



# Women's Premier League Rules and Playing Conditions 2024

## 1. League Format

### 1.1 League fixtures

Fixtures are issued by Cricket Scotland (CS) and will be published on the CS website. Thereafter, any changes of time, date or venue must be advised to [georgeburns@cricketscotland.com](mailto:georgeburns@cricketscotland.com), as well as to the umpires allocated to the match via [appointments.manager@csmoa.org.uk](mailto:appointments.manager@csmoa.org.uk) and by telephone to the umpires if at short notice.

All seven-teams in the Women's Premier League will initially play each other once, either at home or away.

### 1.2 League winner

League placings will be determined by expressing the points awarded as a percentage of the 25 maximum points for a win in all completed matches.

The winner of the WPL will be the team, at the end of the season, with the highest percentage of the four teams that finished the seven rounds of initial matches in the top four.

In the event that two or more teams have an equal percentage ~~at the time of the split~~ or at the end of the season, the team having the greatest ratio of matches won to matches played shall be placed above the other teams. In the event that this does not separate the teams, the points gained in the match between the sides will determine the final placings; failing which the clubs shall draw lots.

## **2. Match Administration**

### **2.1 Umpiring**

Cricket Scotland Match Officials Association (CSMOA) shall, where possible, appoint umpires for all matches. Umpires will be paid via Who's The Umpire (WTU) with both Home and Away clubs being invoiced by WTU. The amount of the umpiring match fee will be set each year and confirmed pre-season by CS. Each club will be responsible for one umpire's match fee. In matches where only one umpire is available, that umpire will be paid one and a half the match fee shared between both clubs. The payment of umpires' travelling expenses will be made by CSMOA upon receipt of a claim from the umpire(s) using WTU.

Clubs must refund CSMOA promptly as required by its invoice Terms & Conditions, or sanctions may be imposed under Rule 2.12.

### **2.2 Weather Issues Prior to Match**

On any occasion when the Home Ground Authority considers that weather conditions have made the ground unfit for play, it must advise the Away Club. If it is possible, the home club may call in a member of the CSMOA umpiring panel to give an independent assessment of the likelihood of play being possible. The Away Club then has the option of agreeing to the cancellation of the fixture or of travelling. If it decides to travel, both teams and Umpires must appear at the ground. In no event may the Home Club cancel the fixture without the agreement of the Away Club.

In the event of inclement weather in the week leading up to a match causing damage to either the pitch or its surrounds, the home club shall advise the visiting side as early as possible that the match may be in doubt. However, no game shall be called off until the morning of the match unless it is agreed by the CMG or by a member of the CSMOA umpiring panel that an earlier cancellation is correct.

### **2.3 Scoring**

It is the responsibility of each team to provide a competent scorer. 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 Player Eligibility**

No player may participate in the WPL in any one season for more than one Club without permission from the CMG. The player's previous club must confirm that it has no objection to the change of club. The CMG has the power to overrule the wishes of the previous club.

### **2.5 Results points**

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.

- |       |   |   |               |
|-------|---|---|---------------|
| (i)   | Win   | - | 25 points     |
| (ii)  | Each team in a tie  | - | 15 points     |
| (iii) | Loss  | - | 0 points      |
| (iv)  | Abandoned   | - | null and void |
| (iv)  | Cancelled game  | - | null and void |
| (v)   | Except in the circumstances governed by Rule 3.9, the team scoring the most runs in a match shall be the winners. |   |               |

## 2.6 Bonus points

No bonus points will be awarded in the event of a tie.

Up to 8 bonus points will be available **to the losing side** for their performance in the second innings :-

### **Losing side points - batting in the second innings**

2 points for scoring 60.0% or more of the first innings total (or DLS Par Score)

4 points for scoring 70.0% or more of the first innings total (or DLS Par Score)

6 points for scoring 80.0% or more of the first innings total (or DLS Par Score)

8 points for scoring 90.0% or more of the first innings total (or DLS Par Score)

### **Losing side points - bowling in the second innings**

2 points for taking 2 wickets

4 points for taking 4 wickets

6 points for taking 6 wickets

8 points for taking 8 wickets

## 2.7 Submission of match returns

The home team is responsible for submitting the match score on CS Live by 5pm on the Wednesday immediately following the match, using the electronic scoring app or by administering online at

<https://admin-cricketscotland.resultsvault.co.uk/login.aspx?mode=0>

If the match is scored on the App, then this will be automatically uploaded onto CS Live.

Please make sure that the scoresheet is complete with the names of **catchers and 'did not bat' players, fall of wickets**, etc. This is the captain's responsibility and we advise that the scorebooks get checked by both captains and the umpires straight after the match and any blanks are filled in, while fresh in the memory.

The home club should provide **summary details** of a game immediately following its end or cancellation, and no later than 10pm on the day of the game via CS Live as above.

## 2.8 Umpires' and Captain's Reports

The Captain of each team must complete the '**Captain's Report on Umpires**' by 5pm on the Wednesday immediately following each match in which an appointed umpire from CSMOA officiates. These reports are essential to improve the standards of umpiring. Observations and constructive suggestions are encouraged. The form can be found via the club / captain's log-in at [https://www.whostheumpire.com/db\\_admin/index.php](https://www.whostheumpire.com/db_admin/index.php) On the home screen, the list of outstanding reports is now visible for ease of access. If the captain is a minor then it may be more appropriate for an adult in the club to complete the report.

An Umpires Report form and Pitch Report form must be completed by the umpires on WTU by the end of Monday night following the match.

## 2.9 Discipline

All clubs, players and team officials are expected to maintain a high standard of behaviour as laid down by the current CS Code of Conduct - <http://www.cricketscotland.com/wp-content/uploads/2023/04/Cricket-Scotland-Code-of-Conduct-2023.pdf>

Any club or player or team official found in breach of the Code may be liable to such action as deemed appropriate and necessary in accordance with the CS disciplinary process. The latter also includes an appeals procedure which does not apply to Level 1 offences.

## 2.10 Disputes

Any complaint by one club against another club must be notified to Cricket Scotland via George Burns, by email at [georgeburns@cricketscotland.com](mailto:georgeburns@cricketscotland.com) on Tuesday following the match. Cricket Scotland retains the right to investigate any matters which come to its attention outwith this period. Cricket Scotland will follow the disciplinary process within the Cricket Scotland Code of Conduct.

## 2.11 Safety Guidelines

All clubs participating in the competition must comply with the safety guidelines issued by the ECB and Cricket Scotland in respect of the wearing of helmets and fielding restrictions by young players, as well as the fast bowling directives. Please see Appendix 1.

**2.12 Sanctions**

Cricket Scotland shall have the power to impose sanctions on any club in breach of the provisions of these rules.

### **3 Playing Conditions**

#### **3.1 Laws of Cricket**

In all matches, the current Laws of the Marylebone Cricket Club shall apply except as amended in these Rules. Law 42 will apply only when at least one umpire appointed by CSMOA is in attendance.

#### **3.2 Pitch requirements**

A full 22 yard pitch shall be used. Artificial pitches are permitted but, if used, the Home club must notify the Away club so that appropriate footwear is worn.

#### **3.3 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 Match Directives for Young Players to be adhered to (see Appendix 1).

#### **3.4 Cricket Balls & Clothing**

A pink 5oz cricket ball will be used. All balls can be purchased at a discounted price from Cricket Scotland. Each team is to provide a new pink ball for their fielding innings. Either white or coloured clothing may be worn.

#### **3.5 Bowling Restrictions**

No bowler may bowl more than one-fifth of the total overs scheduled for that innings.

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 WPL matches. Please see Appendix 1 for details.

#### **3.6 Wides**

If the ball is bowled down the leg side and behind the body of the striker, and the striker makes no contact with it, then the Bowler's End Umpire will call and signal 'Wide'. There are two exceptions to this Rule.

- (i) It is not a wide when the batter moves across to the off stump from their original stance and the ball just misses the leg stump. "Just misses" is to be interpreted as the width of a bat (approximately 4 inches).
- (ii) It is not a leg side wide when the batter plays or attempts to play, or aborts playing a reverse sweep or switch hit. In these circumstances, the wide lines (see Appendix 2) shall apply to both the off side and the leg side.

For the sake of clarity, a ball that passes down the leg side, but in between the striker and the leg stump, shall not be deemed a wide for the purposes of this Rule.

**Off side** - Any delivery that passes outside or crosses the off side wide line (see Appendix 2), provided it is not hit by the striker, shall be called and signalled 'Wide' by the Bowler's End Umpire. There is one exception to this Rule. The umpire shall not adjudge a delivery as being a Wide, if the striker, by moving, brings the ball sufficiently within reach to be able to hit it by means of a normal cricket stroke.

#### **3.7 Law 17.1 (Number of balls) shall be replaced by the following :-**

In the interest of time, a maximum eight deliveries per over shall be bowled regardless of the number of wides or no balls bowled in an over, with the exception of :-

- (i) the final two scheduled overs of any innings and
- (ii) in the event that the final ball of an over restricted in length to eight deliveries is a No Ball, subsequent deliveries shall be permitted in order for Rule 3.9 to be applied.

#### **3.8 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.

### **3.9 Free Hit after No Ball**

- (a) The delivery following a no ball shall be a free hit for whichever batter is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball), then the next delivery will become a free hit for whichever batter is facing it.
- (b) For any free hit, the striker can be dismissed only under the circumstances that apply to a no ball, even if the delivery for the free hit is called wide ball.
- (c) Neither field changes nor the exchange of individuals between fielding positions are permitted for free hit deliveries unless there is a change of striker or the no ball was due to a fielding breach in which case the field is to be changed to the extent of correcting the breach.
- (d) A bowler may change the mode of delivery for a free hit.
- (e) The umpires will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

### **3.10 Fielding Restrictions**

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 the semi-circles shall be 25 yards (22.86 metres). The ends of the semi-circle shall be joined to the other by a straight line drawn on the field on the same side of the pitch. The field restriction area should be marked by painted white dots at five-yard intervals, each dot to be covered by a white plastic or rubber (but not metal) disc measuring seven inches in diameter.

At the instant of delivery, no more than 2 fielders may be outside the area described above during the first 6 overs of a scheduled 30 overs match. For a scheduled 25 or 20 overs match, as described in 3.11 below, the relevant Powerplay period is reduced to the first 5 overs or the first 4 overs respectively. Thereafter, no more than 4 fielders may be outside the area described above.

At the instant of delivery there must be not more than five fielders on the leg side.

In the event of an infringement of the above fielding restrictions the umpire at the striker's end shall call and signal "No Ball".

### **3.11 Duration of Matches**

Except as detailed below each team competing in a match shall be entitled to bat for 30 overs.

WPL matches shall, unless otherwise agreed by both clubs or where the CMG consider it necessary, commence at 1pm. For a 1pm start, the scheduled hours of play will be from 1pm to 5.30pm.

There will be two sessions of play, normally of 2 hours each, separated by a maximum interval of 30 minutes. Home team should advise visiting team whether teas will be provided.

In all matches which are scheduled to start at 1pm or earlier, and where the start of play is delayed or play is suspended due to inclement weather, the scheduled close of play may be extended by 30 minutes. This extension will not apply to matches which are scheduled to start after 1pm.

Where the weather conditions indicate that the full number of overs may not be completed, the umpires (or the two captains where there are no appointed umpires) have the power, before the call of 'Play', to reduce the scheduled number of overs to be played to 25 or 20 overs per side.

No reduction in the scheduled number of overs in the first innings 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 the appointed umpires, be restarted. Everything occurring before the interruption will be deemed not to have happened, including the toss.

Should time be lost after the start, then, so long as the scheduled finishing time of 6pm for a 1pm start (or equivalent finishing time for an earlier or later start) has been reached OR it is agreed to abandon the match, then the result, assuming that 10 overs of the 2nd innings have been completed, will be decided by the rain calculator - <http://www.cricketstats.org.uk/raincalc.html> ; the bonus points in the latter scenario will be calculated by CS.



## **Appendix 1 : ECB MATCH DIRECTIVES FOR YOUNG PLAYERS**

Age groups are based on the age of the player at midnight on 31 August in the year preceding the current season. Captains, Team Managers and Umpires are asked to ensure that these Directives are followed at all times.

### **Fast Bowling Match Directives**

<b>Age</b>	<b>Max. overs per spell</b>	<b>Max. overs per day</b>
Up to 13	5 overs per spell	10 overs per day
U14, U15	6 overs per spell	12 overs per day
U16, U17, U18, U19	7 overs per spell	18 overs per day

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

Having completed a spell, the bowler cannot bowl again, from either end, until the equivalent of overs to the length of her spell have been bowled from the same end. A bowler can change ends without ending her current spell provided that she bowls the next over that she legally can from the other end. If this does not happen, her spell is deemed to be concluded.

If play is interrupted for any reason, for less than 40 minutes any spell in progress at the time of the interruption can be continued after the interruption up to the maximum number of overs per spell for the appropriate age group. If the spell is not continued after the interruption the bowler cannot bowl again, from either end, until the equivalent number of overs to the length of her spell before the interruption have been bowled from the same end. If the interruption is of 40 minutes or more, whether scheduled or not, the bowler can commence a new spell immediately. Once a bowler covered by these Directives has bowled in a match, she cannot exceed the maximum number of overs per day for her age group even if she subsequently bowls spin. She can exceed the maximum overs per spell if bowling spin, but cannot then revert to bowling fast until an equivalent number of overs to the length of her spell have been bowled from the same end. If she bowls spin without exceeding the maximum number of overs in a spell the maximum will apply as soon as she reverts to bowling fast. The limits on overs in a day will continue to apply across more than one game if a player plays in multiple games on the same day.

In matches of 20 overs per team, the provisions requiring an equivalent number of overs from the same end to have elapsed before a subsequent spell can commence shall not apply (e.g. where a maximum of 4 overs per bowler is allowed these may be bowled at any time in the innings irrespective of the number of spells bowled).

### **Safety Guidance on the Wearing of Cricket Helmets and Faceguards**

The England and Wales Cricket Board has issued safety guidance on the wearing of cricket helmets by young players.

A young player should not be allowed to bat or to stand up to the stumps when keeping wicket without a helmet with a faceguard against a hard ball in matches and in practice. Coaches, teachers, managers and umpires should always ensure that a young player wears a helmet.

Players should regard a helmet with a faceguard as a normal item of protective equipment when batting against a hard ball, together with pads, gloves and, for boys, an abdominal protector (box). The faceguard should be adjusted to ensure that the size of ball being used cannot pass between the peak of the helmet and the top of the faceguard.

There is a British Standard (BS7928:2013) for cricket helmets and it is in the best interests of players to ensure that their helmet and faceguard conforms to this standard. The ECB is recommending that this guidance is followed by all players up to and including Under 18 age group players. It applies to young players in adult cricket as well as to all junior cricket played with a hard cricket ball.

### **Fielding Regulations**

No young player in the Under 15 age group or younger shall be allowed to field closer than 7.3 metres (8 yards) from the batter's position on the popping crease on a middle stump line, except behind the wicket on the off side, until the batter has played at the ball.





For players in the Under 13 age group and below the distance is 10 metres (11 yards).

These minimum distances apply even if the player is wearing a helmet.

Should a young player in these age groups come within the restricted distance the umpire must stop the game immediately and instruct the fielder to move back.

In addition, any young player in the Under 16 to Under 18 age groups must wear a helmet when fielding within 7.3 metres (8 yards) of the bat, except behind the wicket on the off side. Players should wear appropriate protective equipment whenever they are fielding in a position where they feel at risk.

## Appendix 2 : ADDITIONAL CREASE MARKINGS

As a guideline to the umpires for the calling of wides on the offside (Rule 3.6), the crease markings, as detailed below, shall be marked at each end of the pitch. It is recommended that such lines, especially on pitches lying east/west, be marked in a dark colour, e.g. dark blue or black.

Please note that the back edge of the bowling crease should bisect the stumps.

