



Cricket Competition Rules

Revision: 1

Date: August 2023

1 Introduction

This document sets out the playing conditions, codes of behaviour and administrative rules for cricket played in Brisbane Women's Cricket (BWC) competitions.

Any queries should be directed to the BWC Administrator at the following email address:

adam.paroz@qldcricket.com.au

BWC operates three competitions in the Brisbane region – The Harris Shield, The Kirsten Pike Plate and the Rebecca McCoombes Cup.

This Harris Shield is positioned as a U15 T20 community competition, and as such there are no restrictions on the skill levels of players in this competition, other than age.

The Kirsten Pike Plate is intended for women, older teens and community players who prefer a shorter T20 format of the game played at night.

The Rebecca McCoombes Cup is intended for players who are seeking a one-day cricket competition as a community cricket alternative to women's premier cricket.

For details about BWC and our competitions, please visit our website:

www.brisbanewomens.cricket

2 Codes of Behaviour

2.1 Players

- Play by the rules.
- The umpire's decision is final – respect all decisions and never argue with an official.
- Control your temper and remain calm – verbal abuse, sledging or deliberately distracting or provoking an opponent is unacceptable.
- Be a good sport – applaud all good plays whether they are your team's or the opposition's.
- Treat all players with respect – regardless of gender, ability, cultural background or religion.
- Work equally hard for yourself and your team.
- Cooperate with your captain, coach, manager, teammates and opponents.
- Have fun at all times – play to enjoy the game, not just to please others.

2.2 Coaches

- Remember that young people participate for pleasure – winning is only part of the fun.
- Compliment the performance of all players – never ridicule or yell at a player.
- Be reasonable in your demands on players' time, energy and enthusiasm.

- Ensure all players receive equitable attention and playing opportunities.
- Abide by local conditions – encourage players to settle disagreements calmly.
- Ensure that equipment and facilities meet safety standards and are appropriate to the age and ability of all players.
- Control your temper and remain calm at all times – encourage players to do the same.
- On-field or side-line coaching is not permitted in BWC cricket.
- Ensure any physical contact with a young person is appropriate and necessary.
- Treat all people with respect – regardless of gender, ability, cultural background or religion.

2.3 Parents and spectators

- Enjoy the game – remember that players participate in sport for their own enjoyment.
- Encourage players to participate – do not force them.
- Focus on the player's efforts and performances rather than whether they win or lose.
- Respect the decisions and actions of all coaches, managers, captains and match officials.
- Encourage players to respect local conditions and settle disagreements calmly.
- Compliment the performance of all children – never ridicule or yell at a child.
- Lead by example and be a positive role model.
- Support efforts to remove verbal and physical abuse from sporting activities.
- Treat all people with respect – regardless of gender, ability, cultural background or religion.

2.4 Administrators

- Involve players in planning, leadership, evaluation and decision-making.
- Create pathways for players to participate in sport – not just as players but as coaches, umpires and administrators.
- Ensure that rules and other processes suit the age, ability and maturity level of players.
- Provide quality supervision and instruction for players.
- Remember that players participate for pleasure – don't over-emphasise awards.
- Encourage fair play – not winning at all costs.
- Help develop coaches and officials and help improve standards of coaching and officiating.
- Encourage spectators, officials, parents, coaches, players and the media to follow codes of behaviour.
- Ensure your behaviour and comments are positive and supportive.
- Make it clear that abusing players in any way is unacceptable and will result in disciplinary action.
- Treat all people with respect – regardless of gender, ability, cultural background or religion.

3 Rules

3.1 Rules of cricket

The Laws of Cricket as administered by the MCC apply to all BWC competitions, except as modified by these rules.

3.2 Application of these Rules

These rules are to be applied without modification to all games played in BWC competitions.

3.3 Conduct of games

- BWC competitions are competitive in nature, however it is recognized that there is a need to balance this against variation in skill and experience between players.
- Games are to be played to win fairly and within the rules.
- Equal participation of players is not required, but participation of all players is encouraged.
- Captains, coaches and players must be mindful of the need to ensure that all players are able to enjoy the game and participate.

3.4 Players

3.4.1 Membership and registration

- Participating clubs must be affiliated members of a Queensland Cricket or Queensland Junior Cricket affiliated association prior to 31 October each season.
- Participating players must be registered by their clubs.
- The Executive Committee of each club must hold registration certificates of all players in the club.
- BWC does not form representative teams.

3.4.2 Number of players

- A team consists of 9 players per team.
- 6 players per team is the minimum recommended to play the game.
- 11 players per team recommended maximum.
- A maximum of 9 players may be on the field at any given time.
- Batting team will provide fielders at the fielding team's request when the fielding team has fewer than 9 players.

3.4.3 Gender

- All players must be female.

3.4.4 Player qualification

Harris Shield:

- Players must be under the age of 15 as of September 1 in any given season
- Players older than the guideline age may play in the Harris Shield with the prior approval of the BWC Steering Committee. To obtain approval for a player, details of the players age and prior cricket experience must be provided to the BWC Administrator, at least three working days prior to their first game. The BWC Administrator will liaise with the player's "home Association" to ascertain any further information needed. Applications must be made via email to adam.paroz@qldcricket.com.au
- No restriction on skill level of players.
- Coaches should use their best judgement to tinker with player matchups with batting and bowling to provide the best playing experience where required.

Kirsten Pike Plate & Rebecca McCoombes Cup:

- No age restrictions
- As per the purpose of these competitions as outlined in the introduction, KPP & RMC are not competitions designed for players of women's premier first grade standard. Therefore, restrictions will be in place as follows:
 - Any player who have played 6 or more of their 12 most recent premier cricket games in either the Kirby Short Cup or the Katherine Raymont Shield will be ineligible for the KPP or RMC competitions.
 - At the beginning of the season, games from prior seasons shall be included in this 12-game assessment.
 - For clarity: both Kirby Short Cup and Katherine Raymont Shield games count equally as "women's premier first grade" games.
 - Exemptions may be granted at the judgement of the BWC, if:
 - it is deemed the player has only been a 'fill-in' player for those games and the player would otherwise ordinarily be playing women's premier second grade or below; and
 - the player is unable to perform the primary skill that makes them premier first grade standard, eg: a premier first grade bowler who bats in the lower order may bat but not bowl in the KPP.

3.5 Clothing and equipment

3.5.1 Clothing

- All players must wear their club's uniform, including cloth and caps.
- Players in joint-club teams may wear the playing uniform of their home club. *[In this circumstance, players on the same team may be wearing different club uniforms.]*
- It is preferable, but not compulsory, to wear coloured club uniform clothing (a minimum of a coloured playing shirt is recommended).

Cricket Rules

- Shoes must be 'sports' type. Cricket spikes must be worn when playing on turf wickets. Spikes are not to be worn on synthetic wickets.
- Club caps or sun hats are mandatory when fielding (optional during night games).

3.5.2 Helmets

- Helmets must be worn at all times while batting, and when wicket-keeping up to the stumps.
 - Players who are 15 or under as of the 1st of September will be required to wear a Helmet at all times when wicket keeping
- It is mandatory that helmets are British Standard – BS7928:2013.
- It is the responsibility of the coach/umpire to ensure that helmets are worn when mandated. It is the responsibility of the player, parent or other guardian supplying the helmet, that it is British Standard.

3.5.3 Balls

- For all competitions a Pink 142g or Kookaburra Senator 142g will be used
 - The competition administrator will provide this ball to teams, and an agreed ball fee will be charged to the club throughout the competition (costs will be confirmed and agreed upon prior to the competition commencing)

3.6 Match officials

3.6.1 Umpires

- BWC anticipates that one umpire will be provided for finals matches for all competitions, and for all matches in the Kirsten Pike Plate and Rebecca McCoombes Cup. Despite this intention, umpires may not be always available.
- If no official umpires are appointed by BWC, each team shall provide an official umpire.
- If one official umpire is appointed by BWC, that umpire shall officiate from the bowler's end, and an umpire from the bowling team shall officiate from square leg.
- The umpire should be a person with suitable knowledge of the rules and etiquette of the game.
- The BWC Umpiring Guide shall be applied in conjunction with these rules. In the case of any discrepancy between the documents, the requirement of these rules shall take precedence.
- Only one umpire from each team should officiate at any given time (except in extenuating circumstances and with the agreement of the opposing team).
- It is recommended that the umpire from the batting team umpires from the bowler's end, and that the bowler's team umpire stands at square leg.
- Umpiring must be objective, unbiased and consistent between innings, particularly with respect to wide and no-balls.
- Wides and no-balls must be adjudicated by umpires within the parameters defined in these rules.
- Umpires must not coach the players.

- Electronic communication between the umpire and scorers or teams is prohibited.

3.6.2 Scorers

- Each team shall provide an official scorer.
- Electronic scoring is required for each game, however, the use of one paper copy scorebook is recommended as a back up each game (EG: Home team electronic score, away team paper score)
- At the end of the match, teams must agree on scores and the result.

3.7 Grounds

3.7.1 Fitness for play

- A Game Day Checklist must be completed and signed by representatives of each team prior to play and held by each club for at least seven years – a copy is available as a mobile app from JLT Insurance.
- The safety of players is paramount – safety first, play second.
- Under no circumstances should a game be started if it is raining or showering.
- Play should only be suspended if conditions (eg. lightning, rain) make play dangerous.
- If conditions do not improve after 40 minutes, play shall be suspended for the day and a draw recorded – no time shall be added for lost playing time.
- A decision on the fitness of the ground for play (or use of an alternative ground) must be made by representatives from each team and/or official umpires, in consultation with the club groundsman if applicable.
- If team representatives disagree about ground fitness or conditions, there will be no play and the game recorded as a draw.

3.7.2 Changes to scheduled grounds

- Changes to location and timing of scheduled matches must be approved by the BWC Administrator.

3.7.3 The pitch

- All BWC games are played on a standard pitch (20.12m length)
- The following field set out shall be used:
 - Boundary: 50m, measured from the centre of the pitch.
 - Fielding restrictions circle: 23m, measured from the stumps at each end of the pitch.

3.8 Play

3.8.1 Innings

- An innings shall consist of the following number of batting and bowling overs for each team:
 - T20: 20 overs (“Twenty 20”)
 - OD30: 30 overs (“One Day, 30 overs”)
 - OD35: 35 overs (“One Day, 35 overs”)
 - OD40: 40 overs (“One Day, 40 overs”)

3.8.2 Batting

- Batting retirements are permitted either immediately after the relevant retirement criteria has been met, or at the end of that over, with the decision made by the batter and/or batting team coach.
- All batters must retire after they have faced the following number of legal deliveries:
 - 20-over games: 30 legal deliveries
 - 30-over games: 40 legal deliveries
 - 35-over games: 50 legal deliveries
 - 40-over games: 60 legal deliveries
- Retired batters can return when all others have batted, in the order they retired.
- All batters must face the following number of legal deliveries before they can retire:
 - 20-over games: 15 legal deliveries
 - 30-over games: 20 legal deliveries
 - 35-over games: 30 legal deliveries
 - 40-over games: 40 legal deliveries
- If the team has more than the specified number of players, all players in the team can bat, however the innings is deemed as closed after the specified number of wickets (which is always the specified number of players less one) have fallen or the batting team has completed their allocated overs. (For example, if the rules specify 9 players per side for the match, 8 wickets must fall before the innings is closed.)
- If the batting team has no remaining not out batters and fewer than the specified number of wickets have fallen, members of the batting team may bat for a second time in the order in which they were dismissed. A returning “out” batter may face a maximum of the following number of legal deliveries in their second innings and may not return for further innings in the match:
 - 20-over games: 10 legal deliveries
 - 30-over games: 20 legal deliveries
 - 35-over games: 25 legal deliveries
 - 40-over games: 30 legal deliveries

3.8.3 Bowling

- 6 balls shall be bowled per over.
- A maximum of 8 balls may be bowled per over, except:
 - the last over where 6 legal deliveries must be bowled.
- The bowling end will alternate each over.
- Individual bowlers may bowl the following maximum total number of overs in an innings:
 - 20-over games: 4 overs
 - 30-over games: 6 overs
 - 35-over games: 7 overs
 - 40-over games: 8 overs
- A minimum of 5 players must bowl.
- If the number of overs is reduced, maximum number of overs a player may bowl is to be reduced in proportion to the number of overs of play lost. If after play time is lost, a bowler has already bowled the reduced maximum number of overs per bowler (or more), that bowler may not bowl again in the innings.
- Any ball that bounces 2 or more times before reaching the batter shall be called a no ball.
- All no balls are followed by a “free hit”.
 - If the over reaches an eighth ball and a no ball is bowled, no “free hit” will be given, and the over will end.
- If a ball landing on or off a synthetic pitch that behaves erratically in the opinion of the umpire (e.g., by hitting the edge of the pitch or a clump of grass), the umpire must declare the ball ‘dead’, and no additional runs are to be taken. However, if a ball hits the edge of the pitch and moves further wide, it is to be called wide.
- Wide deliveries shall be called as follows–
 - More than 30cm to the leg side of middle stump.
 - More than 90cm to the off side of middle stump.
- Short-pitched deliveries:
 - A bowler shall be limited to bowl two fast short pitched deliveries per over.
 - A fast short pitched ball is defined as a ball, which after pitching, passes or would have passed above shoulder height of the batter standing upright in his normal guard position at the crease.
 - The umpire at the bowler’s end shall advise the bowler and the batter on strike when each fast short pitched delivery has been bowled.
 - For the purpose of this regulation, a ball that passes clearly above head height of the batter, other than a fast short pitched ball, that prevents them from being able to hit it with their bat by means of a normal cricket stroke shall be called a Wide and will also count as one of the allowable balls above shoulder height for that over.
 - In the event of a bowler bowling more than two fast short pitched deliveries in an over, the umpire at the bowler’s end shall call and signal No Ball on each occasion. A

differential signal shall be used to signify a No Ball for a fast short pitched delivery. The umpire shall call and signal No Ball and then tap the head with the other hand.

- If a bowler delivers a third fast short pitched ball in an over, the umpire, after the call of No Ball and when the ball is dead, shall caution the bowler, inform the other umpire, the captain of the fielding side and the batter at the wicket of what has occurred. This caution shall apply throughout the innings.
- If there is a second instance of the bowler being No Balled in the innings for bowling more than two fast short pitched deliveries in an over, the umpire shall advise the bowler that this is their final warning for the innings.
- The umpire will also inform the other umpire, the captain of the fielding side and the batter at the wicket of what has occurred.
- Should there be any further instance by the same bowler in that innings, the umpire shall call and signal No Ball and when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over nor be allowed to bowl the next over or part thereof.
- The bowler thus taken off shall not be allowed to bowl again in that innings.
- The umpire will report the occurrence to the other umpire, the batter at the wicket and as soon as possible to the captain of the batting side
- Full-pitched deliveries:
 - A “full-pitched” delivery is a ball which reaches the batter without bouncing first.
 - Any full-pitched delivery reaching the batter above waist height, when the batter is standing in an upright stance within the crease, shall be called no ball. “Waist height” shall be the point at which the top of the batter’s trousers would conventionally be when she is standing upright at the popping crease.
 - A full-pitched delivery, medium or fast, reaching the batter above waist height, and deemed dangerous by an umpire, will result in a 1st and final warning for the bowler. A 2nd infringement by the same bowler during the same innings will result in that bowler being immediately withdrawn from bowling. This rule does not apply to “slow paced” bowling.

3.8.4 Dismissals

- All modes of dismissal count.
- LBWs must be ‘plumb’. This means that the ball must pitch in line with the stumps, strike the batter without first contacting the bat, strike the batter in line with the stumps and be going on to hit the stumps.

3.8.5 Fielding

- For Harris Shield only: No fielders may stand within 10 metres of the bat (except regulation off-side slips, gully and wicket keeper).
 - For RMC and KPP: u15s are not allowed to stand within 10 metres of the bat (except regulation off-side slips, gully and wicket keeper)
- If more than 9 players are present at a match, they should regularly rotate onto the field.

- Teams have the option to change wicketkeepers after half an innings has elapsed.
- Fielding restrictions shall apply during the game, as follows:
 - The maximum number of fielders permitted outside inner circle at the time the ball is delivered is as follows:
 - During the “Restricted Overs” period: maximum 2 fielders
 - At other times: maximum 4 fielders
 - The “Restricted Overs” period shall be:
 - 20-over games: Overs 1-6
 - 30-over games: Overs 1-8
 - 35-over games: Overs 1-9
 - 40-over games: Overs 1-10
 - Teams/captains are to be warned of breaches of fielding restrictions prior to being called as a no ball.

3.9 Results

3.9.1 Lost time

- In the situation of time lost in a match:
 - a result can be achieved if both sides have had the opportunity to bat for 5 overs for a T20 or 15 overs for a one-day game; and
 - the match result shall be determined using the Duckworth-Lewis-Stern calculation method. (Note that a DLS calculator is available in the playHQ Livescore App).
- Where weather has impacted on a quarters cricket match:
 - *If the lost time occurred on the first day of play:* The innings played on the second day shall be structured so that each team receives batting innings of equal length.
 - *If the lost time occurs on the second day of play:* The match result shall be determined using the Duckworth-Lewis-Stern calculation method. The calculation shall be based on the aggregated results of both days of play.
 - *If more than half of the overs in the first day of play are lost:* all play on that day shall be treated as abandoned and the second days play shall be structured as a stand-alone match with half the number of overs allocated for the full match.

3.9.2 Super Over

- For T20 finals only, a “super over” shall be played if a result has not been achieved at the conclusion of play.
- The super over shall be conducted as follows:
 - Each team shall receive one super over which will consist of six legal deliveries, with no limit on the number of deliveries to be bowled until six legal deliveries have been achieved.
 - The team batting last during normal play shall bat first in the super over.

- All players may bat in any order in the super over.
- Neither opening batters nor the bowler needs to be declared before play starts in the super over.
- Once batters enter the field of play, they may not be changed, then once the bowling team decides which end they will bowl from it cannot be changed, then once the batsmen have taken their positions at each end of the pitch they cannot change. This sequence enables the fielding side to determine their strategy based on which batters are opening, and then the batters can choose ends based on the bowling strategies.
- Field restrictions shall be the same as those in place in the last over of the match.
- The team who scores the higher number of runs in their super over will be deemed to have won the match.
- If the teams scores are still tied after the super over, the winner shall be:
 - The team who hit the higher number of boundaries during the main match and super over combined; or if still equal
 - The team who hit the higher number of boundaries during the main match; or if still equal
 - a countback from the final ball of the super over with the team with the higher scoring delivery being declared the winner.
- If a super over cannot be conducted, the winner shall be the team that finished higher on the points table at the conclusion of the preliminary matches.

3.9.3 Recording of results

- Both teams must also enter the match result and individual scores into playHQ, no later than 48hrs after the game has begun.
- Failure of a team to enter or confirm match results in playHQ may incur a points penalty, but only after notice in writing is given to the club involved and the results are not entered within 7 days.

3.9.4 Competition ladder

- A ladder will be maintained in playHQ for each competition.
- Match result points will be awarded as follows:
 - Win: 4 points
 - Tie or draw: 2 points
 - Bye: 2 points
 - Abandoned or washout: 2 points
 - Loss: 0 points
- Bonus points are not awarded.

3.9.5 Abandoned round

- Where weather has impacted on the round of fixtures within a division, the round shall be declared entirely abandoned if:
 - Where there are fewer than 6 teams in the competition: 1 or more matches are abandoned.
 - Otherwise: 2 or more matches are abandoned.
- When a round is declared abandoned, all matches will be declared drawn.

3.9.6 Forfeits

- A win by forfeit may be claimed if a team is unable to commence play within 30 minutes after the scheduled starting time. Maximum competition points (excluding bonus points) for that game are awarded to the winning team.
- In the event of a late start, the teams may agree to a reduced number of overs being played. The maximum over reduction for this reason shall be five overs per innings. The length of the game should not be shortened if play commences within 30 minutes of the scheduled start time.
- Before claiming a forfeit, every attempt must be made to achieve a start of play.
- Play may start before all members of a team are present.
- All participants must be flexible in allowing for a delayed start caused by players being unable to reach the ground at the appointed start time due to circumstances beyond their control when games are scheduled on week-days. This rule is specifically intended to accommodate the difficulties of travelling through evening traffic on working-days.

3.10 Finals

3.10.1 Team Qualification for finals

- Qualification for finals shall be determined by the team's points position on the competition ladder at the conclusion of the preliminary rounds.
- Where teams are tied on points, their position shall be determined by the number of wins in the preliminary rounds.
- Where teams are tied on both points and the number of wins in the preliminary rounds, their position shall be determined by net run rate.
- Teams which are bowled out for less than the allocated number of overs shall be deemed to have faced the allocated number of overs to calculate net run rate.

3.10.2 Player eligibility for finals

- Individual players must have played at least four games across BWC Competitions (Harris Shield, Kirsten Pike Plate, Rebecca McCoombes Cup) to play for that team in the finals' rounds.
- Exemption may be granted by BWC under extenuating circumstances (eg: a player unable to play the preliminary rounds due to injury). These requests are to be put in writing to the

competition administrator for approval from the steering committee. Until a response is sent in writing the player will remain ineligible to play.

- All games count as one game played regardless of their length or whether they were completed. Each Club will name a team in playHQ for byes, for this same purpose.

3.10.3 Finals matches structure

- Definitions: SF: Semi-final, GF: Grand-final, CF: Consolation-final, W/L: Winner/Loser
- Finals Structure – up to four teams, or 6 or more teams:
 - Semis: SF1: 1v4; SF2: 2v3.
 - Finals: GF: W(SF1) v W(SF2)
- Finals Structure – five teams:
 - Semis: SF1: 2v3; SF2: 4v5; BYE: 1st placed team (direct to final)
 - Finals: GF: 1 v W(SF1); CF: L(SF1) v W(SF2).
- Consolation finals will be offered to teams not qualifying for the finals games listed above.

3.10.4 Abandoned finals games

- The draw scheduling may allow for abandoned finals games to be re-scheduled at the discretion of the BWC administrator. If an abandoned game cannot be re-scheduled, it will be deemed to be abandoned.
- Where finals games are abandoned, the “winner” shall be deemed to be the team which finished with higher standing on the points ladder.

3.11 Match duration

3.11.1 Match duration and scheduled breaks in play

- The specified maximum duration for matches, innings and schedule breaks are set out in the following table.
- Provision should be made for more frequent drinks breaks if conditions necessitate.
- 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

Match Type	Match Length (overs)	Match Duration (minutes)	Innings breaks (minutes)	Drinks breaks (minutes)	Innings Duration (incl drinks breaks)
T20	20	175	15	Nil	80
One Day	35	305	25	1 x 5 (after 18 ov)	140

3.11.2 Stoppages in play

- Stoppages in play (including stoppages due to bad weather) shall reduce the number of allocated overs by one over per 3.5 minutes of time lost.
- Unless by agreement between the coaches and/or team captains, abandoning play should be delayed as long as possible.

3.11.3 End of play

- Matches end when a result is achieved.
- Unofficial play may continue after a result is achieved with the agreement of both team coaches or captains, e.g. a team batting second that passes the opposition's score may bat out the full number, or an agreed number, of overs.
- Once a result has been achieved in a match, scoring shall be closed.

3.11.4 Adjustments for slow over rates

- Six penalty runs shall be added to the score of the batting team, for each over that the bowling team does not complete within the allocated time. This applies for all innings.

4 Complaints and disputes

- The rules in this document may not be varied by participants on or before game days without the approval of the BWC Administrator.
- Umpires, coaches and managers should intervene if BWC's codes of behaviour are breached – for example, in instances of bad behaviour by spectators or offensive comments by players.
- If the matter cannot be settled between the clubs involved, a detailed written report must be submitted to the Administrator of BWC Cricket (adam.paroz@qldcricket.com.au) for BWC disciplinary proceedings.
- A Disputes Committee appointed by BWC will administer the BWC disciplinary process.
- Sanctions arising from this the BWC disciplinary process will be enforced within the BWC competitions and referred to player/official/member club's home association to be used at their discretion.
- The BWC steering committee reserves the right to suspend any player, official, other participant or other party from future matches.
- Appeals and disputes must be submitted in writing to the BWC Administrator no later than seven days after the match in question.