



NWMCA

FEMALE CRICKET

(Senior Women and All Girls Juniors)

MATCH RULES & HANDBOOK

2025-26



SUMMARY OF CHANGES / CLARIFICATIONS

SEASON 2025-26

- Permits and Exemptions Explanatory Memorandum for clubs updated.
- Umpire fees – Increase by \$10 for senior umpires, except T20 matches (Open Age and Women's Social)
- Professional players – rule 1.10 – rule updated and permission process improved. (see Permits and Exemptions Explanatory Memorandum – page 9)
- By-Law 3.3.3 PROFESSIONAL PLAYERS AND PLAYERS FROM PREMIER AND SUB DISTRICT CLUBS. By-Law updated and permission process improved. Links to rule 1.10.
- Wide Ball markings – Rule 1.3 para 11. Clarified and added markings for Senior Women, Junior mixed and Junior All Girls competitions
- Wide Ball – Leg Side – Rule 1.15.3 Linked to Wide Ball markings in Rule 1.3
- Replacement Players and Player absence added to rule 1.9
- E-Scoring mandatory in Luscombe Shield, Kyte Shield, Stringer Shield, Attwater Shield – strongly encouraged in all other grades in all sections. Rule 1.14
- Registration of Officials, Coaches, Team Managers, Scorers and other volunteers in PlayHQ is mandatory each season, with all required details relevant for that person recorded in PlayHQ. (By-Law 3.3.5)

The following is an extract from the NWMCA Rules and By-Laws for 2025-26 and is provided for convenience only. There are inter related rules and By-laws. Clubs, teams, players and officials need to ensure they understand all related rules and by-laws. Do not rely on this document alone.

NWMCA PERMITS and EXEMPTIONS

EXPLANATORY MEMORANDUM FOR CLUBS

(If this document has been updated, the latest version is available on our website www.nwmca.com.au)

SEASON 2025-26

General eligibility for players to participate in any NWMCA match are set out in NWMCA rules and by-laws.

PERMITS

Permit requests by clubs arise when the Association needs to approve a variation to standard rules or by-laws. Examples are:

- Player wanting to drop more than one grade in the same section
- A player who has not qualified for finals in a particular team, seeking permission to play finals in that team (processed as an Override)
- Players seeking to play in a different time slot at another club (Season permit PlayHQ)
- Players seeking to play in a “merged” team (Season permit PlayHQ)

EXEMPTIONS

Exemptions are to be applied for where the player does not meet the age and gender requirements to be selected in a game. Clubs can make a request to the association to override the age and gender eligibility status in order for the player to be selected. For example:

- Seeking permission for a player who is too old to play in a grade, to play in that grade

STATEMENT OF INTENT

The NWMCA will assess all permit requests in a fair and equitable manner – our aim is to allow as many players as possible to have a game of cricket, without the team for which the applicant player is playing gaining an unfair advantage.

CLUB RESPONSIBILITY

It is a club’s responsibility to ensure a permit or exemption is requested well before any relevant match. If the permit or exemption has not been approved by the NWMCA before the match, the player will be deemed ineligible to have played in the match if they do play.

PROCESS

Season permits are lodged via PlayHQ.

Exemptions / Overrides are lodged using the appropriate form. The appropriate form can be downloaded from the NWMCA Website – Association / Forms menu.

Permit / exemption lodgement cut-off times

- For Friday games – 6pm Thursday
- For Saturday morning games – 8pm Thursday
- For Saturday afternoon games – 12 noon Friday
- For Sunday games – 6pm Friday

All **decisions** by the Association will be entered in PlayHQ and advised to the club via email

JUNIOR MIXED & JUNIOR ALL GIRLS COMPETITION PERMITS

Our junior competitions are formed based on the **age of a player**. A player must be under the relevant age at 1 September to qualify for an age group.

Intellectual and/or physical disability

A person with an intellectual and/or physical disability may apply for to play exemption in an age group for which they are ordinarily not eligible – refer by-law 3.5.1 paragraph 4

4. A person with intellectual and/or physical disability may play in an age-limited competition for which they are not eligible by age **provided that their Club first obtain written permission from the NWMCA Junior Committee.**

The club, when submitting the permit request, **MUST** tell the **full** story, including analysis of statistics and month and year of the date of birth of the player.

Use the following form to request permission

[Intellectual and/or physical disability - Juniors - permit request form](#)

Form can also be downloaded from the NWMCA website under the Association / Forms menu.

Ability based exemptions – Junior competitions

The NWMCA will only consider granting exemptions for a player to play in an age group for which they are not eligible if the team does not have a full squad (if already have a full squad, permit likely to be denied).

A full squad is defined as:

Under 10s mixed – 8 players

Under 10s All Girls – 4 players

Under 12s mixed – 9 players

Under 12s All Girls – 5 players

Under 14s mixed - 11 players

Under 14s All girls – 6 players

Under 16s mixed – 11 players

Under 16s All girls – 6 players

Generally, a permit will only be considered if less than 6 months older than age restriction for the grade in which permission is being requested – e.g. if permit is request to play under 16s, player should be no older than 16 years and 6 months at 1st of September 2025.

Girls wanting to play out of age group in mixed competition - a permit will only be considered if less than 12 months older than age restriction for the grade in which permission is being requested – e.g. if permit is requested to play under 14s mixed, player should be no older than 15 years old at 1st of September 2025.

A permit will not be granted to a player wanting to play down an age group in mixed competitions where that player has played:

- In a higher age group in All Girls competitions than the grade for which that player is eligible (eg – a 13 year old girl plays Under 16 All girls)
- Senior Women's cricket in any competition.

Player must be registered in PlayHQ before the permit or exemption is approved. Permits or exemptions will not be granted to Fill-in players.

A permit may be requested where the club and the player's parents/guardians are of the opinion that player's development would benefit from more time in that grade.

Consideration must be given to the playing stats of the player over last TWO seasons (if relevant).

Permit conditions

If a permit or exemption is granted, conditions may be applied by the NWMCA. The conditions **MUST** be followed. If conditions are determined to be manipulated, the player may be ruled to be ineligible under NWMCA rules.

If the club fields multiple teams in the age group for which the permit is granted, the player will generally be required to play in the higher graded team in that age group.

The NWMCA may grant a permit or exemption for a player to participate in a match as a **“Fielder Only”** player. A “Fielder Only” player cannot bat, bowl or wicketkeep.

The NWMCA will review the performances of permitted / exempted players during the season – if it is deemed that the performances of the player exceed what is considered to be fair, the permit may be revoked.

Permits / exemptions will **not** be granted just to allow a team to be fielded at the start of the season. Clubs must explore other options such as merged teams, recruiting players, moving the team to another time slot, so players can “double up”.

A maximum of **TWO permits / exemptions** will be granted to any team.

A player who is **permitted / exempted** to play in a younger age group than which they qualify by age, is **NOT** eligible to win an association individual trophy.

Permit requests must be lodged using the following form:

[Ability based Junior permit requests](#)

Form can also be downloaded from the NWMCA website under the Association / Forms menu.

OPEN AGE SATURDAY AND SUNDAY COMPETITION PERMITS

Permit requested to drop more than one grade in same section

Club must provide all relevant information – failure to provide all information may mean the permit is denied.

If player was promoted to fill in for injury and returns to the grade he has been playing in (more than one level down), the permit may be approved.

With these permits, it is about the club advising NWMCA why the player was promoted and then demoted more than one grade.

Replacement players – Two Day matches

Rule 1.9

B. Replacement Players

1. In general, the NWMCA does not allow replacement players during a game.
2. If a player is concussed on Day 1 of a two day game, or there are other exceptional circumstances (not including injury or illness) that means a player is not available for a two day game, application may be made to the NWMCA for permission for a replacement player to play on Day 2 of that two day game.

Permit requests under 1.9 must be lodged on the appropriate form.

Use the following form permit requests for Replacement Players:

[REPLACEMENT PLAYER PERMIT REQUEST \(2 Day matches only\)](#)

Form can also be downloaded from the NWMCA website under the Association / Forms menu.

JUNIOR PLAYER UNDER 13 – REQUEST TO PLAY SENIORS

NWMCA BY-LAWS

3.5 REQUIREMENTS FOR PLAYERS UNDER 18 YEARS OF AGE

3.5.1 ELIGIBILITY BY AGE

3. Junior players must be 13 years of age at 1st September in order to compete in any grade of senior cricket. Failure to comply will result in a \$20 fine and loss of 6 points. Exemptions to this rule may be granted in exceptional circumstances and will be dealt with, upon application to the Board, on a case by case basis.

To apply for exemption, use the following form:

[JUNIOR PLAYER UNDER 13 – REQUEST TO PLAY SENIORS FORM](#)

Form can also be downloaded from the NWMCA website under the Association / Forms menu.

PROFESSIONAL PLAYERS

Rule 1.10 has been updated to clarify the permit process for Professional Players covered by Rule 1.10.2 paragraph 2.

- (2) A player who has represented any country (or group of countries) at Test cricket or played first class or List A cricket in any country (or group of countries) must be nominated as a professional player if that player is under forty (40) years of age or who has played within the last five (5) years at that standard.
- (3) Clubs must seek permission from the NWMCA for any player covered by Paragraph 2 above, to participate in any match in a season, before the player does play in a match. The form to be used to seek permission is found on the NWMCA website (Association / Forms menu) and at the following link

[Professional Player Request form](#)

WOMEN'S SOCIAL T20 COMPETITION PERMITS

Marquee Players

NWMCA Rule 2.9.5 WOMENS SOCIAL T20 RULES

MARQUEE PLAYERS

A marquee player is any player who has, or is currently, playing in the Cricket Victoria Women's – Shield (Community Cricket Competition) or has played in an equivalent competition in Victoria or any other state or territory of Australia – Premier, State, National or International.

Geoff Law Shield

There is no limit on the number of marquee players a team may play during the season.

Georgie McElligott Shield and Lower Divisions

Each team will be permitted one (1) marquee player for the duration of the season/tournament.

The marquee player must be nominated prior to the commencement of each season.

The marquee player must be approved by the NWMCA before they can commence playing.

For Clubs with two teams in different divisions, a marquee player must be nominated to play in a particular team

The following form is to be used to nominate Marquee players

MARQUEE PLAYER NOMINATION FORM

A permit for a marquee player must be lodged on the appropriate form – form can also be downloaded from the NWMCA website under the Association / Forms menu.

Finals qualification permit / exemption requests (known as an Override in PlayHQ)

The NWMCA has finals qualification rules in place to ensure that the players who have played in a team all year, getting that team to the finals, are the players that play in the finals games.

FORMS FOR FINALS QUALIFICATION will be provided to clubs in January / February 2026

NWMCA rules

3.2.2 (GENERAL) ELIGIBILITY TO PLAY IN FINALS

To be eligible to play in a finals match, a player must have played (or been named in the case of a walkover received) in the number of games in the relevant team/grade as outlined in the following table. The relevant number of games for finals eligibility is also shown in the grade in PlayHQ

1. Clubs must seek permission from the NWMCA to play ineligible players stating the reason for seeking the exemption.
2. A permit / exemption will only be considered for a player who has not qualified for finals, if the team does not have a full team, caused by injury or illness, or exceptional circumstances only. When applying for a permit, the club **MUST** provide evidence of an injury or illness. It is the NWMCA's decision whether the permission will be granted. An example of exceptional circumstances is emergency services work, or defence forces service.
3. A more detailed explanatory document in relation to finals eligibility permits and exemptions is published by the NWMCA prior to the season. This document can be viewed on the NWMCA website (nwmca.com.au) under the Rules / Forms menu.
4. The form to be used for Finals Eligibility exemption requests is also published by the NWMCA on our website under the Rules / Forms menu. Exemption requests NOT on the published form will not be considered.
5. Where a club has two teams in the same grade, permission to move between teams must be obtained from the NWMCA.

A permit will generally NOT be granted for a player who has played in a higher age group, or a higher graded team in the relevant age group.

JUNIOR MIXED & JUNIOR ALL GIRLS COMPETITION PERMITS - FINALS

Full team definition - finals

Under 12s mixed – 9 players

Under 12s All Girls – 5 players

Under 14s mixed - 11 players

Under 14s All girls – 6 players

Under 16s mixed – 11 players

Under 16s All girls – 6 players

OPEN AGE SATURDAY AND SUNDAY COMPETITION PERMITS – FINALS

WOMEN'S SOCIAL T20 - FINALS

Full team definition - finals

Open Age Two Day competitions – 11 players

Open Age One Day competitions – 11 players

Women's Social T20 - 6 players

A permit will **NOT** be granted for a player who has played in a higher graded team during the season.

Clubs must consider the following rule for Grand Finals – permits must be applied for – Rule 3.2.4 para 7

7. However, if a player who had played in the higher graded side for the Semi-Final would have been covered by another player returning for the Grand Final (had the higher graded side won), then the first mentioned player may return to the lower graded side for the Grand Final provided he receives prior written permission from the Association.

Player Identification – open age competitions

Where a player has been granted a permit to play in a Finals game in an open age competition, the Captain of the team must provide the following to the opposition Captain BEFORE the start of the match:

- Evidence of the permit being granted
- Photo ID, such as passport or drivers licence

If the player is not identified, the player will be ruled to be an ineligible player under NWMCA rule 3.2.5.

No appeal

The NWMCA decision on a permit for finals matches, is not subject to an appeal by the club.

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NORTH WEST METROPOLITAN CRICKET ASSOCIATION

UMPIRE FEES – SEASON 2025-26

1.13.1 UMPIRES' FEES

The following daily umpire fees shall apply for Season 2025-2026:

Under Age matches, including All Girls competitions

All Grades (including Twenty/20 matches)

Single Umpire **\$90** 2 umpires **\$70** each

Under Age including All Girls competitions - Grand Final Matches

Single Umpire **\$100** 2 umpires **\$80** each

ALCOHOL CONSUMPTION at JUNIOR GAMES

Relevant rule

1.1.2 ALCOHOL, DRUGS AND SMOKING

1. No alcohol or non-prescription drugs as outlined in the ACB's Drug Policy shall be consumed by players or match officials at any time during any match. Contravention of this regulation will result in severe penalties for both Player and/or officials and the club.
2. Smoking (including use of e-cigarettes and/or vaping) on the field of play, by players and/or umpires at any time, during the progress of a match, even at a drinks break, is strictly prohibited. Contravention of this regulation will result in severe penalties for both player and/or officials and the club.

Local By-Laws vary from council to council. Remember you might be travelling into another local government area for a junior match.

In some councils, you cannot take your own alcohol to a ground. Drinking in public / open spaces is not permitted in some Councils.

It is recommended that you only purchase alcohol at the host club, if available, and ask where the licence extends too in relation to consumption of alcohol.





FIXTURE CHANGES – CLUB REQUESTS

Fixture Change requests by clubs **must be requested by email** by the **HOME** club before the listed cut-off time – see the below table (Reference – By-Law 5.3 paragraph 2).

Fixture changes may include date change, ground change, or time change for reasons such as social events or ground unavailability.

Competing clubs should agree to the change before the home club requests the change.

All requests for fixture changes are to be:

- made by the home club
- in writing and addressed to the Administration Manager. Email to cricket@nwmca.com.au
- cc'd to admin1@nwmca.com.au and admin2@nwmca.com.au

Keep in mind that we may not be able to accommodate change requests. We share grounds with other teams and associations. E.g. some grounds are used by juniors on a Sunday morning.

Fixture changes due to weather events (such as change of start time due to predicted extreme heat) will be managed by the NWMCA. If an early start is determined (for example) all matches in the time slot/section will start early. Having some games start early and some later causes issues.

Where a fixture change needs to be considered, in unforeseen circumstances, (such as damage to the ground/wicket) please contact the NWMCA administrators to see if a change to the fixture can be made. Please contact us as soon as you are aware of the issue.

Day of play	U12 Mixed Thursday	U12 mixed Friday	U12 Mixed Saturday
General Game start time	5.00pm	5.00pm	8.20am
Fixture change cut off - club request	Sunday 6pm	Monday 5pm	Monday 5pm

Day of play	U14 mixed Friday	U14 Mixed Saturday
General Game start time	5.00pm	8.20am
Fixture change cut off - club request	Monday 5pm	Monday 5pm

Day of play	U16 mixed Friday	U16 Mixed Saturday
General Game start time	5.00pm	8.20am
Fixture change cut off - club request	Monday 5pm	Monday 5pm



FORFEITS / WALKOVERS

If your club needs to forfeit any match, please follow the process below:

What do I need to do? Follow the process in rule 2.1.7 below:

1. Notify the opposition club and advise them you are forfeiting. All contact details for affiliated clubs are listed on our website, or can be found through PlayHQ. Do this as early as possible, and before the cut off time listed in rule 2.1.7.
2. Contact the NWMCA to advise that you are forfeiting.
3. As Under 10s mixed and Under 10 All Girls are not allocated umpires, you do not need to email the association.

The relevant rule is:

2.1.7 FORFEITING A MATCH – GIVING A WALKOVER

1. Any Under Age team that is going to give a walkover or forfeit a match must notify *the Opposition team and the NWMCA* by the following times:

	U12 Mixed	U12 mixed	U12 Mixed
Day of play	Thursday	Friday	Saturday
General Game start time	5.00pm	5.00pm	8.20am
Forfeit notification cut off	Wednesday 5pm	Thursday 5pm	Friday Middy
	U14 mixed / U16 mixed	U14 mixed / U16 mixed	
Day of play	Friday	Saturday	
General Game start time	5.00pm	8.20am	

2. Notification to opposing team - Contact details for clubs can be found on each club's PlayHQ page. Alternatively, NWMCA provides a list of club contact details on our website www.nwmca.com.au.
3. Notifications are to be made to the NWMCA in WRITING only. Notification can be by email to any of the administration addresses (cricket@nwmca.com.au, admin1@nwmca.com.au,

admin2@nwmca.com.au), via text / SMS to administrators (0477 555 787 or 0477 555 992), or via WhatsApp message to NWMCA administrators.

4. Under 10s Mixed and Under 10 girls must contact the opposition team but are not required to notify the NWMCA.
5. The NWMCA will notify the umpire/s if allocated.
6. Should a club fail to comply with paragraph 1 above then they may also be responsible for the umpire's fee (if any).
7. The NWMCA will determine if the team receiving a walkover can enter a team line-up in PlayHQ of the players that would have played in the match.
8. The team forfeiting a match CANNOT enter a team line-up into PlayHQ for the match. Any players selected for the relevant match should be removed from the line-up in PlayHQ.
9. A walkover may only be given by a Club's lowest graded team in a Section.
10. 6 match points will be allocated to the team receiving the forfeit or walkover.
11. A fine may apply to the club giving the walkover or forfeit. Fines and Penalties are outlined in By-Law 2.3. FINES and PENALTIES.
12. Any team that gives three (3) walkovers in a season in a particular grade will be fined and penalised and must show cause to the Board to stay in the competition.



FINES AND PENALTIES FOR GIVING A WALKOVER TO THE OPPOSITION TEAM

By-Law 2.3

Section/Grade	1 st Forfeit – notified by cut off time	1 st Forfeit – notified after cut off time	2 nd Forfeit – notified by cut off time	2 nd Forfeit – notified after cut off time	3 rd Forfeit notified by cut off time	3 rd Forfeit – notified after cut off time
Under 14 and Under 16 mixed and all girls teams	\$25	\$40	\$30	\$50	\$40	\$60
Under 10 and Under 12 mixed and all girls	NIL	NIL	NIL	NIL	NIL	NIL



FINALS ELIGIBILITY

Reference – Rule 3.2.2 - (GENERAL) ELIGIBILITY TO PLAY IN FINALS

Finals eligibility is determined by the number of games a player has played in in that team.

There are exceptions / exclusions to be considered in rule 3.2.2.

If the name of a grade changes, or additional grades created, the NWMCA will advise clubs in relation to finals eligibility.

The following games do not count towards finals eligibility:

- Bye
- Match Cancelled (game does not start)

Abandoned match (game started but result not achieved) does count towards finals eligibility.

Walkovers received (opposition forfeits) may count towards finals eligibility -see rule 2.1.7 paragraph 7 (above)

Clubs must seek permission from the NWMCA to play ineligible players stating the reason for seeking the exemption.

A permit / exemption will only be considered for a player who has not qualified for finals, if the team does not have a full team, caused by injury or illness, or exceptional circumstances only. When applying for a permit, the club **MUST** provide evidence of an injury or illness. It is the NWMCA's decision whether the permission will be granted. An example of exceptional circumstances is emergency services work, or defence forces service.

Mixed Juniors	
Under 16A McCabe Shield	Three (3)
Under 16B Saturday	Three (3)
Under 16C Saturday	Three (3)
Under 16(1) Friday	Three (3)
Under 16(2) Friday	Three (3)
Under 16(3) Friday	Three (3)
Under 16(4) Friday	Three (3)

Under 14A Saturday – EBKCA Shield	Three (3)
Under 14B Saturday	Three (3)
Under 14C Saturday	Three (3)
Under 14(1) Friday	Three (3)
Under 14(2) Friday	Three (3)
Under 14(3) Friday	Three (3)
Under 14(4) Friday	Three (3)
Under 14(5) Friday	Three (3)
Under 14(6) Friday	Three (3)
Under 12A Kurle Shield	Four (4)
Under 12B Saturday	Four (4)
Under 12(1) Friday North	Four (4)
Under 12(1) Friday West	Four (4)
Under 12(2) Friday North	Four (4)
Under 12(2) Friday West	Four (4)
Under 12(3) Friday North	Four (4)
Under 12(3) Friday West	Four (4)
Under 12(4) Friday North	Four (4)
Under 12(4) Friday West	Four (4)
Under 12(5) Friday North	Four (4)
Under 12(5) Friday West	Four (4)
Under 12 Thursday	Four (4)

Rules relating to weather

Key Points

- **Cut off temperature for junior games is 36 degrees**
- **Use temperature at Melbourne Airport**
- **Weather line is 9539-4844**
- **If the decision is to report to grounds:**

Junior matches games cannot be abandoned until:

- Evening games 6.30pm if game has not started or 7.15pm if game had started.
- Saturday/Sunday morning games 10.15am if game has not started or 11.15am if game had started.

Information regarding cancellation of play because of unsuitable weather may be obtained by telephoning NWMCA headquarters **on 9539-4844 where a recorded message will advise of the Association's decision and directions.**

NWMCA Match rule 1.2.6

1.2.6 EXTREME HEAT GUIDELINES

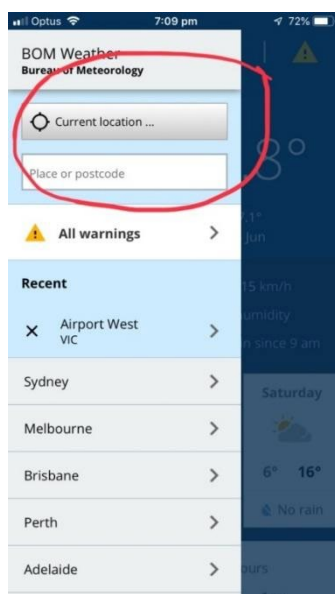
1. Whilst accepting that Cricket is a summer sport, all Captains, officials, Team Managers and coaches must acknowledge they have a fundamental duty of care to all players and officials. It is essential to be aware of the importance of wearing long sleeved shirts, wide brimmed hats and sunglasses and the application of a suitable sunscreen lotion. Drinking plenty of fluids (preferably water) at regular intervals and seeking shade when not on the field is recommended.
2. Be aware that junior and older players are more susceptible to heat and also be particularly aware of Under Age players competing in Open Age matches on the same day that they have competed in Under Age matches.
3. Players should be encouraged to have their own drink bottles. This ensures that each player has access to an adequate level of replacement fluids and reduces the risk of contamination and the transfer of viruses.
4. Where cups and a large container are used, cups **MUST NOT** be dipped into the container. Used cups should either be washed or disposed of after use. **PLAYERS MUST NOT SHARE CUPS.** Failure to comply with this rule will result in heavy fines.
5. On days of extreme heat, coaches, players, umpires and officials would be well advised to carefully observe any player and/or umpire who is distressed by the extreme heat and take appropriate and swift action to alleviate the problem.

6. Play must not commence, and if commenced, should cease immediately if the temperature at **MELBOURNE AIRPORT** reaches the relevant threshold outlined below. The match cannot re-commence until the temperature drops below the relevant threshold:

a) **Under age games 36 degrees Celsius**

b) **Open age games 38 degrees Celsius**

7. The temperature at MELBOURNE AIRPORT is to be determined using the Bureau of Meteorology (BOM) App on a smart phone or tablet, accessing the BOM website (www.bom.gov.au) **(no other app or website is to be used)** or by ringing the BOM weather line on 1196.
8. If using the BOM App, enter “MELBOURNE AIRPORT” in the Place or Postcode field under the menu



9. The data in the BoM app is updated every 10 minutes – close the app and re-open to refresh the data.
10. The temperature is to be checked by the umpire/s (if present) or Team Managers/scorers at regular intervals
11. In Open Age Grades, all players and officials must remain at the ground until at least 5 pm (3pm if both Captains and the umpire/s agree) before play may cease for the day. For juniors, relevant times are 10.15am for morning games and 7pm for evening games (9.15am/6pm if both Captains and the umpires agree).
12. North West Metropolitan Cricket Association reserves the right to cancel a day's play where extreme temperatures are forecast. All Clubs are therefore to monitor the NWMCA telephone number for unsuitable weather to determine if the Association has abandoned play.

13. North West Metropolitan Cricket Association reserves the right to re-fixture traditional-format junior two-day games as split innings games where extreme temperatures are forecast. All Clubs are therefore to monitor the NWMCA weather line, Facebook page and website for advice on any re-fixturing.

14. For open age two day games, when an extreme temperature day is forecast on Day 1, the North West Metropolitan Cricket Association reserves the right to play the fixture as two one-day games for half-points each match. Clubs are permitted to re-select their teams for the second game.

On days of extreme heat, umpires and clubs are encouraged to arrange extra drinks breaks (every 4-5 overs if necessary) and unrestricted drinks around the boundary for bowlers and at the fall of a wicket for fielders to assist with hydration. Where possible, unrestricted interchange of substitute fielders shall be permitted. Umpires will be lenient in relation to the Law on fielders leaving the field not being permitted to bowl immediately.

1.2.7 CANCELLATIONS DUE TO UNSUITABLE WEATHER

ADJUDICATION ON SUITABILITY OF CONDITIONS

1. In determining fitness of the ground, weather and light for play, teams are to observe the requirements of **Law 2.7 Fitness for play** and **Law 2.8 Suspension of play in dangerous and unreasonable conditions**.

2. TWO INDEPENDENT UMPIRES IN ATTENDANCE

In all matches with two independent umpires in attendance, it is solely for the umpires to decide the fitness of the ground, weather or light for play. See **Laws of Cricket (2017) Law 2.7 Fitness for play** and **Law 2.8 Suspension of play in dangerous and unreasonable conditions**.

3. ONE INDEPENDENT UMPIRE IN ATTENDANCE

Prior to the start of each day's play, the two Captains (Team Manager or coach in Under-Age matches) shall determine the fitness of the ground, weather or light for play. If both Captains cannot agree, then the Independent Umpire will thereafter determine the fitness of the ground, weather or light for play to start, resume or be suspended.

4. NO INDEPENDENT UMPIRE(S) IN ATTENDANCE

Prior to the start of each day's play, the two Captains (Team Manager or Coach in Under-Age matches) shall determine the fitness of the ground, weather or light for play. If agreement cannot be reached then play cannot commence.

Every effort must be made to ensure that any decision to abandon play is not made for a frivolous reason. A breach of this could result in the match being forfeited. During the day's play the batting team's wishes will be complied with regarding the fitness of the weather or light. During the day's play the fielding team's wishes will be complied with should the fitness of the ground deteriorate.

5. Two-Day games:

The fitness of the ground and pitch for play is entirely in the hands of the umpires, except that at the request of either Captain, the umpires shall not draw stumps or abandon play until 5pm if no play has been possible for the day; or 7pm if play commenced.

6. Junior Games

Junior matches games cannot be abandoned until:

- Evening games 6.30pm if game has not started or 7.15pm if game had started.
- Saturday/Sunday morning games 10.15am if game has not started or 11.15am if game had started.

7. One-Day games:

Every attempt should be made to enable play to commence. If accumulated time lost means that fewer than 20 overs would be allocated to each team's innings under the overs-lost formula (15 overs in Under 12, 14 and 16 grades or 8 overs in Under 10s) then the match shall be declared a draw.

Where there is a refusal to play by one of the Captains, **both** Captains must provide a written report to the NWMCA Executive **within 48 hours** of the day's play.

8. Information regarding cancellation of play because of unsuitable weather may be obtained by telephoning NWMCA headquarters **on 9539-4844 where a recorded message will advise of the Association's decision and directions.**
9. Clubs, players, officials and umpires must arrange to listen to these announcements whenever it appears the need may arise.
10. In the event that there is no message regarding unsuitable weather, then players, officials and umpires should proceed to the grounds and make their own decision in accordance with Rule 2.1.8.
11. Players, officials and umpires are **NOT** to telephone any NWMCA official on this matter.
12. Times to ring concerning Unsuitable Weather
 - After 7.00 am for morning matches.
 - After 11.00 am for afternoon matches.
 - After 3.00pm for any match commencing after 5:15pm.
13. Association reserves the right to cancel, relocate, reschedule or complete matches at the Board's discretion.

1.2.2 SAFETY RULES – UNDER AGE PLAYERS

1. The “**restricted area**” is defined as a 10 metre circle around the batter’s wicket except for the 90° arc between wicket keeper and point.
2. The “**restricted area**” must be **CLEARLY** marked with a continuous or broken line or flat markers on the ground. Failure to do so will incur a fine.
3. Players who have not turned 14 years of age before the first day of September of the current season, irrespective of the age group they are playing in, are not permitted to field within the “**restricted area**”.
4. A fielder may enter the “**restricted area**” after the batter has hit the ball or the ball has struck or passed the batter.
5. If an ineligible fielder is in the “**restricted area**” the umpire will not allow the ball to be bowled.
6. If an ineligible fielder enters the “**restricted area**” while a ball is being bowled it will be called a No Ball.
7. All Under Age players are required to wear a set of pads, a set of gloves and a protector (where appropriate), when batting or wicket keeping. On instruction from the NWMCA this requirement may be varied where a soft ball is used.
8. Players who have not turned 16 years of age before the first of day of September in the current season, irrespective of the age group they are playing in, must wear a cricket helmet with a face guard when batting, fielding within the “**restricted area**” (**where permitted**), or when wicket keeping up to the stumps. **This includes all players in the Under 10 competition and also all Under Age players who participate in any NWMCA representative team.** On instruction from the NWMCA this requirement may be varied where a soft ball is used.
9. Players who have not turned 12 years of age before the first day of September in the current season must wear protective helmets with **face guard** whilst wicket keeping, whether standing back or keeping up to the stumps. **This includes all players in the Under 10, and Under 12 competitions and also all players who participate in any NWMCA representative team.**
10. Clubs must have protective helmets available for wicket keepers in all other under age grades. The use of mouthguards by fielders and wicket keepers in all Under Age grades is strongly recommended.

11. A player who is permitted to play in a younger age grade, must follow the rules for the grade in which they are playing. E.g. a 14 year old player who is permitted to play in Under 14 team, is not permitted to field in the restricted area.
12. A player who is approved to play in a higher age grade, including open age / senior competitions, must follow the rules for the age group for which they qualify by age.

Examples

- a. a 13 year old player (qualifies for Under 14s) playing in Under 16 mixed is not permitted to field in the restricted area.
 - b. a 15 year old player (qualifies for Under 16s) playing in a senior/open age team must wear a helmet when keeping up to the stumps
13. Rule 1.2.6, which relates to bowling safety limits for all players aged Under 19 on the 31st August in the current season, is to be strictly observed and is applicable in any age group in which they are competing.

1.2.3 SAFETY RULES – PLAYERS UNDER 18

1. It is MANDATORY for all players Under 18 years of age, whether playing junior or open age cricket, to wear protective helmets with face guard whilst batting, wicket keeping up to the stumps, or fielding within 7 metres of the bat, but except behind square on the off side.
2. Rule 1.2.2 overrides this rule for players where applicable.
3. The following table summarises the intention of rules 1.2.2 and 1.2.3. The intention shown in the table overrides the written narrative in rules 1.2.2 and 1.2.3 where the rule is unclear or contradictory.

	REQUIREMENT TO WEAR HELMET WHEN FIELDING		
	Fielding in close	Wicket Keeping	Wicket keeping
Age group	Within restricted area (rule 1.2.2) - 10 metres from bat except behind square on offside	Keeping up to stumps	Keeping back from stumps
Under 10 mixed	Not permitted to field in restricted area	Mandatory	Mandatory
Under 12 mixed	Not permitted to field in restricted area	Mandatory	Mandatory
Under 12 representative teams	Not permitted to field in restricted area	Mandatory	Mandatory
Under 14 mixed	Not permitted to field in restricted area	Mandatory	Strongly recommended
Under 14 representative team	Not permitted to field in restricted area	Mandatory	Strongly recommended
Under 16 mixed	Mandatory	Mandatory	Strongly recommended
Under 16 / Under 17 representative team	Mandatory	Mandatory	Strongly recommended
Rule 1.2.3	Within 7 metres of bat except on offside behind square	Keeping up to stumps	Keeping back from stumps
Player under 18 in senior team	Mandatory	Mandatory	Strongly recommended
Player under 18 in representative team	Mandatory	Mandatory	Strongly recommended

1.2.4 SAFETY RULES – PLAYERS OVER 18

1. **Batting**

A batter must wear a helmet with faceguard at all times when batting.

2. **Wicket keeping**

A wicketkeeper must wear a helmet with faceguard at all times when keeping up to the stumps.

3. **Fielding**

- a) A fielder must wear a helmet with faceguard at all times when fielding in a position closer than seven (7) metres from the batter's position on the popping crease on a middle stump line, with the exception of any fielding position behind square of the wicket on the off side.
- b) The seven metre zone should be clearly marked in all open age games

4. **Helmets**

- a) It is strongly recommended that a helmet worn is compliant with British Standard 7928:2013.
- b) The match umpires shall be responsible for ensuring that a helmet is worn when required but shall not be responsible for ensuring that the helmet worn by any player is compliant with British Standard 7928:2013.
- c) In a match with association appointed umpires, the umpires shall not allow the match to continue during any period in which any batter, wicket keeper standing up to the stumps or fielder within the prescribed area fails to wear a helmet.

- d) In a match without association appointed umpires, the Captains of both batting and bowling teams are responsible for compliance of these clauses. The captains of both batting and bowling teams shall not permit the match to continue during any period in which any batter, wicketkeeper standing up to the stumps or fielder within the prescribed area fails to wear a helmet.
- e) Where this rule is not followed, the match shall be deemed to have **NO RESULT**, and **no points** will be allocated to either team
- f) Helmets should be replaced immediately in accordance with the manufacturer's recommendation following a significant impact.

1.2.8 SAFETY RULES AND UNDER AGE BOWLING INJURY PREVENTION

This rule applies to every Under Age player in any match in any grade – Open Age or Under Age.

Note This section refers to the number of overs a player is allowed to bowl **in a day**. A limit is also applicable to the number of overs a player is allowed to bowl **in an innings** (refer Rule 2.5.1.9)

Any contravention of this rule will result in a loss of match points. Refer Rule 3.1.3.

Depending on the age of the bowler, each bowler is limited to a maximum of consecutive overs in one spell, and to a **daily** maximum quota. See i and v below.

1. **Bowling spell**

- a) Age Under 19: 8 overs in a bowling spell
- b) Age Under 18: 7 overs in a bowling spell
- c) Age Under 17: 6 overs in a bowling spell
- d) Age Under 16: 6 overs in a bowling spell
- e) Age Under 15: 5 overs in a bowling spell
- f) Age Under 14: 4 overs in a bowling spell
- g) Age Under 13: 4 overs in a bowling spell
- h) Age under 12: 4 overs in a bowling spell

2. **Break between bowling spells**

- a) Before starting a new bowling spell, a bowler must have a break for of at least twice as many overs as they bowled in the previous bowling spell.
- b) **When a bowler changes ends** it will be counted as an extension of the same bowling spell. An over started on a new day shall be considered the first over of a new spell.

3. **Daily overs limits:**

- a) Age under 19: 20 overs per day
- b) Age under 18: 20 overs per day

- c) Age under 17: 16 overs per day
- d) Age under 16: 16 overs per day
- e) Age under 15: 12 overs per day
- f) Age under 14: 12 overs per day
- g) Age under 13: 8 overs per day
- h) Age under 12: 8 overs per day
- i) An over started on a new day shall be considered the first over of a new spell.



The following is an extract from the NWMCA Rules and By-Laws for 2025-26 and is provided for convenience only. There are inter related rules and By-laws. Clubs, teams, players and officials need to ensure they understand all related rules and by-laws. Do not rely on this document alone.

1.1.4 NWMCA JUNIOR GRADES CODE OF CONDUCT

NWMCA is committed to ensuring that Safeguarding Children and Young People is central to the development of our game

To access Australian Cricket's Policy for Safeguarding Children and Young People, and read how you can endorse and adopt this policy, please click [HERE](#).

Everyone involved in cricket has a shared responsibility to support this by promoting the welfare of all children and young people.

Our junior grades are the formative years for young people entering and progressing through our great sport of cricket, and also for youths who have taken on the responsibility of umpiring.

It is vital that the experiences of all people in junior cricket are positive and encouraging, and that they are supported by clubs, coaches, club officials and spectators.

This Code of Conduct sets out the expectations of the North West Metropolitan Cricket Association to ensure that our sport is played in a respectful and encouraging atmosphere at all times.

Coaches, match officials, players, spectators and all other people involved in the game must:

- Respect the rights and dignity of all involved in the game, and encouragement and positive feedback should be a priority at all times.
- Treat everyone with equal respect regardless of gender, disability, ethnic origin, religion or their level of ability and experience.
- Treat each player as an individual, and respect their talent, developmental stage and goals.
- Help and encourage each player reach their full potential.
- Be professional and accept responsibility for their actions, displaying appropriate standards in language, manner, preparation and presentation.
- Encourage all players to demonstrate the same qualities and help make each game of cricket a positive experience regardless of the result.
- Provide an environment that encourages players to participate and test themselves both at training and on match day.

Coaches should:

- Ensure a safe and welcoming atmosphere for all young people while in their care and responsibility.
- Ensure that parents and spectators also understand the minimum standards expected at junior cricket matches and are positive and encouraging at all times regardless of the state of a game.

- Be a positive role model for our sport and the players. Coaches need to be aware that they play a most significant role in the lives and development of their young players.
- Be aware of all relevant policies relating to sexual and racial harassment, racial vilification and harassment on the grounds of disability.
- Remember that the game is being played for the enjoyment and development of the young players – not for coaches and parents. The opportunities for the players to participate and enjoy the game should be maximised.
- Ensure equipment, rules, training and the environment are appropriate for the age and ability of the players at both training and on game day.
- Have completed at a minimum the Cricket Victoria Level 1 coaching accreditation course.
- Understand and endorse the Laws of Cricket and the Spirit of Cricket, and strongly encourage players, match officials and spectators to do the same.

Clubs and coaches must ensure:

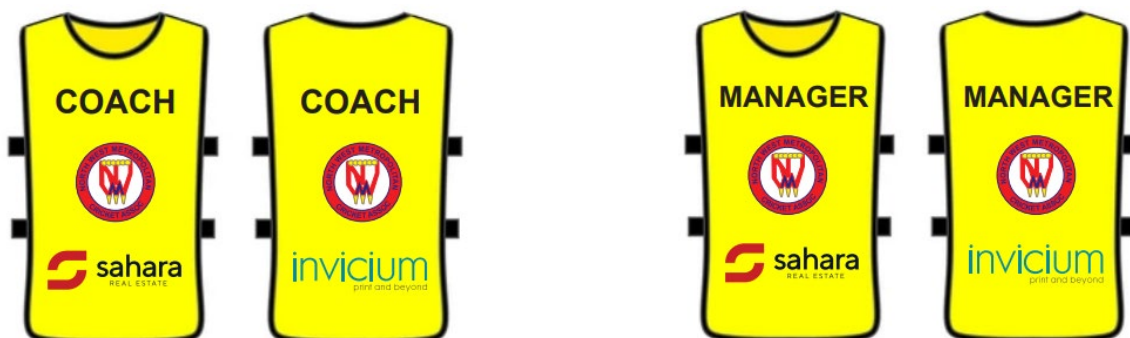
- That on game day, the only people who approach the umpire are the Captain, coach and where appropriate the Team Manager. Scorers can communicate with the umpire to advise when player over limits, batting retirement levels, etc are reached.

- That any disagreement or dispute between teams is addressed respectfully, and preferably not in front of the players.
- That play is not unduly delayed when the coach is recommending fielding changes, etc.
- That players are ready to take the field at the appropriate time, and that the game proceeds smoothly and without delays.
- That match officials and spectators are aware of and observe Association rules and bylaws, particularly those relating to alcohol and tobacco use.
- That spectators are also aware of the expectations on clubs, and that breaches of acceptable behaviour will lead to action and penalties from the Association.

1.1.5 JUNIOR GRADES - COACH & MANAGER BIBS

Each team is required to purchase TWO bibs from the NWMCA that are to be worn by:

**COACH
and
MANAGER**



We have listed below some **FAQ's** that is designed to help the implementation of the bibs.

1. I already have a “generic” bib / safety vest – can I use this bib instead of the one from the NWMCA?

Response: No, teams must wear the authorised NWMCA bib that will be supplied by the NWMCA.

2. When are the bibs to be worn?

Response:

- *Bibs are to be worn whilst setting up the game, during the game, and for 15 minutes after the conclusion of the game.*
- *Bibs are to be worn in ALL junior matches (Mixed and All Girls competitions, Under 10s through Under 16s)*

3. How does it work?

*If there is a question over rules, by-laws or anything about the **running or management of the game:***

- *First step is to check the rule book.*

If a ruling clarification is required then:

Only the person wearing a bib can:

- *Enter the field of play*
- *Talk to the Umpire (whether an independent umpire or club umpire)*
- *Talk to opposition (coach or manager)*

- *Contact the NWMCA and then only after working through talking to the umpire and the opposition*

Other Key Points:

- *If a scorer requires clarification of an Umpires call or similar, the scorer should ask their Manager or Coach to seek the clarification.*
- *Umpire will ignore other club officials, parents, committee etc during the game.*
- *In **Under 16s, the team Captain** can also approach the umpire. This recognises the development of Captains, in line with the Spirit of Cricket*
- *If a player is injured on the field, either the Manager or Coach should enter the field of play to assess the player first. Parents of the player or other club officials should be called onto the field as soon as possible if required.*
- *NWMCA will also ignore others if contacted – ONLY the coach or manager can contact the NWMCA and only after working with the umpire and the opposition.*
- *Wearing of bibs is compulsory - if we observe continued non-compliance then a penalty will apply (\$50 for each bib not worn)*
- *Managers must also ensure that all persons at the junior match are adhering to :*

 *Smoking laws - Smoking is banned within 10 metres of any outdoor sports venue during an under-age sporting event.*

 *Alcohol laws – ensure the club and spectators are complying with liquor licence conditions and consumption of alcohol in accordance with local by-laws*

- *If there is an issue outside of managing the match itself (unruly spectator behaviour for example), the Manager should look to manage those issues that relate to **only their own Club's supporters**. This is consistent with the NWMCA Rules, "Role of Clubs".*

 *However, in the event of unruly spectator behaviour, it is important that the Managers take a safety-first approach to ensure no harm to them or their team. If the Manager has safety concerns, then they are requested to immediately contact their own Club officials for directions. A written report should then be made by the Club President or Secretary and then emailed to the NWMCA.*

1.1.6 Scorers exclusion zone

In all Under age matches, a 5 metre exclusion zone should be marked around the scorer's table/s.

Only the Team Manager or Coach, wearing the appropriate bib, or a person who is updating the scoreboard, should enter the scorer's exclusion zone, to check the scores or have other discussions with the scorers.

2.9 FEMALE CRICKET MATCH RULES

Conditions

In all evening games, if the light deteriorates to an extent that it is unsafe to continue, and if there are lights available, the lights must be turned on to allow the game to continue, and the safety of players to be maintained.

This is the case even if the game is in progress, and the lights were not on from the start of the game.

The provisions on Law 24 and Law 25 in relation to player absences and penalty time do not apply in this section (see rule 1.9 Part C)

2.9.1 U10 ALL GIRLS

Based on CA STAGE 1 Format

COACHING QUALIFICATIONS

Level 1 (Community) accreditation is recommended for coaches in Under 10 All Girls competition

1. GAME

T12 (12 over game) – 12 over per innings, one innings each team

Length: 120 minutes

5 minute break between innings

Start time: Monday 5:45pm

2. BALL

Softaball to be purchased from the NWMCA Association

3. PROTECTIVE EQUIPMENT

Protective equipment is optional.

- Helmet with face guard while batting, and wicket keeping
- Pads
- Gloves
- Other approved protective equipment is available based on match conditions and/or personal preference

Helmets: From the commencement of the 2019-20 cricket season it is a requirement for all club cricketers (both junior and senior) to wear helmets with face guard at all times when batting, wicket keeping up to the stumps

AND when keeping back from the stumps, and fielding in close. (Note Under 10 Girls cannot field in the 10m safety area – see rule 1.2.2).

All helmets must be compliant with British Standard BS7928:2103

Players will not be able to use non-compliant helmets.

Many currently used helmets (including many still available through retail outlets) do not meet the new standards, and club members should ensure when purchasing new helmets that they comply with standards..

4. MATCH EQUIPMENT

- 2 sets of stumps with bails - minimum of 1 set to be portable (each team to carry a portable set on game day)
- Measuring tape or string/rope to measure boundary and pitch length
- Boundary markers
- Chalk, tape or non-permanent paint to mark creases

5. BOUNDARY

Boundary is to be clearly marked at 25m measured from the centre of the wicket

6. PITCH TYPE AND LENGTH

Outfield - 14m length stump to stump

7. TEAM

6 players a side (maximum 6 players on the field at any time)

Minimum of 4 players,

8. CRICKET ATTIRE

The playing members of all Clubs must be properly dressed in cricket attire.

Cricket attire for players and substitutes is defined as:

- Association approved two tier Club coloured shirts, collar and an approved association Logo, approved coloured pants, black shorts or skins.
- All players in a team must wear the same coloured clothing.
- Recognised cricket cap or wide brim hat (Baseball style caps or wide brim hats must be in Club colours and carry club logo).
- Shorts need to be a 7.5cm length minimum
- No white pants allowed

9. BATTING

- Bat size 4 is recommended (if the bat is too heavy, they can use a plastic blasters bat)
- All batters retire after facing 12 balls
- All balls (incl. wides and no balls) will be included in count of balls received.
- A batter receives a free hit off the cone for no balls and wides. Only two free hits per over.
- No LBW
- No dismissals. Where a wicket is taken, five runs is added to the fielding teams batting score

Runner

- A runner can only be used if the umpires, together with the opposition captain, are satisfied that the batter has sustained an injury during the match that affects their ability to run.
- The batter stands in position at the batting crease and plays shots as normal, but does not attempt to run between the wickets: the runner runs for them.

- The runner occupies the injured batter's crease when they are on strike, but takes up a position away from the pitch at the umpire's discretion, typically on a pitch parallel to that being used for the game.
- When the injured batter moves off strike, they then take up the position near the square leg umpire (not at the bowler's end), and the runner stands next to the bowler's wicket as in the normal course of play.
- The runner should have already batted in the innings, if possible.
- The runner must wear all the external protective equipment worn by the batter and must carry a bat.

If *either* the injured batter or their runner is out of their ground, the batter is liable to be run out or stumped.

10. BOWLING

- 6 balls per over maximum - wides and no-balls are NOT re-bowled)
- All players to bowl at least 2 overs, including wicketkeepers
- 6 player team – all players bowl 2 overs each
- 5 player team - 3 players bowl 2 overs each, 2 players bowl 3 overs each
- 4 player team - all players bowl 3 overs,

11. FIELDING

Rotation of fielders around the ground is recommended to ensure players gain experience in all positions.

No fielders within 10 m of bat (except slips, gully and wicket keeper) each team is required to use two wicketkeepers, keeping for six overs each.

12. UMPIRE

The coach of the team fielding will umpire at the bowlers end. If the umpire is unsighted, then the batter gets the benefit of doubt and is not out.

13. SQUARE LEG UMPIRE

No square leg umpire required.

14. FINALS

There are no finals in this competition.

15. SCOREBOOKS / SCORES

It is not compulsory to enter scores in PlayHQ for U10's however clubs are encouraged to do so.

Each Club shall use Association approved and provided scorebooks.

Scorers in all grades must be sixteen (16) years of age or over. Each Clubs score books shall be signed by the team coach at the conclusion of each match.

E-Scoring is strongly encouraged in all grades.- refer rule 1.14

16. COMPETITION AWARDS

The NWMCA will provide "Spirit of Cricket" awards to players and clubs at the end of the season as is deemed appropriate.

2.9.2 U12 ALL GIRLS

Based on CA STAGE 1 Format

COACHING QUALIFICATIONS

Level 1 (Community) accreditation is required for coaches in Under 12 All Girls competition

1. GAME

T20 (20 over game) – 20 overs per innings, one innings each team

Length: 120 minutes

5 minute break between innings

Start time: Wednesday 5:45pm

2. BALL

Softball to be purchased from the NWMCA Association

3. PROTECTIVE EQUIPMENT

- Helmet with face guard while batting, and wicket keeping
- Pads
- Gloves
- Other approved protective equipment is available based on match conditions and/or personal preference

Helmets: From the commencement of the 2019-20 cricket season it is a requirement for all club cricketers (both junior and senior) to wear helmets with face guard at all times when batting, wicket keeping up to the stumps

AND when keeping back from the stumps, and fielding in close. (Note Under 12 Girls cannot field in the 10m safety area – see rule 1.2.2).

All helmets must be compliant with British Standard BS7928:2103

Players will not be able to use non-compliant helmets.

Many currently used helmets (including many still available through retail outlets) do not meet the new standards, and club members should ensure when purchasing new helmets that they comply with the new requirements.

4. MATCH EQUIPMENT

- 2 sets of stumps with bails - minimum of 1 set to be portable (each team to provide 1 portable)
- Measuring tape or string/rope to measure boundary and pitch length
- Boundary markers
- Chalk, tape or non-permanent paint to mark creases

5. BOUNDARY

Boundary is to be clearly marked at 40m measured from the centre of the wicket

6. PITCH TYPE AND LENGTH

Mown Outfield, synthetic centre wicket, or roll out synthetic wicket.

16m length stump to stump

7. TEAM

7 players a side (maximum 7 players on the field at any time)

Minimum of 5 players

8. CRICKET ATTIRE

The playing members of all Clubs must be properly dressed in cricket attire.

Cricket attire for players and substitutes is defined as:

- Association approved two tier Club coloured shirts, collar and an approved association Logo, approved coloured pants, black shorts or skins.
- All players in a team must wear the same coloured clothing.
- Recognised cricket cap or wide brim hat (Baseball style caps lor wide brim hats must be in Club colours and carry club logo).
- Shorts need to be a 7.5cm length minimum
- No white pants allowed

9. BATTING

- Bat size 4 is recommended
- All batters are to retire after facing the nominated number of balls. (see below)
- There are no early retirements unless a batter is injured. If the batter is ill or injured they are considered retired not out and are permitted to return to batting if they recover before the end of the innings.
- All balls (incl. wides and no balls) will be included in count of balls received
- Unlimited dismissals (each player will face the nominated number of balls)
- Each dismissal will add 4 runs to the opposition total at the end of the innings
- The following dismissals apply in this format:

Bowled, Caught, Caught & Bowled, Run Out, Stumped, Hit Wicket.

LBW DOES NOT APPLY

Runner

- A runner can only be used if the umpires, together with the opposition captain, are satisfied that the batter has sustained an injury during the match that affects their ability to run.
- The batter stands in position at the batting crease and plays shots as normal, but does not attempt to run between the wickets: the runner runs for them.
- The runner occupies the injured batter's crease when they are on strike, but takes up a position away from the pitch at the umpire's discretion, typically on a pitch parallel to that being used for the game.
- When the injured batter moves off strike, they then take up the position near the square leg umpire (not at the bowler's end the runner stands next to the bowler's wicket as in the normal course of play.
- The runner should have already batted in the innings, if possible.
- The runner must wear all the external protective equipment worn by the batter and must carry a bat.

If *either* the injured batter or their runner is out of their ground, the batter is liable to be run out or stumped.

TEAM SIZE BALLS TO FACE

5 players (minimum)	24
6 players	20
7 players	17
8 players	15
9 players (maximum)	13

**If there are extra balls to be bowled the batter facing at the time will face the extra balls (i.e. $17 \times 7 = 119$, one extra ball is bowled to whoever is facing)

10. BOWLING

6 balls per over – wides and no balls are NOT re-bowled except the last over where 6 legal balls are required to be bowled

All players are to bowl a minimum of two overs except the two wicketkeepers who are to bowl a minimum of 1 over

5 player team – 5 players bowl 4 overs including the 2 wicket keepers

6 player team – 4 players bowl 4 overs, 2 wicket keepers are to bowl minimum 2 over each

7 player team- 3 players bowl 4 overs, 2 players bowl 3 overs; 2 wicket keeper are to bowl minimum of 1 over each

8 player team – 6 players bowl 3 overs, 2 wicket keeper are to bowl minimum of 1 over each

8 player team - 4 players bowl 3 overs, 3 players bowl 2 overs; 2 wicket keeper are to bowl minimum of 1 over each

Pitch Markings

Refer to Rule 1.3

11. Wide Ball Crease Markings

iv. In all All Girls Under12, Under 14 and Under 16 matches, at each end of the pitch, two parallel lines must be drawn, between the popping and bowling creases, at a **90cm** either side of the imaginary line joining the centres of the two middle stumps.

Leg Side Wides

Refer to Rule 15.3

... if the bowler bowls a ball, not being a No ball, then the umpire shall adjudge it a wide if the ball, without any contact with the striker's bat or person, **passes outside of the Wide ball crease markings on the leg**

side. Wide ball shall not be called if the ball passes between the striker and the stumps.

11. FIELDING

Rotation of fielders around the ground is recommended to ensure players gain experience in all positions.

No fielders within 10 m of bat (except slips, gully and wicket keeper)

Each team is required to use two wicketkeepers, keeping for ten overs each.

12. CENTRAL UMPIRE

The coach of the team batting will umpire at the bowler's end.

13. SQUARE LEG UMPIRE

The coach or team manager of the team fielding will square leg umpire.

The Square Leg umpire decides run outs and stumpings.

Only one person may stand as Square Leg umpire at any one time

14. FINALS

a. Finals Eligibility

Players must have played a minimum of four matches for their team in the current season, to be eligible to play in finals matches.

If a club has two or more teams in the competition, a player can only move between teams in finals matches if approved by the female cricket committee.

b. Qualifying Finals

All teams play finals

In an eight team competition,

First (1st) shall play eighth (8th), second (2nd) shall play seventh (7th), third (3rd) shall play sixth (6th) and fourth (4th) shall play fifth (5th).

The four (4) winning teams from the qualifying finals will compete in a semi-final round of matches.

In a six team competition,

1st shall play 6th, second shall play 5th, 3rd shall play 4th

The three (3) winning teams plus the highest ranked loser (based on ladder position at end of home and away series), shall proceed to the semi-finals.

c. Semi Finals

First (1st) shall play fourth (4th) and second (2nd) shall play third (3rd), based on where the teams finished on the ladder after the home and away series

Semi-finals will be played on the best available grounds to be allocated by the Association.

d. Grand Final

The Grand Final will be played between the two semi-finals winners on the best available grounds to be allocated by the Association

15. SCOREBOOKS / SCORES

Each Club shall use Association approved scorebooks.

Scorers in all grades must be sixteen (16) years of age or over.

Each Clubs score books shall be signed by the Coaches/Team Managers at the end of the match

Teams must enter the final results of all matches, in PlayHQ

Refer to NWMCA By-Law 4.2

E-Scoring is strongly encouraged in all grades.- refer rule 1.14

16. ELIGIBILITY FOR COMPETITION AWARDS

All players must have played a minimum of five matches in the All Girls Under 12s, to be eligible to play to receive an award. (semi-finals can be counted as one of the five matches).

Note: Competition averages do not include performances in finals.

2.9.3 U14 ALL GIRLS

Based on CA STAGE 2 format

COACHING QUALIFICATIONS

Level 1 (Community) accreditation is mandatory for coaches in Under 14 All Girls competition

1. GAME

T20 (20 over game) – 20 overs per innings, one innings each team

Length: 120 minutes

5 minute break between innings

Start time: Monday 5:30pm

2. BALL

142g hard ball to be purchased from the NWMCA

3. PROTECTIVE EQUIPMENT

- Helmet with face guard while batting, and wicket keeping
- Pads
- Gloves
- Other approved protective equipment is available based on match conditions and/or personal preference

Helmets: From the commencement of the 2019-20 cricket season it is a requirement for all club cricketers (both junior and senior) to wear helmets with face guard at all times when batting, wicket keeping up to the stumps, and fielding in close. (Note Under 14 Girls cannot field in the 10m safety area – see rule 1.2.2). It is strongly recommended that players wear a helmet when keeping back from the stumps.

All helmets must be compliant with British Standard BS7928:2103

Players will not be able to use non-compliant helmets.

Many currently used helmets (including many still available through retail outlets) do not meet the new standards, and club members should ensure when purchasing new helmets that they comply with the new requirements.

4. MATCH EQUIPMENT

- 2 sets of stumps with bails - minimum of 1 set to be portable
- Measuring tape or string/rope to measure boundary and pitch length
- Boundary markers
- Chalk, tape or non-permanent paint to mark creases

5. BOUNDARY

Boundary is to be clearly marked at 40m measured from centre of the wicket

6. PITCH TYPE AND LENGTH

Hard wicket - 18m length stump to stump

7. TEAM

9 players a side (maximum of 9 on field at any one time)

- Minimum of 6 players
- Maximum of 11 players per team
- If teams have 10-11 players they are encouraged to rotate player on and off the field after every over.
- If a team has less than nine players on the field, then the other team is restricted to use the same number of fielders. If this occurs, players can be rotated on and off the field at the end of any over.
- Players who return to the field, can bowl immediately if required

- The opposition team may offer the team with less players “substitute fielders” and if these are taken, both teams play with the number of fielders who take the field for the team who has accepted the substitutes.
- If these substitute fielders are not accepted by the team with less than 9 players, the team with 9 players is permitted to field with the full 9 players

8. CRICKET ATTIRE

The playing members of all Clubs must be properly dressed in cricket attire.

Cricket attire for players and substitutes is defined as:

- Association approved two tier Club coloured shirts, collar and an approved association Logo, approved coloured pants, black shorts or skins.
- All players in a team must wear the same coloured clothing.
- Recognised cricket cap or wide brim hat (Baseball style caps or wide brim hats must be in Club colours and carry club logo).
- Shorts need to be a 7.5cm length minimum
- No white pants allowed

9. BATTING

- Bat size 5 or 6 recommended
- There are no dismissals. All batters are to retire after facing prescribed number of balls.(see below).
- Batters cannot be retired before facing the nominated number balls unless the batter is injured. If the batter is ill or injured, they are

considered retired not out and are permitted to return to batting if they recover before the end of the innings.

- Retired batters can resume batting when all others have retired.
- All balls (incl. wides and no balls) will be counted in the allocation of balls received.
- Unlimited dismissals (each batter will face the nominated number of balls each)
- Each dismissal will add 4 runs to the opposition total at the end of the innings
- The following dismissals apply in this format:
- Bowled, Caught, Caught & Bowled, Run Out, Stumped, Hit Wicket.
- LBW DOES NOT APPLY

Runner

- A runner can only be used if the umpires, together with the opposition captain, are satisfied that the batter has sustained an injury during the match that affects their ability to run.
- The batter stands in position at the batting crease and plays shots as normal, but does not attempt to run between the wickets: the runner runs for them.
- The runner occupies the injured batter's crease when they are on strike, but takes up a position away from the pitch at the umpire's discretion, typically on a pitch parallel to that being used for the game.
- When the injured batter moves off strike, they then take up the position near the square leg umpire (not at the bowler's end), and the runner stands next to the bowler's wicket as in the normal course of play.
- The runner should have already batted in the innings, if possible.
- The runner must wear all the external protective equipment worn by the batter and must carry a bat.

If *either* the injured batter or their runner is out of their ground, the batter is liable to be run out or stumped.

TEAM SIZE BALLS TO FACE

6 players (minimum)	20
7 players	17
8 players	15
9 players	13
10 players	12
11 players (maximum)	11

****If there are extra balls to be bowled the batter facing at the time will face the extra balls (i.e. 17x7=119, one extra ball is bowled to whoever is facing)**

10. BOWLING

- 6 balls per over – wides and no balls are not re-bowled, except in the last over of the innings.
- In the last over of an innings, all wides and no-balls are to be re-bowled.
- All players are to bowl a minimum of two overs, except the two wicketkeepers (except in teams of 7 or more players) who are to bowl at least 1 over each
- 6 player team- 4 players bowl 4 overs, 2 wicket keepers bowl 2 over each
- 7 player team- 3 players bowl 4 overs, 2 bowls 3 overs; 2 wicket keepers bowl 1 over each
- 8 players team – 6 players bowl 3 overs; 2 wicket keepers are to bowl 1 over each
- 9 player team - 4 players bowl 3 overs; 3 players bowl 2 overs; 2 wicket keepers bowl 1 over each
- 10 player team – All players bowl 2 overs each including the two wicketkeepers
- 11 player team -9 players bowl 2 overs each ; 2 wicket keepers bowl 1 over each

Pitch Markings

Refer to Rule 1.3

11.Wide Ball Crease Markings

- iv. In all All Girls Under12, Under 14 and Under 16 matches, at each end of the pitch, two parallel lines must be drawn, between the popping

and bowling creases, at a **90cm** either side of the imaginary line joining the centres of the two middle stumps.

Leg Side Wides

Refer to Rule 15.3

... if the bowler bowls a ball, not being a No ball, then the umpire shall adjudge it a wide if the ball, without any contact with the striker's bat or person, **passes outside of the Wide ball crease markings on the leg side. Wide ball shall not be called if the ball passes between the striker and the stumps.**

11.FIELDING

Rotation of fielders around the ground is recommended to ensure players gain experience in all positions

No fielders within 10 m of bat (except slips, gully and wicket keeper).

Each team is required to use 2 wicketkeepers, changing wicket keepers after 10 overs.

12. CENTRAL UMPIRE

The NWMCA will appoint an umpire to as many matches as possible.

Should an independent umpire not be available then the coach of the team batting will umpire at the bowler's end.

13. SQUARE LEG UMPIRE

The coach or team manager of the team fielding will square leg umpire.

The Square Leg umpire decides run outs and stumpings.

Only one person may stand as Square Leg umpire at any one time

14. FINALS

a. Finals Eligibility

Players must have played a minimum of four matches for their team in the current season, to be eligible to play in finals matches.

If a club has two or more teams in the competition, a player can only move between teams in finals matches if approved by the female cricket committee.

b. Qualifying Finals

All teams play finals

In an eight team competition,

First (1st) shall play eighth (8th), second (2nd) shall play seventh (7th), third (3rd) shall play sixth (6th) and fourth (4th) shall play fifth (5th).

The four (4) winning teams from the qualifying finals will compete in a semi-final round of matches.

In a six team competition,

1st shall play 6th, 2nd shall play 5th, 3rd shall play 4th

The three (3) winning teams plus the highest ranked loser (based on ladder position at end of home and away series), shall proceed to the semi-finals.

c. Semi Finals

First (1st) shall play fourth (4th) and second (2nd) shall play third (3rd), based on where the teams finished on the ladder after the home and away series

Semi-finals will be played on the best available grounds to be allocated by the Association.

d. Grand Final

The Grand Final will be played between the two semi-finals winners on the best available grounds to be allocated by the Association

15. SCOREBOOKS / SCORES

Each Club shall use Association approved scorebooks.

Scorers in all grades must be sixteen (16) years of age or over.

Each Clubs score books shall be signed by the Coaches/Team Managers and independent umpire at the end of the match

Teams must enter the results of all matches, on PlayHQ. Refer to NWMCA By-Law 4.2

E-Scoring is strongly encouraged in all grades.- refer rule 1.14

16. ELIGIBILITY FOR COMPETITION AWARDS

All players must have played a minimum of five matches in the All Girls Under 14s, to be eligible to play to receive an award. (semi-finals can be counted as one of the five matches).

Note: Competition averages do not include performances in finals.

2.9.4 U16 ALL GIRLS

Based on CA STAGE 2 & 3 RULES

COACHING QUALIFICATIONS

Level 1 (Community) accreditation is required for coaches in Under 16 All Girls competition

1. GAME

T20 (20 over game) – 20 overs per innings, one innings each team

Length: 120 minutes, 5 minute break between innings

Start time: Monday 5:30pm

2. BALL

142g hard ball to be purchased from the NWMCA

3. PROTECTIVE EQUIPMENT

- Helmet with face guard while batting, and wicket keeping
- Pads
- Gloves
- Other approved protective equipment is available based on match conditions and/or personal preference

Helmets: From the commencement of the 2019-20 cricket season it is a requirement for all club cricketers (both junior and senior) to wear helmets with face guard at all times when batting, wicket keeping up to the stumps,

and fielding in close. It is strongly recommended that players wear a helmet when keeping back from the stumps.

All helmets must be compliant with British Standard BS7928:2103

Players will not be able to use non-compliant helmets.

Many currently used helmets (including many still available through retail outlets) do not meet the new standards, and club members should ensure when purchasing new helmets that they comply with the new requirements.

4. MATCH EQUIPMENT

- 2 sets of stumps with bails
- Measuring tape or string/rope to measure boundary and pitch length
- Boundary markers
- Chalk, tape or non-permanent paint to mark creases

5. BOUNDARY

Boundary is to be clearly marked at 45m measured from centre of the wicket

6. PITCH TYPE AND LENGTH

Hard wicket – full length

7. TEAM

9 players a side (maximum of 9 on field at any one time)

Minimum of 6 players

Maximum of 11 players per team

If teams have 10-11 players they are encouraged to rotate player on and off the field after every over.

8. CRICKET ATTIRE

The playing members of all Clubs must be properly dressed in cricket attire.

Cricket attire for players and substitutes is defined as:

- Association approved two tier Club coloured shirts, collar and an approved association Logo, approved coloured pants, black shorts or skins.
- All players in a team must wear the same coloured clothing.
- Recognised cricket cap or wide brim hat (Baseball style caps or wide brim hats must be in Club colours and carry club logo).
- Shorts need to be a 7.5cm length minimum
- No white pants allowed

9. BATTING

Bat size 5 or 6 recommended

All dismissals count.

Batters are retired when they have faced the nominated count of balls, unless dismissed.

All balls (incl. wides and no balls) are to be counted allocation of balls faced.

There are no early retirements allowed unless a batter is injured.

If the batter is ill or injured they are considered retired not out and are permitted to return to batting if they recover before the end of the innings.

Retired batters can resume batting when all others retired. The loss of 9 wickets closes the innings (9 players in team – see Last Girl Stands rule below)

Runner

- A runner can only be used if the umpires, together with the opposition captain, are satisfied that the batter has sustained an injury during the match that affects their ability to run.
- The batter stands in position at the batting crease and plays shots as normal, but does not attempt to run between the wickets: the runner runs for them.
- The runner occupies the injured batter's crease when they are on strike, but takes up a position away from the pitch at the umpire's discretion, typically on a pitch parallel to that being used for the game.
- When the injured batter moves off strike, they then take up the position near the square leg umpire (not at the bowler's end), and the runner stands next to the bowler's wicket as in the normal course of play.
- The runner should have already batted in the innings, if possible.
- The runner must wear all the external protective equipment worn by the batter and must carry a bat.

If *either* the injured batter or their runner is out of their ground, the batter is liable to be run out or stumped.

TEAM SIZE BALLS TO FACE

6 players (minimum)	20
7 players	17
8 players	15
9 players	13
10 players	12
11 players (maximum)	11

****If there are extra balls to be bowled the batter facing at the time will face the extra balls (i.e. 17x7=119, one extra ball is bowled to whoever is facing)**

Last Girl Standing Rule

- All 9 wickets are needed to bowl a team out. The loss of 9 wickets closes the innings. When the eighth wicket falls, the LAST GIRL stands (on her own) , in a team of 6 players it will be fifth wicket etc
- The LAST GIRL can score 1, 2, 3, 4 or 6 off any ball. If the Last Girl makes 1 run, she must return to the striker end once the ball is returned to the bowler hence the ball is dead.
- If a batter is run out under this rule she will not get any runs for completing the first run.
- The Last Girl Stands rule only comes into play once 8 wickets have been taken. The Last Girl Standing must play on her own as all other batters are out.
- Last Girl standing rule doesn't apply to teams with 10 or 11 players.

10. BOWLING

- 6 balls per over – wides and no balls are not re-bowled, except in the last over of the innings.
- In the last over of an innings, all wides and no-balls are to be re-bowled.
- All players are to bowl a minimum of two overs, except the two wicketkeepers who are to bowl at least 1 over each
- 6 player team - 1 player bowls 4 overs, 4 players bowl 3 overs, 2 wicket keepers bowl 2 overs each
- 7 player team- 3 players bowl 4 overs, 2 bowls 3 overs; 2 wicket keepers bowl 1 over each
- 8 players team – 6 players bowl 3 overs; 2 wicket keepers are to bowl 1 over each

- 9 player team - 4 players bowl 3 overs; 3 players bowl 2 overs; 2 wicket keepers bowl 1 over each
- 10 player team – All players bowl 2 overs each including the two wicketkeepers
- 11 player team -9 players bowl 2 overs each; 2 wicket keepers bowl 1 over each

Pitch Markings

Refer to Rule 1.3

11.Wide Ball Crease Markings

iv. In all All Girls Under12, Under 14 and Under 16 matches, at each end of the pitch, two parallel lines must be drawn, between the popping and bowling creases, at a **90cm** either side of the imaginary line joining the centres of the two middle stumps.

Leg Side Wides

Refer to Rule 15.3

... if the bowler bowls a ball, not being a No ball, then the umpire shall adjudge it a wide if the ball, without any contact with the striker's bat or person, **passes outside of the Wide ball crease markings on the leg side. Wide ball shall not be called if the ball passes between the striker and the stumps.**

11. FIELDING

Rotation of fielders around the ground is recommended to ensure players gain experience in all positions

When fielding inside the 10m safety area, players must wear a helmet (see rule 1.2.2).

Each team is required to use 2 wicketkeepers, changing wicket keepers after 10 overs.

If a team has less than nine players on the field, then the other team is restricted to use the same number of fielders. If this occurs, players can be rotated on and off the field at the end of any over.

Players who return to the field, can bowl immediately if required

The opposition team may offer the team with less players “substitute fielders” and if these are taken, both teams play with the number of fielders who take the field for the team who has accepted the substitutes.

If these substitute fielders are not accepted by the team with less than nine players, the team with nine players is permitted to field with the full nine players

12. CENTRAL UMPIRE

The NWMCA will appoint an umpire to as many matches as possible.

Should an independent umpire not be available then the coach of the team batting will umpire at the bowler's end.

13. SQUARE LEG UMPIRE

The coach or team manager of the team fielding will square leg umpire.

The Square Leg umpire decides run outs and stumpings.

Only one person may stand as Square Leg umpire at any one time

14. FINALS

a. Finals Eligibility

Players must have played a minimum of four matches for their team in the current season, to be eligible to play in finals matches.

If a club has two or more teams in the competition, a player can only move between teams in finals matches if approved by the female cricket committee.

b. Semi Finals

First (1st) shall play fourth (4th) and second (2nd) shall play third (3rd), based on where the teams finished on the ladder after the home and away series

Semi-finals will be played on the best available grounds to be allocated by the Association.

d. Grand Final

The Grand Final will be played between the two semi-finals winners on the best available grounds to be allocated by the Association

15. SCOREBOOKS / SCORES

Each Club shall use Association approved scorebooks.

Scorers in all grades must be sixteen (16) years of age or over.

Each Clubs score books shall be signed by the Coaches/Team Managers and independent umpire at the end of the match

Home teams must enter the final results of all matches, on PlayHQ. Refer to NWMCA By-Law 4.2

Both teams must enter individual player statistics by Sunday 7:00pm.

E-Scoring is strongly encouraged in all grades.- refer rule 1.14

16. ELIGIBILITY FOR COMPETITION AWARDS

Note: Competition awards do not include performances in finals.

All players must have played a minimum of five matches in the All Girls Under 16s, to be eligible to play to receive an award. (semi-finals can be counted as one of the five matches).

2.9.5 WOMENS SOCIAL T20 RULES

COACHING QUALIFICATIONS

Level 1 (Community) accreditation is required for Captains and / or Coaches in the Women's Social T20 competition

1. GAME

T20 (20 over game, each team to bowl 20 overs.)

Day & Time: Sunday 12:00 pm

INNINGS LENGTH AND TIMING

- First innings to be completed by 1:30pm
- 10 minute break between innings
- Second Innings to be completed by 3:15pm

If the innings of the team batting first has not been previously completed, it shall be compulsorily closed at the end of the scheduled overs (20), at which time a 10 minute break shall be taken.

Cessation of Play:-

Play shall continue until the side batting second has batted 20 overs or all out.

Play shall cease before this if any of the following apply: Play is abandoned due to bad weather.

Play has been delayed or interrupted for more than thirty (30) minutes by bad weather during the innings of the side batting second and the entitled

overs have not been bowled by 3.15 pm, then play shall cease at the completion of the over in progress at 3.15 pm.

The HOST CLUB of any match are encouraged to provide a relaxed environment with music.

AFTERNOON TEA will be taken at the end of the match –the host team are to provide afternoon tea e.g. BBQ, sandwiches, fruit and cake platter.

NO SHOW – Should any team be unable to commence play *within 15 minutes after the scheduled starting time*, that team shall forfeit the match.

Fine: Match fees(umpire fees) & loss of one match point

2. BALL

Each innings shall commence with new 142g, purchased from the NWMCA.

The captains must produce the new balls and an appropriate spare ball that meet with the umpire's approval at the toss of the coin.

Clubs not providing or refusing to supply the match ball and spare ball to the umpires as required, shall be penalised as per the Penalties/Fines Schedule.

3. PROTECTIVE EQUIPMENT

- Helmet with face guard while batting, wicket keeping up to the stumps, and fielding in close
- Pads
- Gloves
- Other approved protective equipment

Helmets: From the commencement of the 2019-20 cricket season it is a requirement for all club cricketers (both junior and senior) to wear helmets

with face guard at all times when batting, wicket keeping up to the stumps and fielding in close.

It is strongly recommended that players wear a helmet when keeping back from the stumps.

All helmets must be compliant with British Standard BS7928:2103

Players will not be able to use non-compliant helmets.

Many currently used helmets (including many still available through retail outlets) do not meet the new standards, and club members should ensure when purchasing new helmets that they comply with the new requirements.

4. BOUNDARY

Boundary is to be clearly marked at 45m measured from centre of the wicket

5. PITCH TYPE AND LENGTH

Hard wicket or turf wicket – standard full length

Wide Ball Crease Markings

Refer rule 1.3.1 para 11 ii

In all Open Age Women's Social T20 matches, at each end of the pitch, two parallel lines must be drawn, between the popping and bowling creases, at a **90cm** either side of the imaginary line joining the centres of the two middle stumps.

6. TEAM

8 players a side (maximum of 8 players on the field at any one time)

- Minimum of 6 players, each team must have a minimum of 6 players before the match can commence.
- Maximum of 8 players may be on the field at any time.
- Teams are permitted to list up to 10 players on their Team Sheet.
- If a team has less than eight players on the field, then the other team is restricted to use the same number of fielders. If this occurs, players can be rotated on and off the field at the end of any over.
- Players who return to the field, can bowl immediately if required
- The opposition team may offer the team with less players “substitute fielders” and if these are taken, both teams play with the

number of fielders who take the field for the team who has accepted the substitutes.

- If these substitute fielders are not accepted by the team with less than 8 players, the team with 8 players is permitted to field with the full 8.

7. CRICKET ATTIRE

The playing members of all Clubs must be properly dressed in cricket attire.

Cricket attire for players and substitutes is defined as:

- Association approved two tier Club coloured shirts, collar and an approved association Logo, approved coloured pants, black shorts or skins.
- All players in a team must wear the same coloured clothing.
- Recognised cricket cap or wide brim hat (Baseball style caps or wide brim hats must be in Club colours and carry club logo).
- Shorts need to be a 7.5cm length minimum
- No white pants allowed

8. MARQUEE PLAYERS

A marquee player is any player who has, or is currently, playing in the Cricket Victoria Women's – Shield (Community Cricket Competition) or has played in an equivalent competition in Victoria or any other state or territory of Australia – Premier, State, National or International.

Geoff Law Shield

There is no limit on the number of marquee players a team may play during the season.

Georgie McElligott Shield and Lower Divisions

Each team will be permitted one (1) marquee player for the duration of the season/tournament.

The marquee player must be nominated prior to the commencement of each season.

The marquee player must be approved by the NWMCA before they can commence playing.

A permit for a marquee player must be lodged on the appropriate form – form can be downloaded from the NWMCA website under the Association / Forms menu.

For Clubs with two teams in different divisions, a marquee player must be nominated to play in a particular team.

9. BATTING

All dismissals count.

a. Retiring

- A batter must retire immediately when they reach 30 runs
- A batter must retire if they have been at the crease for the limited number of overs faced but not yet reached 30 runs.
- A retired batter may return to the crease when all other batters listed on the team sheet have batted.
- Batters do not have to retire a second time round but can continue to bat until out or end of the match.
- Should more than one batter retire, the retired batters must return in order of retirement.

TEAM SIZE	Overs faced
6 players (minimum)	5
7 players	5
8 players	5
9 players	4
10 players (maximum)	4

b. Free Hit

- ALL NO BALLS will result in a FREE HIT to the batter for the next delivery
- If a No Ball is bowled at the end of the over, the 1st ball of the very next over is a FREE HIT.
- A batter can only be out 'run out' off a No Ball.
- If a run has been taken during a 'No Ball', the field may be changed for the FREE HIT.

c. Last Woman Stands Rule

- Teams with 8 players - All 8 wickets are needed to bowl a team out. The loss of 8 wickets closes the innings. When the seventh wicket falls, the LAST WOMAN stands (on her own).
- Teams with less than 8 players;
- 6 batters – all 6 wickets are needed to bowl a team out- when the fifth wicket falls the last woman stands on her own
- 7 batters – all 7 wickets are needed to bowl a team out - , when the sixth wicket fall the last woman stands on her own.

- The LAST WOMAN can score 1, 2, 3, 4 or 6 off any ball. If the Last Woman makes 1 run, she must return to the striker end once the ball is returned to the bowler hence the ball is dead.
- If a batter is run out under this rule she will not get any runs for completing the first run. The Last Woman Stands play rule only comes into play once 7 wickets have been taken.
- Last Woman Standing rule doesn't apply to teams with 9 or 10 players.

Runner

- A runner can only be used if the umpires, together with the opposition captain, are satisfied that the batter has sustained an injury during the match that affects their ability to run.
- The batter stands in position at the batting crease and plays shots as normal, but does not attempt to run between the wickets: the runner runs for them.
- The runner occupies the injured batter's crease when they are on strike, but takes up a position away from the pitch at the umpire's discretion, typically on a pitch parallel to that being used for the game.
- When the injured batter moves off strike, they then take up the position near the square leg umpire (not at the bowler's end), and the runner stands next to the bowler's wicket as in the normal course of play.
- The runner should have already batted in the innings, if possible.
- The runner must wear all the external protective equipment worn by the batter and must carry a bat.

If *either* the injured batter or their runner is out of their ground, the batter is liable to be run out or stumped.

10. BOWLING

a. General

- A bowler shall be restricted to a maximum four overs.
- All listed players (except the wicket keeper/s) will bowl a minimum of two overs.
- Wicket keepers can choose not to bowl, bowl one or two overs.
- The remaining overs are to be bowled by one of the other players in the team.
- Players are allowed to bowl under arm if they have prior injuries.

b. No Balls and Wides

- No over shall be longer than 8 balls, including no balls and wides. That is, only the first two no-balls or wides in each over will be re-bowled, except for the last over in an innings.
- In the LAST OVER of an innings all wides and no-balls will be re-bowled until 6 legal balls have been bowled.
- A ball that lands to the side of the pitch shall be called a “No Ball”.
- A ball that veers off the pitch and the batter does not have reasonable opportunity to hit the ball shall be called a “Wide”.

Rule 1.15.3 Wide ball – Leg Side

...if the bowler bowls a ball, not being a No ball, then the umpire shall adjudge it a wide if the ball, without any contact with the striker's bat or person, **passes outside of the Wide ball crease markings on the leg side. Wide ball shall not be called if the ball passes between the striker and the stumps.** *Refer to NWMCA Rule 1.3 Paragraph 11 for definitions of Wide ball crease markings.*

- A full toss above the waist of a batter (in normal batting stance) shall be called a “No Ball” by either umpire.
- A ball that bounces over the batter’s shoulders (in normal batting stance) shall be called a “No Ball” by either umpire.
- A ball that bounces more than twice is a “No Ball”.

Note: Deliveries pitching off the pitch are No Balls (not wides), which is important because:

- From a no ball, batter can be out Hit the Ball Twice, Run Out, Handled the Ball or Obstructing the Field.
- From a wide, batter can be out by a Hit Wicket, Stumped, Run Out, Handled the Ball or Obstructing the Field.

11. FIELDING

a. General

- A fielding team shall have no more than 3 fielders on the leg side and no more than 2 fielders behind the popping crease on the leg side at any time. Any breach of this rule shall result in the call of "No Ball".
- Overs are to be bowled from one end in 5 over blocks

b. Wicket keepers

- Teams can have 2 wicketkeepers during an innings (with a 5 minute break to swap over) - each wicketkeeper must keep for 10 consecutive

overs. No other swapping of keepers is allowed unless a wicketkeeper is injured

- Wicketkeepers are allowed to bowl if they choose too but this is not compulsory.

12. CENTRAL UMPIRE

The NWMCA will appoint an umpire to as many matches as possible.

Should an independent umpire not be available then the coach of the team batting will umpire at the bowler's end.

13. SQUARE LEG UMPIRE

The coach or team manager of the team fielding will square leg umpire. This allows for assistance in field placements and bowling changes.

Only one person may stand as Square Leg umpire at any one time.

14. MATCH RESULTS & CAPTAINS REPORT

Either teams must enter the results of all matches and a Captains report, in PlayHQ. Refer to NWMCA By-Law 4.2

15. SCOREBOOKS / SCORERS

Each Club shall use Association approved scorebooks.

E-Scoring is strongly encouraged in all grades.- refer rule 1.14

Scorers in all grades must be sixteen (16) years of age or over.

Each Clubs score books shall be signed by the Captains and Independent umpire at the end of the match.

Home Clubs shall supply and operate a score board which shall be updated at the end of every over by the batting side.

16. FINALS

a. Eligibility

Players must have played five of the teams contested home and away matches during the home and away season to qualify for the semi-final and final matches.

Players must have played a minimum of 5 matches in the NWMCA Senior Women's T20 competition, to be eligible to play in finals matches.

Where the number of contested matches played is impacted by byes, walkovers received and completely abandoned matches (where no play has

commenced), the Board, at its discretion, may make adjustments to the number of matches played to be eligible for finals.

Effected Clubs will be informed by the NWMCA as early as possible to assist Clubs with player qualifications.

Teams that give walkovers will not have any adjustments to their qualification quotient nor can they submit a team sheet for the match forfeited.

If a club has two or more teams in the competition, a player can only move between teams in finals matches if approved by the female cricket committee.

b. Finals Matches

All Finals shall be played at the best available ground as allocated by the Association.

All ground allocations will be subject to approval of the Administrator.

If any ground is deemed unsuitable by the NWMCA Administration Manager, a suitable, neutral ground shall be allocated.

c. Semi Finals

The four (4) competing teams in each grade that have obtained the highest number of match points at the end of the home and away matches shall compete in a semi-final round of matches.

First (1st) shall play fourth (4th) and second (2nd) shall play third (3rd).

Should either of the semi-final matches not reach a first innings result within the provisions of these by-laws, or a tie has resulted, the winner shall be

deemed to be the team finishing higher on the ladder at the end of the home and away season.

Semi-finals will be played at the home ground of the first and second placed teams on the ladder at the completion of the programmed series of matches.

d. Grand Finals

The two winners of the semi-finals shall play off in the Grand Final.

In the event of a “tie” both teams are declared premier winners.

19. ELIGIBILITY FOR COMPETITION AWARDS

Competition awards do not include performances in finals.

All players must have played a minimum of five matches in the NWMCA Senior Women’s T20 competition, to be eligible to receive an award.