

Women's T20 League

These are the competition rules of CHK Women's T20 League. This competition will follow the same rules as the *Sunday Elite T20 Cup*, except for as specified as below. They should be read in conjunction with CHK *Playing Conditions* and CHK *Code of Behaviour*.

1. Competition Format

- a) The CHK Women's T20 League shall be contested by twelve teams participating in two divisions
- b) The five (5) teams in Division 1 shall play each other three times. The seven (7) teams in Division 2 shall play each other twice. All matches shall be 20-overs per innings.
- c) Teams will score points in each match. (see rule 15)
- d) In Division 1, the team that tops the league table after the round-robin stage will proceed directly to the final. The teams placed 2nd and 3rd will play each other in an 'Eliminator' game, with the winner proceeding to the final.
- e) In Division 2, the top 4 teams will play semi-finals (1v4 and 2v3) and finals.
- f) In case the Eliminator or Semi Finals can not be played, the higher ranked team(s) will proceed to the finals.
- g) The winner of the finals will be declared division Champions.

2. Player Eligibility

- a) Only female players may take part in this competition.
- b) A player may only register for a single club throughout the season across all the Women's competitions

- c) Refer to Playing Condition 8 for rules regarding Player Registration
- d) Refer to Playing Condition 9 for rules regarding Player Transfer
- e) Refer to Playing Condition 10 for U15 Girls playing in multiple teams

3. Hours of Play and Intervals

There may be up to three games played in a day at PKVR Reservoir Ground. The periods of play and intervals for Women's T20 League games at PKVR Reservoir are as follows:

Game 1	
First Innings	0830-0945 (1 hour 15 minutes)
<i>Interval</i>	<i>0945-1000 (15 minutes)</i>
Second Innings	1000-1115 (1 hour 15 minutes)
Game 2	
First Innings	1130-1245 (1 hour 15 minutes)
<i>Interval</i>	<i>1245-1300 (15 minutes)</i>
Second Innings	1300-1415 (1 hour 15 minutes)
Game 3	
First Innings	1430-1545 (1 hour 15 minutes)
<i>Interval</i>	<i>1545-1600 (15 minutes)</i>
Second Innings	1600-1715 (1 hour 15 minutes)

Playing time per innings: 75 minutes.

Required over rate: 16 overs per hour or 3.75 minutes per over.

At all other grounds, the hours of play will be as specified by CHK.

4. The Toss & Team Nomination

- a) The Toss shall be conducted no earlier than 30 minutes nor later than 15 minutes prior to the scheduled time for the start of play, in the presence of an umpire.
- b) Team nomination forms must be provided to umpires prior to the toss being conducted. The CHK team nomination form template must be used.
- c) Juniors along with age as registered with CHK should be marked on the team list.
- d) In Division 2 Only – A CHK approved Team Nomination form must be used. Players that have played less than two seasons of cricket as of 1st September 2021 will be marked on the team list. To clarify – if the 2021/22 season is either their 1st or 2nd season of league cricket, they will be marked on the team list. This is for Rule 8b).

5. The Ball

An CHK approved Kookaburra brand white leather four-piece 142g cricket ball shall be used for all Women's T20 League matches.

6. Length of Innings

Refer to CHK Premier League T20 Playing Condition 6.

7. Number of overs per Bowler

Refer to CHK Premier League T20 Playing Condition 8.

8. Legitimate Balls per Over

- a) An over shall consist of six balls. No Balls and Wides shall not

count as one of the over, and are to be re-bowled subject to b)

- b) For Division 2 players that have been marked as per 4 d) :
- i. No Balls and 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
 - ii. If the eight ball of the over is a no-ball, there will be no free-hit on the subsequent delivery.
 - iii. If the CHK approved team nomination form is not used, this rule will not apply. If a player's name is not on the CHK approved team nomination form, this rule will not apply to them.
 - iv. Exceptions to this rule can be made by the CHK Management.
- c) Law 21 No Ball shall apply, and Law 21.10 Ball Bouncing over Head Height, will be replaced refer Condition of Play rule on Dangerous and Unfair Bowling.
- d) Law 22 Wide shall apply, note provision for a Wide for balls bouncing overhead height under dangerous and Unfair Bowling in Conditions of Play

9. Fielder's Absence - Maximum Penalty Time

Under CHK Playing Condition 22, a fielder's unserved Penalty time shall be limited to a maximum of 35 minutes.

10. Restrictions on the Placement of Fielders

- d) At the instant of delivery there shall be no more than five fielders on the leg side.
- e) 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.

- f) Please see Playing Condition 28 regarding the overlap of the inner-circle and the boundary within the marked region at PKVR Reservoir Ground
- g) For the first six overs of each innings only **two** fielders shall be permitted outside this fielding restriction area at the instant of delivery.
- h) During the remaining overs of each innings (i.e. overs 7 to 20) no more than **four** fielders shall be permitted outside the fielding restriction area at the instant of delivery. To clarify, if a side has less than 11 players on the field, they will still be allowed 4 fielders outside of the inner circle.
- i) In circumstances where the number of overs for the batting team is reduced, the number of fielding restriction overs shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that this table shall apply to both first and second innings.

Innings Duration	Number of Fielding Restriction Overs
5–8	2
9–11	3
12–14	4
15–18	5
19–20	6

- j) If an innings is interrupted during an over and if on the resumption of play, due to the reduced number of overs for the batting team, the required number of fielding restriction overs have already been bowled, the remaining deliveries in the over to be completed

shall not be subject to the fielding restrictions.

- k) In the event of an infringement of any of the above fielding restrictions, the striker's end umpire shall call and signal 'No Ball'.

11. Delayed or Interrupted Matches

Refer to CHK Sunday Elite T20 Cup Playing Condition 4

12. Over Rate Penalties

Refer to CHK Sunday Elite T20 Cup Playing Condition 5

13. Tied Matches – Super Over

See CHK Premier League T20 Playing Condition 15

14. Runs Behind the Wicket at PKVR Reservoir Ground

See CHK Playing Condition 28.

15. Points

Points for matches will be awarded as follows:

Win	2 points
Loss	0 points
No Result	1 points each

16. Divisional Champions

The Division Champions shall be the teams that win that Division's Final.

If the number of points scored by two or more teams is the same, the following criteria shall be used to determine which team proceeds to the eliminator/final/semi-finals:

- a) Net Run Rate (NRR)*, as calculated by the CricHQ system and shown in the ladder, shall decide the higher placed team;
- b) If the NRR is equal then the team with the most wins in the competition finishes higher.
- c) If the number of wins is equal then the head-to-head results between the two teams will decide the higher placed team.
- d) If teams are still equal then the final league positions from 2020-21 shall be used to determine who proceeds, with the higher-ranked team proceeding to the eliminator/final.

If the eliminator can not be completed, for any reason, then the higher placed team after the round robin stage (using the above if required) shall proceed to the final.

If the Final can not be completed, then the higher placed team after the round robin stage (using the above if required) shall be declared Champions.

****Net Run Rate** is calculated by deducting from the average runs per over scored by a team in all matches with a result, the average runs per over scored against that team throughout the competition.*

In the event of a team being all out in less than its full quota of overs, the calculation of 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.

Women's T10 Cup

These are the competition rules of CHK Women's T10 Cup. This competition will follow the same rules as the *Women's T20 League*, except for as specified as below. They should be read in conjunction with CHK *Playing Conditions* and CHK *Code of Behaviour*.

1. Competition Format

- a) CHK Women's T10 Cup shall be contested by twelve teams contesting in four groups of three.
- b) Each group will play a single stage round robin of 10-over cricket, with the same points system as the Women's T20 League.
- c) Teams will score points in each match. Each team will play 3 group matches.
- d) The top team from each group will proceed to the semi-finals.
- e) The winner of the semi-finals will face each other in the final on the same day, the winner of which shall be crowned T10 Cup champions.

2. Player Eligibility

- a) Same eligibility rules as the Women's T20 League apply.
- b) A player may only register for a single club throughout the season across all the Women's competitions

3. Hours of Play and Intervals

There may be up to five games played in a day at PKVR Reservoir Ground.

The periods of play and intervals for Women's T10 Cup games at PKVR Reservoir are as follows:

Game 1	
First Innings	0800-0840 (40 minutes)
<i>Interval</i>	<i>0840-0850 (10 minutes)</i>
Second Innings	0850-0930 (40 minutes)
Game 2	
First Innings	0950-1030 (40 minutes)
<i>Interval</i>	<i>1030-1040 (10 minutes)</i>
Second Innings	1040-1120 (40 minutes)
Game 3	
First Innings	1140-1220 (40 minutes)
<i>Interval</i>	<i>1220-1230 (10 minutes)</i>
Second Innings	1230-1310 (40 minutes)
Game 4	
First Innings	1330-1410 (40 minutes)
<i>Interval</i>	<i>1410-1420 (10 minutes)</i>
Second Innings	1420-1500 (40 minutes)
Game 5	
First Innings	1520-1600 (40 minutes)
<i>Interval</i>	<i>1600-1610 (10 minutes)</i>
Second Innings	1610-1650 (40 minutes)

Playing time per innings: 40 minutes.

Required over rate: 4 minutes per over.

At all other grounds, the hours of play will be as specified by CHK.

4. The Toss & Team Nomination

- a) The Toss shall be conducted no earlier than 20 minutes nor later than 10 minutes prior to the scheduled time for the start of play, in the presence of an umpire.
- b) Team nomination forms must be provided to umpires prior to the toss being conducted. The CHK team nomination form must be used.
- c) Juniors along with age as registered with CHK should be marked on the team list.

5. The Ball

An CHK approved Kookaburra brand white leather four-piece 142g cricket ball shall be used for all Women's T10 Cup matches.

6. Length of Innings

- a) In uninterrupted matches (i.e. matches which are neither delayed nor interrupted) each team shall bat for 10 overs unless all out earlier.
- b) A side shall not be permitted to declare its innings closed or forfeit its innings.
- c) If the either fielding side fails to bowl the required number of overs by the scheduled time for completion of an innings, play shall continue until the required number of overs has been bowled subject to conditions and ground availability. The over in progress at the scheduled time shall count as a completed over for over rate calculations. Rule 12 (Over Rate Penalties) shall apply.
- d) After the first innings the interval shall not be extended, and the next innings shall commence at the scheduled time.

- e) If the side batting first is dismissed in less than 10 overs, the side batting second shall be entitled to bat for 10 overs
- f) The umpires will seek to regularly advise the captain of the fielding side's progress on the over rate during play
- g) During an innings, the umpires shall make note of allowances for legitimate delays that have prevented a side from bowling its allotted overs within the scheduled time. Examples of such allowances 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 side, e.g. changes of equipment.

Note: *In instances of inclement weather, Rule 11 shall apply, NOT the provisions for allowances.*

- h) In the event of any time allowances being granted to the fielding team under g) due to time wasting by batting team, then such time shall be deducted from the allowances granted to such batting team in the determination of its over rate
- i) If a batting team is bowled out within the time determined for that innings pursuant to these playing conditions (taking into account all of the time allowances set out above), the fielding side shall be deemed to have complied with the required minimum over rate.
- j) Late commencement of the game will not normally be considered an allowance unless the delay is the fault of the batting side. It is the responsibility of both captains to ensure their sides are ready to start play at the scheduled time.
- k) See Rule 12 and CHK Playing Conditions Rule 17 for penalties for slow over rates.

7. Number of Overs per Bowler

- a) No bowler shall bowl more than **two** overs in an innings.
- b) In a delayed or interrupted match, where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed. Where the total overs is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

8. Legitimate Balls per Over

An over shall consist of six balls. No Balls and Wides shall not count as one of the over and are to be re-bowled.

All bowlers are to bowl six legal balls in an over, regardless of experience level.

9. Fielder's Absence - Maximum Penalty Time

Under CHK Playing Condition 22, a fielder's unserved Penalty time shall be limited to a maximum of 20 minutes.

10. Restrictions on the Placement of Fielders

- a) At the instant of delivery there shall be no more than five fielders on the leg side.
- b) 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.
- c) Please see Playing Condition 28 regarding the overlap of the inner-circle and the boundary within the marked region at PKVR

Reservoir Ground

- d) At the instant of delivery, during any point of the innings, there may not be more than four (4) fielders permitted outside this fielding restriction area. To clarify, if a side has less than 11 players on the field, they will still be allowed 4 fielders outside of the inner circle.
- e) To further clarify – there shall be no powerplays.
- f) In the event of an infringement of any of the above fielding restrictions, the striker's end umpire shall call and signal 'No Ball'.

11. Delayed or Interrupted Matches

- a) To constitute a match, both teams are to have the opportunity of batting for at least 5 overs, unless one team has been all out in less than 5 overs or unless the team batting second scores enough runs to win in less than 5 overs. Time adjustments cannot lead to the second team be provided the opportunity to bat more overs than the first.
- b) Where there is a delayed or interrupted match, umpires should begin reducing overs immediately, with focus on finishing the match within original cessation time.
- c) Should the start of the match be unavoidably delayed due to ground, weather and/or light conditions or any other unavoidable reason, the total number of overs in the match shall be reduced by two for every complete 8 minutes lost, being 4 minutes per over (i.e. one over deducted from each innings). In the event that a match is so reduced, the number of overs allowed per bowler shall also be reduced. See rule **7b**. This calculation must not cause the match to finish earlier than the original cessation time.
- d) In all reduced overs matches, the fielding team will be given one over's leeway. For the avoidance of doubt, one over's leeway

means that the fielding side must be in position to bowl the first ball of the penultimate over by the scheduled or rescheduled cut off time.

- e) If the second innings is not completed for any reason other than that of a result already being achieved, or loss of time affects the number of overs to be played then the game will be decided by applying the DLS method as calculated by the CricHQ.

12. Over Rate Penalties

- a) All sides are expected to be in position to bowl the first ball of the last of their 10 overs within 40 minutes playing time. In the event of them failing to do so, the full quota of overs will be completed, and the batting side will be credited with 5 bonus runs. This will apply to both innings of the match. If the side batting second is credited with runs in this way and this consequently takes their score to or past their victory target then the match shall be deemed to be won by the side batting second. All penalties in this regard will be imposed immediately the ball first becomes dead after the scheduled or re-scheduled cessation time for the innings.
- b) If penalty runs are to be awarded due to a slow over rate the captain will be reported to the CHK Management and face possible suspension (see CHK Playing Conditions Rule 17).
- c) If the innings is terminated before the scheduled or re-scheduled cut-off time, no over-rate penalty shall apply. If the innings is interrupted, the over-rate penalty will apply based on the re-scheduled cessation time for that innings. The umpire shall inform the fielding team captain when taking the field for the first time and on every subsequent occasion if play is interrupted by the weather, the scheduled cessation time for that innings. The

umpire at the bowler's end will inform the fielding captain, the batsman and his fellow umpire of any time allowances as and when they arise.

- d) This is the only penalty for a slow over rate.

13. Tied Matches – Super Over

A super-over is only to be played during the semi-finals and final. See CHK Premier League T20 Playing Condition 15.

14. Points

Points for matches will be awarded as follows:

Win	2 points
Loss	0 points
Tie or No Result	1 points each

15. Champions

The T10 Cup Champion shall be the team that wins the Final.

The semi-finals will be the winner of Group 1 playing the winner of Group 3, and the winner of Group 2 playing the winner of Group 4

If the number of points scored by two or more teams is the same, the following criteria shall be used to determine which team proceeds to the semi-finals.

- Net Run Rate (NRR)*, as calculated by the CricHQ system and shown in the ladder, shall decide the higher placed team;
- If the NRR is equal then the team with the most wins in the competition finishes higher.
- If the number of wins is equal then the head-to-head result between the two teams will decide the higher placed team.

d) If teams are still equal then the final league positions from 2020-21 shall be used to determine who proceeds, with the higher-ranked team proceeding to the eliminator/final.

If the semi-finals cannot be completed, for any reason, then the higher placed team from the Women's T20 League shall proceed to the final.

If the Final cannot be completed, then the two finalists shall be declared Joint Champions.

****Net Run Rate** is calculated by deducting from the average runs per over scored by a team in all matches with a result, the average runs per over scored against that team throughout the competition.*

In the event of a team being all out in less than its full quota of overs, the calculation of 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.

Women's Development League

The below playing conditions are to be read in conjunction with the 2021-22 CHK Playing Conditions and the MCC Laws of Cricket.

1. Competition Format

- a) **Phase 1** – The teams will initially be split into two groups of 4, and each group will play a single round-robin stage.
- b) **Phase 2** – The top 2 teams in each group will be put into the Cup group, and the bottom 2 into the Plate group. The Cup and Plate groups will then each play a single round-robin stage.
- c) Points from Phase 1 will not carry forward to Phase 2.
- d) The team on top of the Cup group after Phase 2 will be crowned the WDL Champions.

2. Player Eligibility

- a) Only female players may take part in this competition.
- b) Any player who has been selected for the 2021-22 WPL, or that has ever been selected to represent their country, is ineligible to take part.
- c) Players should represent the same club that they represented in the Women's T20 League and T10 Cup, if applicable
- d) Exceptions to these rules can be made by the CHK Management

3. Hours of Play and Intervals

Each game will last for 130 minutes – 60 minutes per innings, with a 10-minute interval.

There will be 6 WDL games played on a single day, with two games played simultaneously at PKVR Reservoir Ground.

A detailed schedule for each day of the WDL will be released by CHK.

4. Toss and Team Nomination

- a) The Toss shall be conducted no later than 15 minutes before the start of each game, and can be conducted off the field by appointed Umpires / CHK Staff.
- b) Team lists must be provided by each team prior to the toss being conducted.
- c) Juniors along with age as registered with CHK should be marked on the team list.

5. The Ball

Games will be played with a White 142g 4-piece Kookaburra Balls. A new ball will not be required for each innings. However, it is required that the ball used be of reasonable condition. Each team will provide balls for their own fielding innings.

6. Length of Innings

Teams will play 16 overs a side pairs format.

Each game will last for 130 minutes – 60 minutes per innings, with a 10-minute interval.

7. Number of Players

Each team must have a minimum of 6 players and a maximum of 8.

8. Wides, No Balls and Balls per Over

- a) Wides will be enforced as per the MCC Laws. Law 41.7 (Bowling of dangerous and unfair non-pitching deliveries) will not be strictly enforced.
- b) Deliveries that bounce more than twice before crossing the popping crease will be considered a no-ball.
- c) Wides and No Balls will be worth 3 runs each and will not be re-bowled until the final over of the innings.
- d) The final over must consist of 6 legal deliveries.

9. LBWs

LBWs will not be in effect.

10. Free-Hits

Free-Hits will not apply after a no-ball.

11. Batting

- a) Each pair must bat for 4 completed overs.
- b) Loss of a wicket means the batting side lose 5 runs.
- c) The non-striker must face the next delivery after the fall of a wicket. This does not apply for run-outs.
- d) In the event of only having 6 or 7 players, the fielding side chooses who gets to bat a second time before the start of the innings, and this player(s) can only bat again in the final pair.
- e) If a batter faces 3 consecutive dot balls (not including wides or no-balls) they must swap with the non-striker, unless the 3rd dot ball is the final ball of the over.
- f) Each team starts their innings with 100 runs.

12. Fielding

- a) Every member of the fielding side (apart from the designated wicketkeeper) must bowl at least 1 over, and can bowl a maximum of 3 overs each.
- b) In the event of the fielding side only having 6 players, the batting side gets to choose which player bowls a 4th over before the start of the innings.
- c) There may be no more than 4 fielders on the legside and no more than 2 behind square on the legside.
- d) If, over the course of the innings, due to whatever reason, the fielding side is required to have a player (or players) bowl more than 3 overs, the batting side will get to pick which player bowls it.

13. CHK Clothing Policy

The CHK Clothing Policy will **not** be strictly enforced, but teams are encouraged to wear consistent kit (of a similar colour) adhering to the policy throughout the competition.

14. Adverse Weather Arrangements

In case of delays or weather interruptions, the schedule should be altered and/or the number of overs reduced in order to play the games. If this is not possible, all efforts will be made to reschedule the fixtures to a later date. If that isn't possible, the fixtures will be considered abandoned and points will be shared.

15. Scoring

Refer to CHK Playing Condition 4k

16. Points

Points for matches will be awarded as follows:

Win	2 points
Tie or No Result	1 point
Loss	0 point

In cases where teams are equal on points, Net Run Rate (as calculated by CricHQ) will be used to determine who sits higher on the points table.

17. League Champions

The team on top of the Cup group after Phase 2 will be crowned the WDL Champions.