

Women's 100 Ball Welsh Cup 2022 Playing Conditions

Headline conditions

- ! Games should last approx. 2 hours
- ! 100 balls per innings
- ! 5 ball sets
- ! A change of ends after every ten balls
- ! Bowlers deliver either five or ten consecutive balls
- ! Each bowler can deliver a maximum of 20 balls per game
- ! Each bowling side is allowed one Strategic Timeout of 2½ minutes
- ! Each team must consist of 10 players.
- ! Matches will be played using proper rules of cricket – (if you're out you're out)
- ! Batters must retire when they pass 30 runs and can return after the last batter is out (last woman standing) – if more than one batter retires they can return until the innings is complete.
- ! Each club must prepare a 19-yard pitch – with creases at each end and mark a 40-yard Boundary from the middle stump.
- ! Pitches must have 25-yard inner circle. (Marked from the middle stump)
- ! Maximum 5 fielders on the leg side (No Ball - free hit called if more than 5 fielders are on the leg side at the point of bowler release)
- ! Maximum of 2 fielders outside the inner circle for first 25 balls (No ball - free hit called if more than 2 fielders outside the inner circle at the point of bowler release)
- ! Minimum of 4 fielders in the inner circle at all times (No ball - free hit called if less than 4 fielders are inside the inner circle at the point of bowler release)
- ! Free Hit if a bowler bowls a No Ball (Batter can only be out – Run Out off a free hit delivery (extra balls for no balls – no extra ball for wides *except for last set of 5*)
- ! No Balls
The penalty for a No Ball shall be two runs and an extra ball bowled (Free Hit)
- ! Wide ball
The penalty for a Wide shall be two runs and no extra ball bowled except in the last set where normal rules will apply
- !
- ! A pink softball in good condition must be provided by the home club for each innings
- ! Black ECB softball bats are the only permitted batting equipment allowed.
- ! If a club is knocked out of Round 1 of the *main competition* - then 4 players are allowed to then play for their club in the plate competition.
- ! If a team is knocked out of the *plate competition* then any players from this squad are eligible to play in the remained of the main competition. The team must have been eliminated from the plate before this happens.
- ! Home team need to provide minimum one umpire
- ! LBW is only to be used where a batter deliberately uses their foot or leg to stop the ball from hitting the wickets – this will be the standing umpire's decision.

The Laws of Cricket (2017 Code 2nd Edition - 2019) shall apply with the following exceptions and amendments.

1. Players

- a. Players must be over the age of 13 to play in the competition
- b. Players who are involved in Welsh national age group/women's teams are not permitted to play in the competition
- c. Players who play within the Cricket Wales pathway program are permitted to play

2. Overs/Set

- a. An over/set, wherever it is referred to in the Laws and Playing Conditions shall comprise 5 balls. Any reference to 6 balls or 6 valid balls in the Laws shall be replaced by 5 balls and 5 valid balls, respectively.
- b. Two sets (**10 Balls**) shall be bowled from each end alternately.
- c. Matches shall consist of one innings per side and each innings shall be a maximum of **100 balls** duration. If this cannot be achieved (e.g., because of weather conditions) a minimum of **50 balls** per side will constitute a match.
- d. If either side is unable to receive at least 50 balls, the match is abandoned and must be replayed.
- e. If the number of overs available to each side is not equal a result will be determined in accordance with Paragraph 11.
- f. If both teams' run rates are equal, the tie-break provisions in Paragraph 11 shall apply.

3. Match Balls

- a. Pink incrediballs balls should be used.
- b. Cricket Wales will provide a new ball for each innings of the final, the Home team must provide two balls in good condition, although not necessarily new ones, and the visiting Captain shall choose which ball their team shall use to bowl. Sufficient spares should also be available

4. Bowlers

- a. No bowler shall bowl more than 4 sets (20 balls) in a match.
- b. In matches of fewer than 100 balls per side no bowler may bowl more than one fifth of the total overs/sets allowed (unless such a number has been exceeded before the interruption).
- c. Where the total overs/sets are not divisible by 5, one additional over shall be allowed to the minimum number of bowlers necessary to make up the balance.
- d. Bowlers may bowl two sets consecutively and may change ends for the purpose. The bowler's end umpire will signal to the scorers that a bowler is bowling a second consecutive over by crossing hands above the head.

5. Fielding restrictions

- a. 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 yards (27.3 metres). The ends of each semi-circle shall be joined to the other by a straight line on the same side of the pitch. The fielding restriction area shall be marked by white plastic or rubber

discs. (N.B. The distance may be amended to an appropriate distance dependent on the size of the boundary. There is no need for absolute precision on the measurements if they are the same on both sides.)

- b. For the first 5 overs/sets (the Powerplay overs) in a 100 ball innings, at the instant of delivery no more than two fielders are permitted outside the fielding restriction area at the instant of delivery.
- c. For the remainder of each innings a minimum of four fielders must be within the fielding restriction area at the instant of delivery
- d. Throughout the match there may be no more than five fielders on the leg side.
- e. In the event of an infringement of any of the fielding restrictions, the umpire at the striker's end shall call and signal No Ball.
- f. If the length of an innings is reduced by delay or interruption, the number of Powerplay overs will be adjusted in accordance with Table 1 below.
- g. If following an interruption, on resumption the total number of Powerplay overs for the innings has already been exceeded, there will be no further Powerplay deliveries bowled in the innings.

Table 1	
Total Balls	Powerplay
76-90	5
66-75	4
56-65	3
50-55	2

- 6. No Balls
 - a. The penalty for a No Ball shall be two runs and an extra ball (Free Hit)
 - b. The delivery following a No Ball shall be a free hit for whichever batsman is facing it.
 - c. If the free hit delivery is a No Ball or a Wide, the next delivery shall be a free hit for whichever batsman is facing it.
 - d. Field changes are NOT permitted for free hit deliveries unless there is a change of striker or the No Ball was the result of a field restriction breach in which case the field may be changed to the extent of correcting the breach. 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.
 - e. The Umpires will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.
- 7. Wide ball
 - a. The penalty for a Wide shall be two runs.
 - b. Umpires will deem any ball wide if it passes both outside the batsman and outside the line of the leg-stump.
 - c. If possible, an additional line parallel to the return crease and running between the bowling crease and the popping crease will be marked 17 inches

inside the return crease. Such a line should ideally be marked either in a different colour or by a dashed white line. Any ball passing outside the offside wide line not having previously been in contact with the batsman, his bat or his clothing will be deemed a wide ball if in the opinion of the umpire the batsman is unable to play a normal cricket stroke.

- d. In the absence of additional wide lines as described in the preceding sub-paragraph, umpires are expected to adopt a strict interpretation when deciding whether a delivery on the offside is a wide.
- e. There will be no extra ball for a wide – except for the last over where normal rules apply

8. Fielding Restrictions

- a. No player shall be allowed to field closer than 8 yards (7.3 metres) from the middle stump, except behind the wicket on the offside, until the batsman has played at the ball. A fielder shall be allowed to move into the restricted area to make a catch or field the ball provided the individual was outside the area when the stroke was made.
- b. These minimum distances apply even if the player is wearing a helmet. Players should wear appropriate protective equipment whenever they are fielding in a position where they may be at risk.
- c. The team manager shall be responsible for identifying to the umpires any players who are in either of these age groups.
- d. In the event of a breach, the umpires must stop play and instruct the fielder(s) to move back as necessary.

9. Unfair and Dangerous Bowling

- a. Law 41.6 (dangerous and unfair short-pitched deliveries) and Law 41.7 (dangerous and unfair non-pitching deliveries or “beamers”), including the warning and suspension provisions are to be strictly applied provided that
 - i. There shall be no more than one delivery per over which after pitching passes or would have passed over shoulder height of the striker standing upright at the popping crease.
 - ii. A second such delivery bowled in the same over is unfair and dangerous and shall be called as a No Ball and the procedures in Law 41.6.3 and 41.6.4 must be followed (A first and final warning for the first offence and suspension of the bowler for the second offence).

10. Time

- a. All sides are expected to be in position to bowl the first ball of the last over/set of their 100 balls within 65 minutes playing time. In the event of their failing to do so, one fewer fielder shall be permitted outside the fielding restriction area than would normally be the case for all the remaining deliveries in the innings. This penalty will be imposed immediately the ball first becomes dead after 65 minutes of playing time has elapsed.”The interval between innings shall be 10 minutes.
- b. When computing time for the purpose of this Paragraph, umpires shall make due allowance for injury, frequent movement of sightscreens, Strategic Timeouts, and any other unforeseen circumstances, including time wasting by the batting side or failure to comply with the next sub-paragraph.

- c. The incoming batsman should be in position to take guard or for his partner to be ready to receive the next ball within 60 seconds of the fall of the previous wicket or the retirement of a batsman. The incoming batsman is expected to be ready to make his way to the wicket immediately and should jog to the wicket. Umpires will strictly apply Law 41.10 (Batsman wasting time).
- d. If the overs for either side are reduced, the time allowed for the innings shall be reduced in accordance with Table 2 below:

Table 2	
Overs in innings	Time to start final over
19	63
18	60
17	57
16	54
15	51
14	47
13	44
12	41
11	38
10	35

11.

Delays and interruptions

- a. The scheduled finishing time (SFT) for the purpose of this paragraph is 2½ hours after the scheduled start time.
- b. If the start is delayed, compute the time between the revised start time and the SFT and deduct 10 minutes for the interval. The number of overs allocated to each side is as set out in Table 3 below:

Total playing time available (minutes)	Overs per side
130 or more	20
126	19
120	18
114	17
108	16
102	15
94	14
88	13
82	12
76	11
70	10

- c. If the first innings is interrupted,
- i. Compute the time taken between the start and the interruption.
- ii. Add the time available between the resumption and the SFT and deduct 10 minutes for the interval. The number of overs allocated to each side is as set out in Table 3 above.
- d. If the start of the second innings is delayed compute the time available between the revised start time of the innings and the SFT. The number of overs in the innings is as set out in Table 4 below:

Table 4	
Total playing time available (minutes)	Overs
65 or more	20
63	19
60	18
57	17
54	16
51	15
47	14
44	13
41	12
38	11
35	10

- e. If the second innings is interrupted,
- i. Compute the time taken between the start of the innings and the interruption.
 - ii. Add the time available between the resumption and the SFT. The number of overs allocated to the innings is as set out in Table 4 above.

12. Target.

- a. Where the number of balls available to both sides remains equal, the team scoring the greater number of runs shall be the winner.
- b. Subject to Paragraphs 11c and 11d, if the scores are tied the team losing fewer wickets shall be the winner. Should these be equal, then the team with the higher score after 5 overs shall be the winners. If the scores after 5 overs are equal, the team with the higher score after 6 overs shall be the winners. If the scores after 6 overs are equal, the team with the higher score after 7 overs shall be the winners and so on up to the end of the penultimate over.
- c. If the team batting second has not had the opportunity to receive the same number of overs as the team batting first and has not been dismissed, the following shall apply:
 - i. If, due to delay or interruption, the number of overs in the innings of the team batting second is reduced, their target score shall be calculated by multiplying the reduced number of balls available to them by the average run rate of the side batting first and rounding up to the next whole number. If the calculation involves a fraction of a run, the final scores cannot be equal, and the result cannot be a tie.
 - ii. If the match is abandoned before the Close of Play but after the team batting second has received at least 10 overs, the result shall be decided on higher average run rate throughout the innings.

- d. A team's average run rate is calculated by dividing the number of runs scored in its innings by the number of legitimate balls received during that innings.
 - i. If the team batting first is dismissed in fewer than the number of overs allocated for their innings, the calculation will be based on the number of balls that the team was scheduled to receive and not on the number actually received.
 - ii. If the team batting second is unable to receive all their allocated overs, the calculation of their average run rate will be based on the number of legitimate deliveries actually received by them during their innings.
- e. The average run rate can be calculated to any number of decimal places and a tie can only be achieved if the average run rates are identical.

13. Strategic Timeout

- a. The fielding side's Captain may apply to the Umpires to take a Strategic Timeout.
- b. A Strategic Timeout may not be taken during the Powerplay overs.
- c. Otherwise, a team may apply for the Strategic Timeout when they are the fielding side and when the ball is dead.
 - i. A Strategic Timeout may be taken mid-over or between overs.
 - ii. It is not mandatory to take a Strategic Timeout.
 - iii. A Strategic Timeout shall be of 2 minutes 30 seconds duration and shall be deemed to have commenced at the time that it is approved and signalled by the umpires.
 - iv. The bowler's end umpire will signal a Strategic Timeout by tapping a raised wrist with the other hand.
 - v. The batsmen and the fielding team must be ready for the next ball of the match 2 minutes 30 seconds after the Strategic Timeout has been allowed by the Umpires.
 - vi.