

Twilight Womens Cricket League

Rules

Game Format

1. Each match is played between 2 teams of 6 - 8 players and consists of sixteen (16), six ball overs.
2. A soft Incrediball is used for matches.
3. Pitch length is approx. 16m in length, boundary markers are 25-30m from the pitch.
4. There are 3 fielders on each side of the pitch, bowler and wicket-keeper. Fielders rotate one position clockwise at the end of each over (there is no designated wicketkeeper). Extra players can be rotated on/off the field after they have bowled their over.
5. All overs are bowled from one end of the wicket.
6. Substitutes may be used in any combination provided that no more than eight individuals bat, eight individuals bowl and eight fielders are on the field at one time.
7. Where a team is short, it is encouraged that the batting team provide fielders so there are eight on the field at any given time, however, fielders from the opposition will not bowl whilst filling in.

Scoring Runs

1. Batters bat in pairs for 4 x 6 ball overs (regardless of dismissals)
2. For teams with an uneven amount of players, the umpire shall 'draw a name out of a hat' to bat again to fill a pairing prior to the match commencing. Overs shall be spread as evenly as possible between all players, eg: 6 players will mean 4 players bat for 5 overs, and 2 bat for 6 overs.
3. Batters swap ends after facing 3 consecutive deliveries or after being dismissed at the strikers end or at the end of each over.
4. Runs are scored off the bat when both batters elect to take a run. ie. it's not 'tip-and-run'.
5. Wide - a ball bowled off the pitch or out of reach of the batter on strike. If the batter hits the ball then it cannot be considered a Wide. 1 run is added to the batting team's total.
6. No Ball – a ball that bounces over shoulder height when the batter is in their normal stance or any ball that reaches the batter above waist height on the full. 1 run is added to the total plus any runs hit off the delivery.
7. 'Free Hit' – Wides and No Balls are not re bowled however the next delivery is a Free Hit. (if it's bowled on the last ball of the over, the free hit rolls over to the next over, last ball of the innings will continue to be bowled until a legal delivery is bowled). Batters can only be 'run-out' from a free hit.
8. Other Runs (Sundries)
 - a. Byes – runs scored after the ball has been missed by the wicketkeeper
 - b. Leg Byes – are runs scored after the ball strikes the batter's legs or body

Taking Wickets

1. Over arm bowling is encouraged, underarm is permitted.
2. There is a maximum of 6 balls in each over
3. Methods of dismissal are:-

Bowled – a ball bowled by the bowler that hits the batters stumps

Caught – a ball caught on the full by a fielder or the bowler

Hit-Wicket – the batter hits their stumps in the act of striking the ball

Run-Out – when the batters attempt to make a run and are short of their crease when the stumps are broken by the ball thrown by a fielder.

NB. Each time a batter is dismissed (Wicket taken), the fielding team shall receive 5 Bonus Runs which are added to their total runs scored.

The Result

The team with the highest number of runs is the winner after adding runs scored off the bat and Bonus