

Orange District Cricket Association
2024-25 Women's Cricket Playing Conditions

FRIDAY NIGHT SOCIAL LEAGUE

The purpose of this league is to provide a fun and safe environment for those with little or no cricket experience to improve their skills and enjoy themselves.

GAME FORMAT

Number of players

Teams can consist of between 8-12 players.

Length of Match

A match consists of 15 six-ball overs for each team.

Ball

A Pink Kookaburra 142-gram Super Softaball is to be used.

Pitch

Games will be played on synthetic pitches.

The pitch will measure 18 metres from stump to stump. To create this shortened pitch, one set of creases will remain as marked, with the other set shortened by two metres and marked using the white tape provided in the match kit bag.

All overs will be bowled from the end which has been shortened.

Boundary size

The boundary will be marked with cones and measure approximately 30 metres from the batter's end stumps.

The toss

One player nominated by each team will participate in a coin toss or game of scissors, paper, rock to determine which team is batting first. Whichever team wins the game will get to choose whether they want to bat or bowl first.

If one team does not have enough players to field at or close to 5.30pm, the teams can agree that they should bat first so the game can be started on time.

BATTING

Each team will divide their batting innings evenly among their players so that each player faces the same, or close to the same, number of balls. E.g.: in a 15-over game there will be 90 balls bowled. So:

- A team with eight players would see each player face 11 or 12 balls
- A team with 10 players would see each player face 9 balls

A players' allotted balls includes and wides or no-balls that are bowled to her.

Once a player has played her allotted balls, she retires and a new batter takes her place.

It is not mandatory for the batters to run when they hit the ball – there's no 'hit and run' rule in effect.

At the end of each over the batters change ends.

Methods of dismissal are:

- Bowled – a ball bowled by the bowler that hits the batter's stumps.
- Caught – a ball caught on the full by a fielder or the bowler.
- Hit-wicket – the batter hits their stumps in the act of striking the ball.
- Run-out – when the batters attempt to make a run and are short of their crease when the stumps are broken by the ball thrown by a fielder.
- Stumped – the batter is out of their crease and misses the ball, and the wicketkeeper breaks the stumps.

When a batter is dismissed the batting pair change ends.

While no protective equipment is required due to the softer ball, players may choose to wear protective equipment – either their own or that which has been provided.

BOWLING

Each team will divide their bowling innings evenly among their players so that each player bowls the same, or close to the same, number of overs. This is best achieved by rotating the field at the conclusion of each over.

A **wide** is a delivery which lands on the pitch but is then out of reach of the batter. If the batter hits the ball then it cannot be considered a wide. 1 run is added to the batting team's total for each wide.

A **no-ball** is a delivery which:

- bounces over shoulder height when the batter is in their normal stance; or
- reaches the batter above waist height on the full; or
- bounces more than three times before the batter; or
- lands off the pitch

1 run is added to the batting team's total for each no-ball in addition to any runs that are hit off that ball.

Other sundries are **byes** (runs scored after the ball has been missed by the wicketkeeper and the batters run) and **leg byes** (runs scored after the ball strikes the batter's legs or body and the batters run).

Bowlers should attempt to bowl overarm with a straight arm at release. A no-ball will not be called for a bent arm delivery (throw), but the bowler is expected to try to improve their technique for their remaining deliveries.

There is a maximum of six balls in each over – no-balls and wides are not re-bowled.

Each time a batter is dismissed, the bowling team shall receive FOUR (4) bonus runs which are added to their total runs scored.

FIELDING

A maximum of 8 players are allowed on the field when bowling/fielding. This includes the bowler and wicketkeeper.

There is to be no more than 3 fielders on each side of the pitch.

Extra players can be rotated on/off the field at the conclusion of each over.

Wicketkeepers are changed at the end of each over. They may wear the wicketkeeping gloves but this is not mandatory.

SCORING

Teams/clubs are required to enter their line-ups players into the match in PlayHQ before the game.

Electronic scoring will be used to determine the final result. If the device being used to do electronic scoring fails through the course of the game, the paper scoresheet will be used to determine the final result.

RESULTS

The team with the highest number of runs (scored and bonus runs) at the end of the second innings is the winner.

If scores are equal, the match is a tie.

GAME MANAGEMENT RESPONSIBILITIES

Each team is required to provide:

- One set of stumps
- The match ball for their bowling innings
- Their own batting and wicketkeeping equipment, as needed
- One umpire for the match
- Two people to score their batting innings: one an electronic device (phone, tablet or computer), another on a paper scoresheet.

The home team (the team listed first on the draw) is required to:

- Set up the pitch and ground for the match – mark boundaries with cones, mark shortened creases, etc..
- Provide and have ready to use an electronic device to score games.

DATES, DAYS AND TIMES

Games will begin at 5.30pm on Fridays.

12 weeks of games:

- Friday 8 November to Friday 13 December
- Friday 7 February to Friday 14 March

Finals to be played on Friday 14 March with pairing teams on the ladder to play each other, i.e. - 1st v 2nd, 3rd v 4th, 5th v 6th, etc..

SUNDAY HARD-BALL COMPETITION

The purpose of this league is to provide those players with at least some cricket experience an opportunity to play under close to full match conditions and for their clubs.

GAME FORMAT

Number of players

Teams can consist of between 11 or 12 players. If 12 then one player shall be nominated as non-batter.

Length of Match

A match consists of 20 completed overs for each team.

Ball

A red Kookaburra 142-gram two-piece leather ball is to be used.

Pitch

Games will be played on full-length, synthetic pitches.

Boundary size

The boundary will be marked with cones and measure approximately 40 metres from the middle of the pitch.

The toss

Captains will participate in a coin toss or game of scissors, paper, rock to determine which team is batting first. Whichever team wins the game will get to choose whether they want to bat or bowl first.

BATTING

Full and normal match conditions will be in effect with the following amendments:

- Batters to retire after their 25th ball faced, if not dismissed on that ball
- Retired batters may bat again after all other batters have either been dismissed or retired
- Helmets are mandatory

BOWLING

Full and normal match conditions will be in effect with the following amendments:

- Bowlers can bowl a maximum of three overs
- Each over shall consist of no more than eight deliveries

FIELDING

Full and normal match conditions will be in effect with the following amendments:

- There can be no more than three fielders behind the square leg umpire on the leg side
- Helmets are mandatory for wicketkeepers

SCORING

Teams/clubs are required to enter their line-ups players into the match in PlayHQ before the game.

Electronic scoring will be used to determine the final result. If the device being used to do electronic scoring fails through the course of the game, the paper scoresheet will be used to determine the final result.

RESULTS

The team with the highest number of runs at the end of the second innings is the winner.

If scores are equal, the match is a tie.

GAME MANAGEMENT RESPONSIBILITIES

Each team is required to provide:

- One set of stumps
- The match ball for their bowling innings
- Their own batting and wicketkeeping equipment, as needed
- One umpire for the match (unless one is provided by the ODCA)
- Two people to score their batting innings: one an electronic device (phone, tablet or computer), another on a paper scoresheet.

The home team (the team listed first on the draw) is required to:

- Set up the pitch and ground for the match – mark boundaries with cones, mark shortened creases, etc..
- Provide and have ready to use an electronic device to score games.

DATES, DAYS AND TIMES

Games to be played at 10am on Sundays.

Dates will be determined when team numbers and ground availabilities are known. However it is hoped that each team will play:

- 3-4 preliminary games
- At least one final