



**CRICKET  
SCOTLAND**

# **Cricket Deal Direct Women`s Premier League**

## **League Format and Playing Conditions**

## 1. League Format

### 1.1 League fixtures

All teams in the Cricket Deal Direct Premier League will play each other twice, once at home and home and once away.

Fixtures have been issued by Cricket Scotland and will be published on the Cricket Scotland website. Therefore, any changes of date or venue must be advised to [nicolawilson@cricketscotland.com](mailto:nicolawilson@cricketscotland.com)

Any matches that have not been able to be played or completed due to weather or pitch conditions, should be re-scheduled.

### 1.2 Duration of Matches

Except as detailed in 1.2.a below each team competing in a match shall be entitled to bat for 30 overs. No points shall be awarded in matches which are not completed.

**1.2.a** Where the weather conditions indicate that the full number of overs may not be completed, the umpires have the power to reduce the number of overs to be played by multiples of 5 overs per side. In games with no appointed umpires, captains can agree to delay the start of the game if there is inclement weather or, if the forecast is poor for later in the day, agree to play a shortened game. All reductions are subject to a minimum length of 10 overs per innings. No reduction in the scheduled number of overs is permitted after the start of the match, with the following exception: If, shortly after the start, there is a significant interruption, sufficient that it becomes unlikely the game can be completed, the match may, with the agreement of both captains, be restarted. Everything occurring before the interruption will be deemed not to have happened with respect to runs scored, wickets taken etc.

### 1.3 Scoring – points

Each league fixture shall receive the following points:

10 points for a win

6 points for a tie

2 points for a loss

The team scoring the greater number of runs in the match shall be the winners. If the number of runs scored by the teams is equal, the result shall be a tie. No account shall be taken of wickets lost.

#### 1.4 Submission of match returns

The home team is responsible for submitting the match score. A short score that details the result, the total from each innings and any significant individual contributions, should be emailed preferably on the evening of the match day to Nic Wilson [nicolawilson@cricketscotland.com](mailto:nicolawilson@cricketscotland.com)

A full match report sheet (attached) should be sent to Nic no later than 48 hours after the match. Please make sure that the scoresheet is complete with catchers names, DNB players names, fall of wickets, etc

#### 1.5 League winner

The team with the most points at completion of all fixtures will be the winner of the CDD Women's Premier League.

## 2. Playing Conditions

### 2.1 Laws of Cricket

The Laws of Cricket shall apply, with the exceptions of the following variations.

### 2.2 Umpiring

Each team should provide one umpire for each fixture who is aware of the laws and regulations of the game. This should be someone who is not playing, however, if the captains agree, a playing member can umpire.

### 2.3 Scoring

It is the responsibility of each team to provide a competent scorer. The scoring of the game needs to be accurately recorded. This should be someone who is not playing, however, if the captains agree, a playing member can score.

Each club should have at least two members that are able to score. Scoring courses can be organised and run locally at any club or school.

A scoreboard must be in use to allow the score to be visible from the pitch. It shall be the responsibility of the batting side to ascertain the details of the score, wickets and overs from the scorers and to see that the scoreboard is brought up to date with this information at least at the end of every over – assuming that no official means of updating the scoreboard is in place.

## 2.4 Pitch requirements

A full 22 yard pitch shall be used. Artificial pitches are permitted.

All matters of fitness of ground, weather and light are to be agreed between the two captains with the assistance of the umpires. In the event of a dispute, the umpires decision is final.

## 2.5 Teams

Each captain shall nominate 11 players in writing at the toss to present to the umpires and scorers.

Teams can play with less than 11 players (minimum of 8) if agreed between captains prior to the toss.

When a team is to field less than 11 players, the opposing team can lend fielding substitutes if agreed between captains prior to the toss. Lent players can field but cannot bowl or wicket keep. Lent players cannot bat.

Team captains are responsible for informing the umpires and scorers before the toss of any players aged Under 19 or below, to allow the ECB Fast Bowling directives to be adhered to (as per Section 3.7 and Appendix 1).

In addition, any players ages 18 or under must wear a helmet while batting, wicket keeping or fielding in a close position.

## 2.6 Cricket Balls

A pink 5oz hard ball will be used.

All balls will be provided to the individual teams by Cricket Scotland. Each team is to bring a ball for their fielding innings.

## 2.7 Bowlers, Wides & No Balls

### Bowling

Bowlers will be restricted to a fifth of the allocated overs in the innings. Where the total overs are not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be allowed by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned

ECB's Fast Bowling Directive will apply for Women's League and Cup fixtures. Please see Appendix 1 for details.

### Wides

Umpires are instructed to apply a very strict and consistent interpretation in regard to Law 25 in order to prevent negative bowling wide of the wicket. As a guide, if the ball passes either side of the wicket sufficiently wide to make it virtually impossible for the striker to play a normal cricket stroke both from where she is standing and from where she should normally be standing at the crease, the Umpire shall call and signal Wide Ball.

### No balls

In addition to the laws governing no balls, the following shall apply:

The bowler shall be limited to one short-pitched ball per over. A short pitched ball is defined as one that passed or would have passed above shoulder height of the striker standing upright at the crease. The umpire at the bowler's end shall indicate clearly when such a short pitched ball is bowled. Should the one short-pitched ball be exceeded in any over, the umpire at the bowler's end shall call and signal no ball.

Any delivery, other than a slow paced one, which passes or would have passed on the full above waist height of the striker standing upright at the popping crease is to be deemed dangerous and unfair, whether or not it is likely to inflict physical injury on the striker. The umpire shall call and signal no ball.

A slow delivery which passes or would have passed on the full above shoulder height of the striker standing upright at the popping crease is to be deemed dangerous and unfair, whether or not it is likely to inflict physical injury on the striker. The umpire shall call and signal no ball.

All wides and no balls shall incur a penalty of one run which shall be scored as extras and an additional delivery shall be bowled in the over.

## **2.8 Code of Conduct**

All players, team officials, club supporters and umpires shall be bound by the MCC Spirit of Cricket and the Cricket Scotland Code of Conduct.

## **2.9 Disputes**

Any dispute arising from the application or interpretation of the League Format and Playing Conditions shall be referred to the Competitions Committee who can be contacted via Nic Wilson [nicolawilson@cricketscotland.com](mailto:nicolawilson@cricketscotland.com) Any decision by the Competitions Committee shall be final and binding on the parties concerned.

### Appendix 1

The ECB Fast Bowling Directives will apply to all matches.

For the purposes of these Directives a fast bowler is defined as a bowler to whom a wicket keeper in the same age group would in normal circumstances stand back to take the ball.

Age	Maximum overs per spell	Maximum overs per day
Up to U13	5 overs per spell	10 overs per day
U14, U15	6 overs per spell	12 overs per day
U16 to U19	7 overs per spell	18 overs per day



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