

Women's Premier League

These are the competition rules for the CHK Women's Premier league. They should be read in conjunction with CHK *Playing Conditions* and CHK *Code of Behaviour*.

1. Competition Format

- The CHK Women's Premier League will feature two teams of players selected by CHK – the Bauhinia Stars and Jade Jets
- The two teams shall play each other three times – twice in 35-over cricket, and once in 40-over cricket.
- Teams will score points in each match (see rule 15). There shall be no final. The League winners will be the team with most points at the end of each competition.

2. Player Eligibility

- Players may only represent one team for the duration of the Premier League season
- There are no restrictions on who can play Premier League Cricket.

3. Hours of Play and Intervals

All matches shall commence no later than 8:30 am.

Periods of Play and Intervals – 35 Over Matches

First Innings	0830-1045 (2 hour 15 minutes)
<i>Innings Break</i>	<i>1045-1055 (10 minutes)</i>
Second Innings	1055-1310 (2 hour 15 minutes)

Playing time per innings, including drinks breaks: 135 minutes plus the over in progress at the scheduled time

Required over rate: 15.56 overs per hour (3.86 minutes per over), inclusive of drinks.

Under normal conditions, one drinks break will be taken on the field in each innings after 17 overs.

Periods of Play and Intervals – 40 Over Match

First Innings	0830-1105 (2 hour 35 minutes)
<i>Innings Break</i>	<i>1105-1120 (15 minutes)</i>
Second Innings	1120-1355 (2 hour 35 minutes)

Playing time per innings, including drinks breaks: 155 minutes plus the over in progress at the scheduled time

Required over rate: 15.48 overs per hour (3.875 minutes per over), inclusive of drinks.

Under normal conditions, one drinks break will be taken on the field in each innings after 1 hour and 15 minutes of play.

4. The Toss and Team Nomination

- Team lists must be provided to them umpires prior to the toss being conducted.
- The CHK team nomination form must be used.

5. The Ball

An CHK approved Kookaburra Platinum white leather four-piece 142g cricket ball. One new ball shall be used at the start of each innings.

6. Length of Innings

- Each side shall bat for either 35 or 40 overs (depending on the game) unless all out earlier or the match is restricted through delay or interruption.
- A side shall not be permitted to declare its innings closed or forfeit its innings.
- 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 13 (Over Rate Penalties) shall apply.
- If the side batting first is dismissed in less than the full quota overs, the side batting second shall be entitled to bat for the full quota
- The umpires will seek to regularly advise the captain of the fielding side's progress on the over rate during play
- 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:

- ii. Injury to players of either side.
- iii. 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.
- iv. Delays caused by the batting side, e.g. changes of equipment.

Note: In instances of inclement weather, **Rule 8** shall apply, **NOT** the provisions for allowances.

- g) 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
- h) 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.
- i) 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.
- j) See Rule 13 and CHK Playing Conditions Rule 16 for penalties for slow over rates.

7. Drinks Intervals

- a) One drinks breaks per innings shall be permitted, taken at the times specified in competition rule 3.
- b) The Drinks Intervals shall be taken on the field at all times.
- c) Under conditions of extreme heat the umpires may permit extra intervals for drinks. The duration of these should be treated as an allowance for over rate calculations.
- d) An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the umpires.
- e) When less than 3 minutes remains before the time agreed for the next interval, the interval shall be taken immediately if either a batsman is dismissed or retires, or the players have occasion to leave the field, whether this occurs during an over or at the end of an over. Except at the end of an innings, if an over is thus interrupted it shall be completed on the resumption of play.

8. Delayed or Interrupted Matches

- a) To constitute a match, both teams are to have the opportunity of batting for at least 10 overs, unless one team has been all out in less than 10 overs or unless the team batting second scores enough runs to win in less than 10 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, the scheduled finish time is still to be adhered to.
- 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 and the fielding restrictions shall also be reduced, see **9b and 12g**. 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.

9. Number of Overs per Bowler

- a) No bowler shall bowl more than **seven** overs in an innings in the 35-over games, and **eight** overs in an innings in the 40-over game
- b) In a delayed 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. Where the total overs is not divisible by five, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

10. Free Hit after a No Ball

A Free Hit after a No Ball is applied to all No Balls. Refer to Playing Condition 17 for outline on this rule

11. Fielder's Absence - Maximum Penalty Time

Under CHK Playing Condition 22, a fielder's unserved Penalty time shall be limited to a maximum of 120 minutes.

12. Fielding Restrictions

- a) At the instant of delivery, there may not be more than five (5) 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 (23metres). The semi-circles shall be linked by two parallel straight lines. The fielding restriction area should be marked with disks at five-yard (4.57-metre) intervals by the home side in each game. At the instant of delivery:

Powerplays

- c) There are two phases of Powerplay:
 - i. Powerplay 1 – no more than **two** (2) fielders shall be permitted outside the fielding restriction area. In an innings of 35 overs, these are overs 1 to 7 inclusive. In a 40 over innings, these are overs 1 to 8 inclusive.
 - ii. Powerplay 2 – no more than **three** (3) fielders shall be permitted outside the fielding restriction area. In an innings of 35 overs, these are overs 25 to 28 inclusive. In a 40 over innings, these are overs 29 to 32 inclusive.
- d) For all non-Powerplay overs, there may be no more than **four** (4) fielders permitted outside the fielding restriction area.
- e) In the event of an infringement of any of the above fielding restrictions, the striker's end umpire shall call and signal No Ball.
- f) At the commencement of the second block of Powerplay overs, the umpire shall signal such commencement to the scorers by rotating his or her arm in a large circle.
- g) In circumstances when the number of overs of the batting side is reduced, the number of powerplay overs shall be reduced in accordance with Table 1 below. For the sake of clarity, it should be noted that the table applies to both the 1st and 2nd innings of the match.
- h) In the circumstances outlined in g), the 2nd Powerplay must be taken during the overs immediately prior to the last 1/5th of the innings. For instance – in a game reduced to 32 overs, the 2nd powerplay must be taken immediately before the last 7 overs (rounding up), therefore from overs 23 to 25.
- i) For innings reduced to less than 20 overs, the 2nd Powerplay is to be scrapped, and standard T20 Powerplay regulations are to apply.
- j) If play is interrupted during an innings and the table below applies, the powerplay takes immediate effect. This applies even though the interruption has occurred mid-over.

Innings Duration	Powerplay 1 (over range)	Powerplay 2 (number of overs)
38 to 40	1 to 8	4
35 to 38	1 to 7	4
32 to 34	1 to 7	3
29 to 31	1 to 6	3
25 to 28	1 to 5	3
21 to 24	1 to 5	2
20 or less	Standard T20 Powerplay regulations apply	No Second Powerplay

Table 1 – Powerplays for reduced-overs games

13. Over Rate Penalties

- a) All sides are expected to be in position to bowl the first ball of the last of their full quota of overs within the specified period of play. 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 for each over that the fielding side has failed to bowl in time. 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 Condition 16).
- 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) Over-rate penalties apply only to innings of 20 overs or more duration. In innings of less than 20 overs duration, umpires shall apply the penalty run Laws for time wasting especially strictly.
- e) This is the only penalty for a slow over rate.

14. The Result

Law 16.2 - A win - one innings match shall apply in addition to:

- a) Save for circumstances where a match is awarded to a team as a consequence of the opposing team's refusal to play (Law 21.3), a result can be achieved only if both teams have had the opportunity of batting for at least 10 overs, unless one team has been all out in less than 10 overs or unless the team batting second scores enough runs to win in less than 10 overs. Other matches, where both teams have not had an opportunity of batting for a minimum of 10 overs, shall be declared no result.

b) Interrupted or Prematurely Terminated Matches

Calculation of the Target Score. If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum of 10 overs), then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing. This revised target is to be calculated using the current DLS method. The target set will always be a whole number and one run less will constitute a Tie.

c) Prematurely Terminated Matches

If the innings of the side batting second is suspended (with at least 10 overs bowled) and it is not possible for the match to be resumed, the match will be decided by comparison with the DLS 'Par Score' determined at the instant of the suspension by the DLS method. If the score is equal to the par score, the match is a Tie. Otherwise the result is a victory, or defeat, by the margin of runs by which the score exceeds, or falls short of, the Par Score.

15. Points

Points for matches will be awarded as follows:

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

16. League Champion

The Women's Premier Champion shall be the team with the most points at the end of the round-robin matches. If the number of points scored by the two teams is the same, the Net Run Rate (NRR)*, as calculated by the CricHQ system and shown in the ladder, shall decide the higher placed team, and thus the winner. If teams are still equal then the title will be shared.

**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.