 33 overs at the interruption. Tea is taken during the interruption. On resumption it is expected that probably 2 hours more play will be possible. This is 34 overs.

Side A's innings stops now; side B is allocated 33 overs the same as A

A is allowed to match whatever side B bowlers had. For example, if side B's bowlers had 8, 7, 7, 6, 5, side A could also have 8, 7, 7, 6, 5. They are not obliged to have the same pattern but must not exceed each individual match. 7, 6, 5, 3, 3 would be permitted but 8, 7, 7, 5, 5 would not, since A's lowest number of overs must not exceed the 4 in side B's shortest spell.

or (ii) side A is allowed no more overs and B gets fewer overs than A had.



In this case each bowler in side A is limited to the appropriate fraction of the new total.

However, A will be allowed, if relevant, to use as few bowlers as side B has used. This will be achieved by adjusting the value of 'the appropriate fraction'.

Example: Stoppage after 33 overs; tea taken during interruption. Now, however, it is considered that only an hour and a half more play can be expected. This is  $25\frac{1}{2}$  overs. Side A stops now; Side B is allocated 26 overs, i.e. fewer than A. Bowlers will be limited to one fifth of this, which is  $5\frac{1}{5}$ . One can bowl up to 6 overs; the rest are limited to 5.

As an exception to this, the appropriate fraction for side A will be adjusted so as to permit side A to use as few bowlers as side B actually used. In the example above, if side B used only 4 bowlers (8, 8, 7, 7), A need use only 4, so the limit is calculated by making the appropriate fraction one quarter, instead of one fifth.

or (iii) side A continues but with a reduced total. B has the same by definition. In this case, subsequent bowlers of both sides will, with immediate effect, be limited to the appropriate fraction of the revised total.

8. If the overs have to be revised again, then with immediate effect subsequent bowlers will be limited to the appropriate fraction of the revised total.
9. If a bowler is incapacitated or suspended during an over, another bowler must complete the over. Law 17.8 will apply – that is, the replacement bowler must not have bowled any part of the previous over, nor may she bowl any part of the following over. The two parts of the broken over itself will each count as a whole over insofar as` of the two bowlers' individual limits are concerned.

## **B11 Wides**

1. Law 25 will apply, not the much closer definition used in top level one-day matches. As guidance:
  - (a) a ball is not to be considered as 'passing wide of the striker' merely because it passes her on her leg side or on the leg side of the striker's wicket.
  - (b) If, however, a ball pitches outside the line of the leg stump and moves further away to leg, this is to be considered as 'passing wide of the striker' unless she moves and brings it near enough 'to be able to play it with her bat (even if she does not do so) by means of a normal cricket stroke'.



NOTE. A 'normal cricket stroke' is a recognised text book one. It is a stroke she can make comfortably that is appropriate to the game of cricket. For example she might be able to reach a ball directly over head, but hitting it with a bat would be more appropriate to tennis than to cricket. Just to be able to reach a ball with bat and arms fully outstretched is not 'comfortably'. Both fall within the definition of a Wide, but although the latter is indeed a Wide, unless the striker touches it, the former is to be a No ball, as decreed in Law 21.

**B12 Free Hit after a no ball**

1. The delivery following any no ball shall be a free hit for whichever batsman is facing it.
2. If the delivery for the free hit is not a legitimate delivery (any kind of no ball), then the next legitimate delivery shall become the free hit for whichever batsman is facing it.
3. For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball
4. Field changes are only permitted for free hit deliveries if the batter changed ends on the no ball delivery,
5. The umpire shall signal a free hit by (after the normal no ball signal) extending one arm straight upwards and moving it in a circular motion.

**B13 Restrictions on the Placement of Fielders**

1. At the instant of delivery, there may not be more than 5 fielders on the leg side. 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. The fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5 yard (4.57 metres) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter. At the instant of delivery: (a) Powerplay – no more than two fielders shall be permitted outside this fielding restriction area. In an innings of 40 overs, these are overs 1 to 8 inclusive. (b) During non-Powerplay Overs, no more than four fielders shall be permitted outside the fielding restriction area.
2. 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 1st and 2nd innings of the match.

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Innings Duration Powerplay

10 – 12	2
13 – 17	3
18 – 22	4
23 – 27	5
28 – 32	6
33 – 37	7
38 – 39	8

If following an interruption, on resumption the total number of Powerplay Overs for the innings has already been exceeded, then there will be no further Powerplay deliveries bowled in the innings. Note that this is the only circumstance under which the Powerplay status can be changed during an over. Illustrations above a 40 over innings is interrupted after 7.3 overs, and on resumption has been reduced to 28 overs. Powerplay overs are 6 and have already been completed. Non-Powerplay restrictions take effect immediately and do not need to wait until the end of the over.

**B14 Special conditions**

1. A captain may not declare her side's innings closed.
2. The (imaginary) lines bounding the protected area will be 4 feet in front of each popping crease, rather than 5 feet.
3. A substitute may act as wicketkeeper if the umpires are satisfied that the opposing captain has freely given her consent.



**B15 Result**

1. For a valid result

In the MWCL F40, each side must bat for 10 overs or more, unless one side is all out in fewer than 10 overs, or side B passes side A's score in fewer than 10 overs.

A match in which the prescribed minimum is not achieved, or in which there is no play at all, will be designated (unless a default) a No-result match.

2. For matches in which either there is no reduction of overs, or in which both sides are allocated the same reduced number of overs (at least 10 ) the side with the greater number of runs at the conclusion of both innings wins. If the scores are equal at the conclusion of both innings, the side having lost fewer wickets is regarded as having a Winning Draw, the other side as having a Losing Draw. The result is a Tie only if the number of runs is the same and the number of wickets is the same.
3. For matches in which side B is allocated fewer overs than were allocated to side A, the following will apply unless the reduction of overs was the result of slowness of play.

When side B's allocation of overs is made, a target score is also to be set. This will be the score side B has to beat. It will be the first innings score reduced in the same proportion that the overs have been reduced.

*Side B's target score – Side A's score x B's allocation of overs*

*A's allocation of overs*

If this is a fractional number, B's target score is the nearest whole number, whether this is above or below. For an exact half, the number above is to be taken.

- (a) If side B scores more than its target score, it has won.
  - (b) If side B is all out, or completes its allocation of overs, with a score less than its target score, side A has won.
  - (c) If at the conclusion of side B's allocation of overs, it has reached but not passed its target score, the result is a Tie.
4. For matches in which side B's innings is terminated prematurely – that is, stopped before it has completed its allocation of overs. But when it has not made enough runs to win, and still has wickets left to fall, the following will apply.

For both sides a run rate per over is to be calculated, but not rounded up or down. This is

*Total runs scored*

*Exact numbers of overs actually faced*



Whichever side has the greater run rate wins. If the run rates are equal, the result is a Tie

NOTE that 'exact number of overs' means in decimal form. e.g. 4 overs and 3 balls is 4.5 overs

#### 5. Summary of restrictions for young players

A player's age group is her age on 31 August in the preceding year i.e. 31 August 2021 for 2022 season.

No young player in the Under 15 age group or younger shall be allowed to field closer than 8 yards (7.3 metres) from the batsman's position on the popping crease on a middle stump line, except behind the wicket on the off side, until the batsman has played at the ball.

Requirement for helmet disappears on her 18th birthday but bowling restrictions apply until she is too old to be in the U19 age group

Any player under the age of 18 playing in the competition shall be bound by the ECB Safety Guidance on the Wearing of Cricket Helmets by Young Players (see section 19 of the current Non First Class Regulations and Playing Conditions).





## **C – POINTS and RANKINGS 2021**

### **C1 Award of points**

1. For matches in which a valid result is achieved, points will be awarded as follows.

(a) Match points      A Win: 12 points  
                                 A Tie: 6 points to each side.

(b) Bonus points

Batting: Run rate per over, rounded up or down to one decimal place.  
Run rate per over is the number of runs scored divided by the exact number (in decimal form\*) of overs faced. Batting points will be restricted to a maximum of 6.

\*For example, 4 overs and 1 ball is 4.17 overs, 2 balls 4.33, 3 balls 4.5, 4 balls 4.67, 5 balls 4.83

Bowling: 0.5 point for each wicket taken. 5 points if the side is all out, even if there are fewer than 11 players in the side.

### **C2 Fewer than 11 players**

1. For the purpose of awarding bowling bonus points, if a nominated player is not available to bat, or retires
  - (a) if it is because of illness or injury sustained during the match, this will not count as a dismissal.
  - (b) if it is for any other reason, it will count as a dismissal.
2. If a team consists of fewer than 11 players, then the opposing team will be awarded 5 bowling points if the whole side is dismissed.

### **C3 No-result matches**

No points will be awarded to either side for No-result matches.

### **C4 Teams withdrawing or defaulting**

1. If a team's opponents default, it will be awarded 20 points, and the match will be deemed played. Its defaulting opponents will, on every occasion, be deemed to have played the match (thus reducing its average points score) and be awarded no points. Additionally, for a first default 5 points will be deducted. For each subsequent default 5 points more than for the previous default will be deducted. So a team defaulting 3 times will therefore lose: 5 + 10 + 15 points – a total of 30 points.

A defaulting team must notify its opponents before 10 p.m. on the preceding Friday that it is unable to raise a team. If it fails to meet this deadline, the points fine for defaulting will be double what it otherwise would have been.



2. If a team withdraws from the Competition, all points gained from matches against that team shall be deleted from the records.

#### **C5 Average points scores**

1. At any one moment during the Competition, a club's average points score (*aps*) is the total number of points gained at that date, divided by the number of matches played or deemed to have been played at that date.
2. If a No-result match is rearranged, the match as actually played will replace completely all aspects of the original fixture except any fines that may have been incurred.

#### **C6 Ranking**

1. Clubs will be ranked by their average points scores
2. Equal rankings

If equal final average points scores mean that the clubs for promotion or relegation cannot be uniquely determined, then as many as are required of the following criteria, in the order in which they are stated, will be applied to tying clubs. In the calculations,

(i) the number of overs bowled or faced is to be the exact number in strict decimal form. For example, 4 overs and 3 balls is 4.5 overs

(ii) calculations are to be taken to as many decimal places as necessary

- (a) A rate for each of the tying teams is to be calculated as 'total runs scored in all its matches' divided by 'total number of overs faced in all its matches'. A team with a higher rate will be placed above one with a lower rate.
- (b) If this fails to distinguish between the teams, a rate for each team is to be calculated as 'total number of wickets it has taken in its matches' divided by 'total number of overs it has bowled in its matches'. A team with a higher rate will be placed above one with a lower rate.
- (c) If the teams are still level, a rate for each team is to be calculated as 'total wickets it has lost in its matches' divided by 'total number of overs it has faced in its matches'. A team with a lower rate will be placed above one with a higher rate.
- (d) If the teams are still level, the Organising Committee of the MWCL shall apply what further criteria it sees fit.

#### **C7 Promotion and relegation**

1. Clubs will be ranked by their final average points scores.
2. Entry to the playoffs will be determined by final rankings. Note, however, that the Organising Committee is empowered to vary the details below if circumstances require it.



3. There will be play offs for promotion to the Premier division of the Women's Cricket Southern League from 2023.
4. If individual clubs feel that, for whatever reason or circumstances, it is not the right time for them to be promoted, they must have a dialogue with the organising committee.
5. The committee, in conjunction with the WCSL committee, and committees of other regional leagues looking for promotion to the Championship, will arrange pitches and umpires for the playoff matches. These will be held in early September each year.

