



Women's League Rules

The HKCA Women's League will change its format in 2011–12. The six teams will play one match against each other, after which the top three and bottom three teams will split into two pools. The teams in each pool will then play each other three more times. The league Champion will be the team with the most points at the end of the pool matches.

Laws of Cricket (2000 Code 4th Edition – 2010) and HKCA Playing Conditions (2011–12) shall apply with the following variations.

1. The Umpires

- a) In the absence of ACU&S appointed umpires, the captain of the batting side is to nominate the umpires during her side's innings. It is the responsibility of the captain to ensure that her nominees are familiar with the Laws of Cricket and the HKCA Rules. Both captain and player-umpire will be held responsible in any case of unfair conduct or negligence.
- b) No person under the age of 18 shall umpire in a Women's League match unless agreed by both captains before the toss.
- c) When only one umpire is appointed to stand by the ACU&S in a Women's League match, the umpire at his/her absolute discretion may stand at both ends during the match, following consultation with both captains.
- d) Before the match, in the absence of umpires, captains shall agree on the clock or watch to be followed during the match.

2. Hours of Play

Unless otherwise advised, all matches will commence at 1300 hrs and be played according to the schedule below. There will be a ten-minute interval between innings.

First Innings 1300 – 1515 (2 hours 15 mins)

Interval 1515 – 1525 (10 mins)

Second Innings 1525 – 1740 (2 hours 15 mins)

Playing time per innings, excluding drinks break: 130 minutes

Required over rate: 16.15 overs per hour / 3.71 minutes per over

3. The Ball

Platypus white four-piece 142gm balls shall be used.

4. Length of Innings

- a) Matches will consist of one innings per side, each innings being limited to a maximum of 35 overs.
- b) To constitute a match, a minimum of ten overs must be completed in the second innings.

- c) Declarations are not permitted.
- d) If, without Good Cause, the bowling side fails to complete 35 overs within the scheduled time, the innings shall be extended until 35 overs are completed and the second innings restricted to the number of overs completed at the scheduled time. An over in progress at the scheduled time shall count as a completed over.
- e) During an innings, the umpires shall make allowance for legitimate delays which have prevented a side from bowling its allotted overs within the scheduled time. Examples of such Good Cause include, but shall not be limited to, the following:
 - i) Injury to players of either side.
 - ii) Inability to locate and/or retrieve a ball. Note: A maximum of two minutes will be allowed for this, after which the bowling side must produce a replacement ball for use.
 - iii) Delays caused by the batting team, e.g. changes of equipment.

Note: In instances of inclement weather, Rule 5 shall apply, NOT the provisions of Good Cause.

- f) The umpires are to inform the captain of the fielding side and the batsmen when they are making a judgement of Good Cause and advise them of the time they have allowed. All Good Cause minutes will be tallied over the course of an innings. For every three minutes, or part thereof, lost in this manner, the bowling side will be given relief from one of the required number of overs to be bowled.
- g) If the team batting first is all out and the last wicket falls at or after the scheduled interval time, the second innings shall be limited to the same number of overs bowled to the team batting first at the scheduled time for the interval, and the over in which the wicket falls shall count as a completed over.
- h) If the team batting first is dismissed in less than 35 overs, the team batting second shall be entitled to bat for 35 overs, except as provided for in (g), above.
- i) The second innings shall consist of the same number of overs as the first (except as provided for in (h), above, or under Rule 5).
- j) The finish time for the second innings is 1740 hours (see Rule 2), which is based on a 35 overs innings. This will be reduced at the rate of three minutes per over, if the number of overs required to be bowled is less than 35.
- k) If the team fielding second fails to bowl the required number of overs, without Good Cause, by 1740 hrs, or the rescheduled finish time (the over in progress at the scheduled time shall count as a completed over), the match will conclude and the result decided by Net Run Rate, as per Rule 8b. The facts are to be reported to the MDC.
- l) If the team fielding second fails to bowl the required number of overs by the scheduled or adjusted finish time on account of Good Cause, subject to light, ground and weather conditions, the finish time will be extended to compensate for the time lost. If an extension is not possible for any reason, the result of the match will be determined by Run Rate as per Rule 8b.

Please see the following examples for clarification:

Scenario 1

In a 35-over-a-side game, the first innings was originally scheduled to finish at 1515 hrs. At exactly 1515 hrs, the team bowling first had completed 32 overs and had bowled two balls of the 33rd over. At the end of that over the score was 160 for 6 wickets. There was no Good Cause for this other than a slow over rate. The batting side were then allowed to complete their full

quota of 35 overs and finished at 200 for 8. The side batting second must score a total 201 runs to win the game and will have only 33 overs in which to do so. The first innings eventually closed at 1522 hrs (seven minutes late). With a ten-minute innings break the second innings will now start at 1532 hrs. The rescheduled finish time should have been 1747 hrs (1740 plus 7 minutes). However, the time allowed to bowl the second innings will be reduced by three minutes per over deducted, in this case six minutes (2 overs x 3 minutes). The rescheduled finish time is now 1741 hrs (1747 minus 6 minutes).

Scenario 2

In Scenario 1, during the first innings, if there had been one injury and one lost ball, each of two minutes duration (total four minutes), this would provide Good Cause for a total of two overs (1 x 3 minutes, plus 1 x part 3 minutes). Consequently, the bowling side would be required to deliver only 33 overs inside the scheduled finish time of 1515 hrs. As they had done so, the innings would close at the end of the 33rd over and the score at that point (160 for 6) is the total to beat. The team batting second has 33 overs to reach 161 for a win, i.e. neither side is penalised. However, the finish time of the second innings should be rescheduled following the same principle as Scenario 1.

Scenario 3

During the second innings of a 35-over match, the bowling team had bowled two balls of the 33rd over at the scheduled finish time of 1740 hrs. There was no Good Cause for this other than a slow over rate. The match will conclude at the end of the over and the result will be decided by Net Run Rate. The facts will be reported to the MDC.

5. Delayed or Interrupted Matches

In order to achieve a result in a match delayed or interrupted by adverse conditions of weather, ground, light or other Good Cause beyond the teams' control, the following procedures apply:

- a) If the first innings is delayed or interrupted on one or more occasions, two overs shall be deducted from the original 70 for every six minutes (or part thereof) lost, i.e. one over deducted from each innings.
- b) A similar adjustment to the number of overs should be made, in the event of a delayed start to the first innings for reasons not attributable specifically to the side fielding first. However if the reasons are attributable to the side batting first, the facts are to be reported to the MDC.
- c) The second innings shall consist of the same number of overs as the first. If the second innings is not completed for any reason other than that of a result already being achieved, the game will be decided on Run Rate (as per Rule 8b) provided that the minimum ten overs have been completed.

Please see the following examples for clarification:

Scenario 4

Due to ground, light, or weather conditions, the start of a match is delayed by 40 minutes and will now commence at 1340 hrs. The game will be reduced by a total of 14 overs (40 minutes divided by 6 or part thereof = 7 x 2 overs), seven overs deducted from each innings. Each side will now bowl 28 overs. The 40 minutes lost is divided across both innings, i.e. 20 minutes deducted from each innings (original playing time of 2 hours 15 minutes, minus 20 minutes = new playing time of 1 hour 55 minutes). Therefore the revised hours of play will be 1340 to 1535 and 1545 to 1740.

6. Number of Overs per Bowler

No bowler shall bowl more than ten overs in an innings.

7. Drinks Intervals

- a) No specific provision is made for drinks break during the innings. However as a matter of convention, a drinks break of five minutes is normally taken at the halfway mark of an innings (normally at the end of the 17th over).
- b) If for any reason (e.g. severe heat conditions) both captains agree to have additional drink intervals, this should be communicated to the umpires before the toss. The option to take such intervals shall be available to either side (though at any time, both captains may agree to forgo the drinks interval).
- c) Each drinks interval shall not exceed five minutes. In the event that more than one drinks break is taken, the duration of the additional drinks break(s) should be treated as Good Cause and the number of overs to be bowled in the innings, reduced in accordance with Rule 5a.

8. The Result

- a) A result is achieved after both teams have completed their innings as above. The team scoring the higher number of runs shall win.
- b) In the event of bad weather, light or ground conditions, time or any other reason preventing the completion of the second innings and the minimum of ten overs have been completed, the team with the higher run rate shall be the winner. Bonus points shall be awarded as per Rule 12.

RUN RATE is to be calculated by total runs scored (inc. extras) divided by total balls bowled (inc. Wides & No balls). This is used in innings where there is Good Cause e.g. bad/inclement weather, lost balls.

NET RUN RATE is to be calculated by total runs scored (inc. extras) divided by total legitimate balls bowled (not inc. Wides & No balls). This is used in cases where there is no Good Cause.

Note: In both cases, if the side batting first is all out in less than its full quota of overs, calculations are to be based on the full quota of overs allowed and not on the number in which the side was dismissed.

- c) In the event of a Tie, wickets down are not to be taken into account.

9. No Balls

- a) No balls shall be re-bowled as normal without limitation.

Law 24 No Ball shall apply. The following is for clarification only:

24.6 Ball bouncing more than twice or rolling along the ground

The umpire at the bowler's end shall call and signal No Ball, if a ball, having been delivered, without having previously touched the bat or person of the striker, and before it reaches the popping crease, either

- a) bounces more than twice, or
- b) rolls along the ground.

24.7 Ball coming to rest in front of striker's wicket

If a ball delivered by the bowler comes to rest in front of the line of the striker's wicket, without having touched the bat or person of the striker, the umpire shall call and signal No

Ball and immediately call and signal Dead Ball. The striker is not given the opportunity to hit it. The delivery will not count as one of the over.

10. Wides

- a) An over shall consist of six balls. A Wide shall not count as one of the over.
- b) **The following shall apply to non-Hong Kong National Squad players only:**
Wides shall be re-bowled up to a maximum of eight deliveries per over, except the final over of an innings when six legitimate balls must be bowled.

In order to aid umpires Captains are requested to indicate clearly the names of their Hong Kong National Squad players on their team sheets prior to the game.

11. Points

Points for matches will be awarded as follows:

Win = 4 points

Tie or No Result = 2 points each

Loss = 0 points

Bonus Point = 1 point. This will be awarded for a run rate over 1.25 times that of the opposing team. For a full 35-over match the team batting second must score the required runs on or before the last ball of the 28th over.

Note: Matches not started because the ground is unavailable will be rescheduled, if at all possible.

12. League Champions

The season will be divided into two rounds. In the first round, each team will play each other once. After this round of matches the League will be divided into two tiers.

In the second round of matches, the three teams in the top tier will play each other a further three times, while the bottom three teams will also play each other three times.

Points scored in each round will accumulate and the League Champions will be the team that finishes with the highest number of points.

If at the end of the first or second round, two or more teams finish with the same number of points, then the team with the highest number of wins shall finish in the higher position. If the number of wins is equal, then the positions shall be determined by Net Run Rate (see Saturday Championship Division, Rule 11).