

CNW Female Social League
Playing Conditions & By-Laws

Season 2026-27

http://www.cricketnorthwest.com.au

Playing Conditions
Cricket North West – Female Social League
16/16

Summary of 16/16 Rules

Eligibility	• ***No age restrictions.*** • ***Up to six (6) Female Competition players can play, so long as they have played no more than 15 matches and have not been selected for representative honours.*** • ***Girls Under-17 players who have played in the Female Competition are eligible to play.***
Protective Equipment	• ***Helmet (including Wicket-Keeper when keeping up to stumps).*** • Pads. • Gloves. • Protector.
Ball	• ***Red Eye-in Duraball***
Boundary	• ***40 metres maximum. Boundary is measured from the middle of the pitch.***
Umpires & Scorers	• ***Clubs to supply one umpire and one scorer per game. The umpire can score at the same time if so desired.*** • **Note:** Cricket Tasmania will endeavour to provide umpires for the Sunday Gala Day, but this cannot yet be guaranteed.
Team	• ***Nine (9) players on the ground at any stage. Minimum of five (5) players required for a match.***
Innings	• ***16 overs per team – 4 overs to be bowled before changing ends.***
Pitch	• The pitch shall be **18 metres** in length (from wicket to wicket). Players who are competent to bowl from a full pitch will be allowed to do so.
Batting	• ***Batters are to retire after facing 12 balls.*** • ***All balls, regardless of wides/no balls will be included in the batter's ball count.*** • ***Batters are to swap ends following a dismissal. If there is a run out, the not out batter should face the next delivery.*** • ***Teams are encouraged to change the batting order around during the roster to ensure equal opportunities are available as one (1) batter will miss out each match.***
Bowling	• ***All players are encouraged to bowl; however, it will not be mandatory.*** • Maximum six (6) balls per over. • ***Maximum three (3) overs per bowler.***
Fielding	• ***If more than 9 players are present at a match, teams should rotate extra players onto the field during the innings.*** • ***Wicket-Keepers must wear a helmet when standing up to the stumps.*** • ***No fielders within fifteen (15) metres of the batter or other fielders (except Wicket-Keeper) to encourage singles.***
Dismissals	• Unlimited dismissals. Each player will face the nominated number of balls (12 balls each). • No LBW dismissals. • ***For each wicket lost, four (4) runs shall be added to the opposition at the end of the innings .***

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Description

This format is designed for players who are relatively new to the game and are looking to experience organised club competition. This roster will aim to convert players to the CNW Female 1st and 2nd Grade Competition over time, whilst also providing an alternative shorter fixture aimed at social players. Whilst playing for points, all matches are expected to be played in a social and friendly spirit.

Number of Players in a Team

The optimum team size is **9** players; however, it is understood that teams may contain additional players and these players can be rotated throughout each game.

The minimum number of players that is required for a match to commence is **5**, however, excess players from opposing teams can, by agreement of both clubs, play for the opposition team to ensure a match is played.

Match Balls

The ball being used is a Red Eye-In Duraball, which is rubber coated with PVC. It replicates the bounce of a leather ball but is slightly softer.

Hours of Play

Game	Start Time	Break	End Time	Max. Overs Per Innings
SUNDAY GALA DAY				
1	**9:30am**	**10:20am - 10:25am**	**11:15am**	**16 Overs**
2	**11:30am**	**12:20pm – 12:25pm**	**1:15pm**	**16 Overs**
3	**1:30pm**	**2:20pm – 2.25pm**	**3:15pm**	**16 Overs**
FRIDAY EVENING				
	6.00pm	**6.50pm – 6.55pm**	**7.45pm**	**16 Overs**

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Match Information

- The match consists of one 16-over innings per team. Fielding teams are to bowl their overs within 50 minutes.
- The pitch shall be **18 metres** in length (from wicket to wicket).
- Maximum length of the boundary shall be 40 metres from the centre of the pitch.
- Four overs are to be bowled from one end at a time. Batters are to swap ends at the end of every over.
- The break between innings shall be no more than five (5) minutes.
- Cricket Tasmania will endeavour to provide a match manager for the Sunday Gala Days. The match manager will help set up the grounds and both umpire and score each match. This will be confirmed prior to the day.
- Clubs are expected to wear a team uniform, this will not be mandatory, however the expectation will be for players to have some type of club shirt. Shorts/tights are acceptable.
- Clubs are requested to ensure players are registered on PlayHQ for insurance and scoring purposes. For assistance here please contact Joshua Marshall or Mitchel Jones.

Allocation of Points & Match Result

- Points will be awarded for the Female Social League, based on the following key:

Win	**2**
Bye	**2**
Tie/Washout	**1**
Loss or Forfeit	**0**

- In addition, for each wicket lost, four (4) runs shall be added to the opposition's total at the end of the innings.
- The result will be determined by the team who scores the most runs.

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Batting

- **Batters are to retire after 12 balls**, regardless of how many runs scored and times dismissed.
- All balls, regardless of wides/no balls will be included in the batter's ball count.
- Batters are to swap ends following a dismissal. If there is a run out, the not out batter should face the next delivery.
- All batters are required to wear full protective equipment including helmets with full face protection, pads, gloves etc. (thigh pads optional). **The umpire shall not allow play to commence until both batters are wearing the required protective equipment.**

Bowling

- All players are encouraged to bowl; however, this is not mandatory as we understand players are still developing their bowling skills.
- **Maximum of six (6) balls per over** – regardless of No Balls and Wides (a time saving measure).
- **Four (4) overs to be bowled from one end at a time.** Batters are to swap ends after every over.

Wides & No-Balls

- There ae no wides in this competition. All balls landing on the pitch, without contravening the No Ball rules below, shall be a legal delivery.
- No-Balls are two (2) runs plus any runs scored off them. Runs scored from all No Balls off the bat shall be credited to the batter on strike**.**
- Any ball that pitches off the synthetic surface shall be called a No-Ball and batters **<u>can</u>** hit this ball and fielders must not attempt to gather the ball prior to the batter attempting to hit it.
- Short pitched deliveries passing over shoulder height and full tosses passing over the batter's waist height are not allowed and will be deemed a No-Ball.
- Any balls bouncing more than twice before reaching the batter will be deemed a No-Ball.

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Fielding Restrictions

- All fielders must be at least fifteen (15) metres from the batter. This restriction does not apply to the Wicket-Keeper or regulation slip fielders (including gully).
- No more than (5) fielders can be positioned on the leg side.
- Wicket-Keepers **must** wear a helmet with full face protection when keeping within ten (10) metres from the batter.

Player Eligibility

- All players are to be registered in PlayHQ.
- There are no age restrictions for this competition.
- A Women's 1st Grade player can play in the competition so long as they have played no more than 15 first grade matches at the commencement of the Women's 1st Grade season and have not been selected for representative honours. Players who have played more than 15 first grade matches must get an exemption to play.

Umpires & Scoring

- Clubs to supply one umpire and one scorer per game. The umpire can score at the same time if so desired.
- Clubs are encouraged to register all players in PlayHQ and score the matches using the PlayHQ Live Scoring app, which will be set up for the Female Social League competition.

Umpire Rulings

- There are no LBW dismissals in the Female Social League competition.
- All other modes of dismissal are applicable.

Grand Final

- The top two teams shall qualify for the Grand Final.
- If the Grand Final is washed out or abandoned the highest placed team shall be declared premiers.