

Royal London Women's One-Day Championship

Competition Rules

1 Title

The title of the competition will be the Royal London Women's One-Day Championship

2 Management

Please refer to Generic Rule 1.

3 Entry

Please see Generic Rule 2

- 3.1 Each squad must have a named coach and named manager who are DBS cleared and who attend all matches (where not available a suitable replacement must be found for all matches)

4 Competition Structure

- 4.1 Fixtures dates will be provided by the ECB Competitions Department and for the sake of clarity these shall be set as the "original" fixture date.
- 4.2 The designated home county will be required to enter fixture details onto the Play-Cricket website prior to 12th February 2017, these details must include:
- 4.2.1 Date of fixture (if altered from original date)
- 4.2.2 Venue of fixture
- 4.2.3 Time of fixture
- 4.2.4 If changes are made to fixtures during the season, the home side will be expected to amend fixture details on Play-Cricket and email competitions@ecb.co.uk of the fixture change immediately

4.3 Rearrangement of Matches

- 4.3.1 Only cancelled matches (not abandoned matches) can be rearranged in the Competition for 2017. If a match started but did not fulfil the minimum number of overs to constitute a result, it will be recorded as an abandoned match
- 4.3.2 Cancelled matches shall only be rearranged if both Counties wish to replay the match. If one of the Counties involved chooses not to replay the match (for any reason), then the match will be declared as Cancelled
- 4.3.3 Cancelled matches can be rearranged on any date excluding Sundays that have not been allocated to County cricket in the 2017 Domestic Programme
- 4.3.4 Counties rescheduling cancelled matches must do so in the order in which they would have originally been played.
- 4.3.5 Counties have 7 days from the date of the original fixture to agree a date and venue for a rearranged cancelled fixture.
- 4.3.6 All rearranged matches need to be authorised by the Competitions Officer (email to sue.laister@ecb.co.uk) within 7 days of the original date of the fixture.
- 4.3.7 All matches must be completed by Saturday 30th September 2017

5 Qualification of players

A player is eligible to play for a County at senior level if she meets any of the following criteria (all players in the Royal London Women's One-Day Championship must meet this eligibility):

- 5.1 She was born within that County
- 5.2 She currently resides in that County and has been resident there for 6 months prior to 1st May 2017
- 5.3 She is attending an educational establishment within that County

- 5.4 Where a player only has eligibility to play for a County that does not provide competitive senior County cricket, she is entitled to represent any County without meeting any of the above eligibility criteria. Such cases need to be authorised by the Competitions Officer before that player represents a chosen County side (email to sue.laister@ecb.co.uk)
- 5.5 Where a player meets the eligibility of several Counties she is entitled to choose which County she would like to represent during the 2017 season. Such cases need to be authorised by the Competitions Officer before that player represents a chosen County side (email to sue.laister@ecb.co.uk)
- 5.6 Two overseas players, defined as a player not qualified for England under the ECB Regulations governing the qualification of Women Cricketers for England, may play for a County per season regardless of any qualification criteria. Only one overseas player may be fielded in any one match. Overseas players must also be registered with a women's Club
- 5.7 She has been loaned to a County and all parties including ECB are satisfied that the criteria of the 2017 Player Loan System has been met (see separate Player Loan System paper available from sue.laister@ecb.co.uk) After 2 full seasons on loan, a player gains full eligibility for that County and is no longer a loaned player
- 5.8 A player may play for a County for whom the player is not qualified only if the player has not been selected by the County/Counties for whom the player is otherwise qualified and has obtained the written consent of that County/those Counties. Such consent shall not be unreasonably withheld. There is no requirement to obtain the consent of the County of birth.

In the event of a dispute the matter shall be referred to the ECB, whose decision shall be final
- 5.9 Based on ECB Guidelines for Junior Players in Open Age Cricket, revised October 2010, no under 12 age group

players or younger may take part in the ECB Royal London Women's One-Day Championship, unless they are deemed by ECB performance managers to be of a standard to compete in any U13 girls' county age group competition. This is providing they are at least 11 years old, and in school Year 7 on 1st September in the year preceding the season and have written parental consent to play.

5.10 ADDITIONAL NOTES

- 5.10.1 Other than when involved in the Player Loan System, a player may only represent one County at senior level in any given season for all Competitions (Royal London Women's One-Day Championship and NatWest WCT20)
- 5.10.2 A player may feasibly represent different Counties at ECB Girls County Age Group level and senior level in any given season. Such a scenario would be where a County offers girls junior cricket but not senior County cricket
- 5.10.3 Where a player has played for a County in previous seasons they retain the right to represent that County until they are eligible and play for another County

6 Cricket Balls

Please refer to Generic Rule 4

- 6.1 A 5oz hardball will be used. For Division 1 and Division 2 this will be a Kookaburra Club Match White Ball. For Division 3 this will be a Kookaburra Club Match Pink Ball
- 6.2 The ECB Competitions Department will provide all match balls to each County for the number of home matches played
- 6.3 Each County must be able to provide a spare match ball if required

7 Clothing & Sightscreens

- 7.1 In all Division 1 and Division 2 matches players shall wear coloured clothing and use black sight screens

- 7.2 In all Division 3 matches all Counties are strongly encouraged to play in coloured clothing although this is not mandatory, but all players within the team must be in the same kit. Please note that coloured shirts and white trousers or traditional whites would be acceptable to assist during this transition. As a pink ball is being used white or black sight screens can be used.

8 Helmets and Faceguards

Please refer to Generic Rule 9 and Chapter 17 of the NFC Regulations and Playing Conditions (p263 - 266)

9 Umpires

ECB shall be responsible for appointing umpires through the ACO Regional Appointment Officers for all Division 1 and Division 2 fixtures in this competition.

For all Division 3 fixture Counties must contact their County ACO to arrange umpire appointments.

10 Scorers

Please refer to Generic Rule 6.

11 Team Sheets

Please refer to Generic Rule 8.

12 Match Results

Please refer to Generic Rule 10.

- 12.1 In the event of the match being cancelled and then rearranged it is the responsibility of the home County to update Play-Cricket with the new match details.
- 12.2 In the event of the match not being rearranged, it is still the responsibility of the home County to enter the fact on Play-Cricket.

13 Code of Conduct

Please refer to Generic Rule 11.

14 Coaching

Please refer to Generic Rule 12.

The above does not apply to coaches during drinks intervals.

Playing Conditions

The Laws of Cricket (2000 Code 6th Edition – 2015) shall apply with the following exceptions:

1 Duration

All matches will consist of one innings per side, and each innings shall be limited to 50 six-ball overs. A minimum of 20 overs will constitute a match (subject to the provisions of 10.1 The Result)

2 Pitch Requirements, Hours of Play and Intervals

2.1 Pitch Requirements

Please refer to Generic Playing Condition 12

2.2 Scheduled Start and Cessation Times

Unless both teams agree otherwise, the scheduled hours of play will be 11:00 – 18:05

50 overs per innings within 3hr 10min

First session11:00 – 14:10

Interval14:10 – 14:55

Second session14:55 – 18:05

If both teams agree to an earlier start time, then agreement should also be reached with regards to the absolute finishing time of the match which should be no later than 19.30.

2.3 Sessions of play and interval between innings

Provided that no time has been lost (see below) the interval will be of the agreed duration commencing at the end of the innings of the team batting first.

If the team batting first has completed its inning at least 40 minutes prior to the scheduled interval, a 10 minute

break will occur. The team batting second will commence its innings and the interval will occur as scheduled.

Where the innings of the side batting first is delayed or interrupted, the umpires will reduce the length of the interval.

In the event of time being lost up to and including 60 minutes in the aggregate, the length of the interval shall be reduced from 45 to 30 minutes. In the event of more than 60 minutes being lost in aggregate, the duration of the interval shall be determined by the umpires, subject to no interval being of more than 30 minutes duration or less than 10 minutes duration. In the event of disagreement, the interval shall be of 20 minutes duration.

2.4 Interval for drinks

Each innings will be allowed 1 drinks interval of 5 minutes (unless exceptional conditions where 2 drinks intervals will be allowed)

2.4.1 These intervals cannot take place if:

2.4.1.1 less than 60 minutes has passed since previous interval

2.4.1.2 less than 10 overs remaining in the innings

3 Length of innings

3.1 Uninterrupted matches

(i.e. matches which are neither delayed nor interrupted)

- (a) Each team shall bat for 50 six ball overs unless all out earlier. A team shall not be permitted to declare its first innings closed.
- (b) If the team fielding first fails to bowl the required number of overs by the scheduled time for the cessation of the first session, play shall continue until the required number of overs has been bowled. The interval shall be of the agreed duration commencing at the end of the innings of the team batting first.

Unless otherwise determined by the umpires, the innings of the team batting second shall be limited to the same number of overs that it bowled by the scheduled time for the cessation of the first session. The over in progress at the scheduled cessation time shall count as a complete over.

The umpires may increase the number of overs to be bowled by the team bowling second if they are of the opinion that events beyond the control of the team bowling first prevented that team from bowling the required number of overs by the scheduled time for the cessation of the first innings.

- (c) If the team batting first is dismissed in less than 50 overs, the team batting second shall be entitled to bat for 50 overs except as provided for in (b) above.
- (d) If the team fielding second fails to bowl 50 overs or the number of overs as provided for in (b) or (c) above by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result achieved.

3.2 Delayed or Interrupted Matches

3.2.1 General

Rearrangement of the number of overs may be necessary due to a delayed start or one or more interruptions in play as a result of adverse ground, weather or light conditions or any other reason. The timing and duration of all suspensions of play (including all intervals) or delays during the match will be taken into account when calculating the length of time available for either innings.

- (a) The object shall always be to rearrange the number of overs so that, if possible, both teams have the opportunity of batting for the same number of overs. A team shall not be permitted to declare its innings closed.

A minimum of 20 overs must be bowled to the team batting second in order to constitute a match

The calculation of the number of overs to be bowled shall be based on a rate of 16 overs per hour in the total time available for play up to the scheduled close of Play 18:05. If a reduction of that number of overs is required, any recalculation must not cause the match to be rescheduled to finish earlier than the original cessation time. This time may be extended to allow for one extra over for both teams to be added if required.

- (b) If owing to a delayed start to the second innings or a suspension of play during the second innings, there is insufficient time for the team batting second to have the opportunity of batting for the same number of overs as the team batting first, they will bat for the number of overs as in 3.2.1 (a) above.
- (c) If the team fielding second fails to bowl the required number of overs by the scheduled cessation time, the hours of play shall be extended until the overs have been bowled or a result achieved.
- (d) The team batting second shall not bat for a greater number of overs than the team batting first unless the latter has been all out in less than the agreed number of overs.
- (e) Fractions are to be ignored in all calculations regarding the number of overs

4 Number of players

- 4.1 Each captain shall nominate 11 players in writing at the toss, plus any number of substitute fielders.
- 4.2 No player (of the named playing 11) may be changed after the toss without the consent of the opposing captain
- 4.3 Coaches and non-players are not permitted to coach whilst the match in progress
- 4.4 Coaches and non-players (other than a physio) are not permitted to enter the field of play at any time once play has commenced

5 Restrictions on the placement of fielders

Please refer to Generic Playing Condition 5 (Junior Fielding Restrictions).

- 5.1.1 At the instant of delivery, there may not be more than 5 fieldsmen on the leg side.
- 5.1.2 In addition to the restriction contained in clause 5.1.1 above, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply (hereinafter referred to as the Powerplay Overs) are set out in the following paragraphs.
- 5.1.3 The following fielding restrictions shall apply:

Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 25.15 yards (23 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field. The fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5 yard (4.57 metres) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.

During the first block of Powerplay Overs (as set out below), only two fieldsmen shall be permitted outside this fielding restriction area at the instant of delivery.

During the batting Powerplay block only three fieldsmen shall be permitted outside the fielding restriction area at the instant of delivery.

- 5.1.4 During the non Powerplay Overs, no more than four fieldsmen shall be permitted outside the fielding restriction area referred to in clause 5.1.3 above.

- 5.1.5 Subject to the provisions of 5.1.6 below, the Powerplay Overs shall apply for 15 overs per innings to be taken as follows:
- The first block of Powerplay Overs (block of 10 overs for an uninterrupted match) shall be taken at the commencement of the innings.
 - For the batting Powerplay Overs (block of 5 overs for an uninterrupted match), it shall be taken at the discretion of either of the batsmen at the wicket.
 - In an innings of scheduled duration of between 41 and 50 overs, the batting Powerplay may not be completed later than the 40th over (no equivalent restriction applies to innings of shorter scheduled duration)
 - A batter must nominate her team's Powerplay no later than the moment at which the umpire reaches the stumps at the bowler's end for the start of the next over.
 - Once a batter has nominated a Powerplay, the decision cannot be reversed.
 - Should the batting team choose not to exercise their discretion, their Powerplay Overs will automatically commence at the latest available point in the innings (i.e. in an uninterrupted innings, the batting Powerplay will begin at the start of the 36th over).
- 5.1.6 In circumstances when the number of overs of the batting team is reduced, the number of Powerplay Overs shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

| Innings | First Powerplay | Batting Powerplay | Powerplay duration Total |
|---------|-----------------|-------------------|--------------------------|
| 20 – 21 | 4 | 2 | 6 |
| 22 – 24 | 5 | 2 | 7 |
| 25 – 28 | 5 | 3 | 8 |
| 29 – 31 | 6 | 3 | 9 |
| 32 – 34 | 7 | 3 | 10 |
| 35 – 38 | 7 | 4 | 11 |
| 39 – 41 | 8 | 4 | 12 |
| 42 – 44 | 9 | 4 | 13 |
| 45 – 48 | 9 | 5 | 14 |
| 49 | 10 | 5 | 15 |

- 5.1.7 Batting Powerplay Overs must commence at the start of an over.
- 5.1.8 If play is interrupted not during the Powerplay overs, then on resumption, it is necessary to determine how any remaining Powerplay overs should be allocated. The total number of Powerplay overs for the innings is derived from the table in 5.1.6. Any Powerplay overs already taken prior to the interruption will be deemed to have been from the initial allocation followed by the batting side's allocation. The decision of the batting side of when to take any remaining Powerplay overs is made in the usual way.

Illustrations of 5.1.8:

A match starts as 50 overs, is interrupted after 12 overs and reduced to 43 overs. (The first 10 overs have been Powerplays (PP); the next two were not.) The new PP allocation is 9+4, so there are 3 overs left for the batting side. These must start no later than the 38th over in order to be completed by the 40th over.

- 5.1.9 If play is interrupted during the first Powerplay and on resumption the overs required to be bowled in that

Powerplay have already been exceeded, then the second Powerplay will be assumed to have been taken immediately and will continue until it is completed.

Illustrations of 5.1.9

A 50 over innings is interrupted after 9.3 overs, and on resumption has been reduced to 43 overs. Powerplay overs are 9+4. 2nd Powerplay is in progress with 0.3 out of the 4 overs completed, i.e. it covers overs 10 to 13. The fielding restrictions relating to the second powerplay take immediate effect on resumption.

- 5.1.10 If following an interruption, on resumption the total number of Powerplay Overs for the innings has already been exceeded, then there will be no further Powerplay deliveries bowled in the innings. Note that this is the only circumstance under which the Powerplay status can be changed during an over.

Illustrations of 5.1.10

A 45 over innings is interrupted after 8.3 overs, and on resumption has been reduced to 28 overs. Powerplay overs are 5+3. All Powerplay overs have been completed. Non-Powerplay restrictions take effect immediately and do not need to wait until the end of the over.

- 5.1.11 If following an interruption while a Powerplay is not in progress, it is found on resumption that the recalculated number of Powerplay Overs remaining exceeds the number of overs to be bowled in the innings, then the Powerplays will commence at the start of the next over, with fewer than the scheduled number of Powerplay Overs being bowled in the innings.

Illustration of 5.1.11:

A 41 over innings in which only the 1st Powerplay has been taken is interrupted after 35.1 overs and reduced to 39 overs. Powerplay overs are still 8+4. Powerplays automatically resume for the start of the next over, but only 11 of the 12 scheduled Powerplay overs can be bowled in the innings.

- 5.1.12 If following an interruption while a Powerplay is not in progress, it is found on resumption that the recalculated number of Powerplay overs remaining exceeds the number of overs to be bowled in the innings, then the Powerplays will commence at the start of the next over, with fewer than the scheduled number of Powerplay overs being bowled in the innings.

Illustration of 5.1.12:

A 50 over innings in which only the 1st Powerplay has been taken is interrupted after 29.1 overs and reduced to 32 overs. Powerplay overs are 7+3+3. Powerplays automatically resume for the start of the next over, but only 12 of the 13 scheduled Powerplay overs can be bowled in the innings.

- 5.1.13 At the commencement of the second block of Powerplay Overs, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle.
- 5.1.14 The umpire shall also indicate to the fielding captain before any signal is made that the batting side has chosen its Powerplay.
- 5.1.15 In the event of an infringement of any of the above fielding restrictions, the square leg umpire shall call and signal "No Ball"

6 Number of Overs per Bowler

Please refer to Generic Playing Condition 1

7 ECB Fast Bowling Directives

The ECB Fast Bowling Directives will apply to all matches in this competition

8 Free Hit after a No Ball

- 8.1 The delivery following a no ball shall be a free hit for whichever batsman is facing it

Note: this applies to all modes of No ball with the exception of a short-pitched delivery that passes or would have

passed clearly over head-height of the striker standing upright at the popping crease.

- 8.2 If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball), then the next delivery shall become a free hit for whichever batsman is facing it.
- 8.3 For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called wide ball.
- 8.4 Field changes are permitted for free hit deliveries providing all effective fielding restrictions are adhered to.
- 8.5 The umpires shall signal a free hit by (after the normal no ball signal) extending one arm straight upwards and moving it in a circular motion.

9 Law 24 – No Ball

Short Pitched Bowling – if the ball, after pitching, passes or would have passed above the shoulder height of the striker standing upright at the crease, either umpire shall call and signal 'No ball'. The penalty shall be one run for the No ball, plus any runs scored or awarded from that delivery.

10 Law 42.6 –Dangerous and Unfair Bowling

- 10.1 Law 42.6 (b) Bowling of high full pitched balls, to be amended to read as follows:

Any high full pitched ball (regardless of its pace) which passed or would have passed above waist height of the striker standing upright in the crease shall be called and signalled No ball by the umpire at the bowler's end.

In addition, if the high full pitched ball is fast, it shall be deemed dangerous and unfair and the umpire at the bowler's end, in addition to the call and signal of No ball, will adopt the procedures of Law 42.7.

- 10.2 Law 42.7 –Dangerous and Unfair Bowling – action by the umpire. Law 42.7 applies except that the reference to Law 42.6 is the amended Law 42.6 as above

11 Law 25.1 Wide Bowling

Please refer to Generic Playing Condition 7

12 The Result

- 12.1 The result can be achieved only if both teams have had the opportunity of batting for at least 20 overs, unless one team has been all out in less than 20 overs or unless the team batting second scores enough runs to win in less than 20 overs.

All matches in which a match has begun but both teams have not had the opportunity of batting for a minimum of 20 overs (subject to the provisions of this clause) shall be declared 'Abandoned'.

- 12.2 Where the maximum number of overs available to both sides remains unaltered once play has commenced, the team scoring the higher number of runs shall be the winner. If the scores are equal, the result shall be a Tie and no account shall be taken of the number of wickets which have fallen.
- 12.3 If the team batting second has not had the opportunity to complete the agreed number of overs, and has neither been all out, nor has passed its opponent's score, the following shall apply:
- (a) If the match is abandoned before the Close of Play, the result shall be decided on the average run-rate throughout the innings.
- (b) If, due to suspension of play, the number of overs in the innings of the side batting second has to be revised, their target score shall be calculated by multiplying the reduced number of overs by the average runs per over scored by the side batting first. If the target involves a fraction of a run, the final scores cannot be equal and the result cannot be a Tie.
- e.g. the team batting first makes 150 runs off their full 50 overs. If the innings of the team batting second is reduced to 20 overs, their target score will be 61. This is

based on innings run rate of 3 per over plus 1 run to win the match

- (c) In the event of the team batting first being all out in less than their full quota of overs, the calculation of their average run rate shall be based on the full quota of overs to which they would have been entitled and not on the number of overs in which they were dismissed.

13 Points

13.1 Match Results and Points

| | | |
|-----------|------|--------------|
| Win | 10 + | Bonus Points |
| Loss | 0 + | Bonus Points |
| Tie | 5 + | Bonus Points |
| Abandoned | 0 | |
| Cancelled | 0 | |

There are no points awarded for abandoned or cancelled fixtures due to the constraints of calculating average points on the Play Cricket website

Final league positions are determined by average points from completed games for further explanation on average points please see 13.1

13.2 Bonus Points (max of 4 batting and 4 bowling)

| Batting Points* (please read example below) | Bowling Points |
|--|--|
| Equal or more than: 1.5 Runs per over (RPO): 1 point 2 RPO: 2 points 3 RPO: 3 points 4 RPO: 4 points | 1 point for each of the following wickets taken: 3, 5, 7 and 9 |

- *e.g. A match is reduced to 20 overs per side. The team batting first makes 80 runs. This is 4 RPO which gives them 4 batting bonus points. The team batting second then scores 60 runs off 10 overs, all out. Despite scoring

at 6 RPO, the team batting second only earns 3 batting bonus points (because their allocated number of overs was 20).

- 13.3 If teams have fewer than 11 batsmen – the fielding team shall be awarded full bowling bonus points if only one batter remains

14 Division Rankings

After all matches (excluding play-offs), Counties will be ranked in their respective Divisions using the following criteria, in the order given:

- 14.1 Average points from completed but not cancelled or abandoned matches
- 14.2 Number of points scored between the two sides when playing each other
- 14.3 Team with the highest net run-rate from all completed matches

15 Promotion and Relegation

The promotion and relegation regulations for all divisions will be distributed to all Counties ahead of the first match of the 2017 season.

