

WOMEN'S 1ST GRADE COMPETITION

TWENTY/20 PLAYING CONDITIONS
ONE DAY PLAYING CONDITIONS

2026-27

www.cricketnorthwest.com.au

CNW WOMEN'S First Grade Rules

CNW Women's First Grade Twenty/20 matches and CNW Women's One-Day matches are conducted under the Laws of Cricket (2026 Code) with the following amendments:

1. Playing Conditions

The Laws of Cricket (2026 Code) and the CNW T20 Rules and CNW Women's One-Day Rules shall apply except as varied below:

(a) No substitute or replacement players are allowed.

CNW WOMEN'S First Grade Twenty/20 Rules

2. Teams – Twenty/20 Matches

(a) Female T20 teams shall be made up of a maximum of 12 players.

(b) 11 players shall be permitted to bat, while 12 can bowl.

(c) A minimum of eight (8) players per team is required to constitute a match. In the event a team has less than the maximum 12 players, the opposition shall still be able to field 11 and bat 11 as per normal.

(d) Teams are only permitted to have 11 players on the field at once. Rotations with the 12th Man are unlimited. Players must seek permission from the umpire(s) when they are rotating, with rotations to be done at the fall of a wicket or conclusion of an over.

3. Duration of Match & Time-Saving Measures

(a) Matches will consist of one innings per side, each innings being limited to 20 overs.

(b) A minimum of 10 overs per team shall constitute a match.

4. Hours of Play and Intervals

Unless otherwise advised, all Women's T20 matches will be played on Saturday night as Twilight matches from 5.00 pm. Matches will be played at venues with turf wickets where possible. Changes can be made with agreement between Clubs and with advice to and ratification by CNW Game Scheduling and, as applicable, CNW Board. Any Game time changes are to be updated in PlayHQ.

5. Ground Dimensions

(a) The boundaries shall be set to make the playing area as large as possible, provided no boundary exceeds 62 metres. Distance shall be measured from the centre of the pitch to be used.

(b) Boundary identification must be clearly marked with a solid white line, mown strip or rope, to be a minimum of 3.00 meters (3.28 yards) in from any fence, bike track, or any other object that could present a risk of injury to players. It is recommended that clubs ask council/grounds person to mark line with a different color to regular boundary line so it's easily distinguishable for players in separate grades.

(c) To assist umpires a raised boundary marker must be placed at 10-metre intervals along boundaries marked with a solid line or mown strip.

6. Extra Time

6.1 Roster Games and Semi-Finals

No extra time shall be permitted to make up for any time lost.

6.2 Grand Finals

Thirty (30) minutes of extra time shall be permitted for T20 Grand Finals, in the interests of providing an opportunity for a result to be achieved.

In the case of interruptions, the match umpires shall only reduce overs once more than 30 minutes of playing time has been lost.

This allowance for extra time shall take precedence over any allowance for a Super Over (if there are concerns about available light). Where ground, weather and light conditions are favourable, allowances for extra time and a Super Over can be accommodated.

7. Intervals for Drinks

No drinks intervals are permitted. An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided no playing time is wasted. No other drinks shall be taken onto the field without the permission of the umpires.

8. Interval between Innings

If the innings of the team batting first is completed prior to the scheduled time for the Interval, the Interval shall take place immediately and the innings of the team batting second will commence correspondingly earlier.

9. Length of Innings

9.1 In an uninterrupted match (i.e. the match is neither delayed nor interrupted):

(a) Each team shall bat for 20 overs unless all out earlier or a result is achieved.

(b) If the team fielding first fails to bowl the required number of overs by the scheduled time for the cessation of the first innings, play shall continue until the required number of overs has been bowled, the second innings shall commence at the scheduled time, and By-Law 166 shall apply.

(c) If the team batting first is dismissed in less than 20 overs, the team batting second shall be entitled to bat for 20 overs, or until a result is achieved.

(d) If the team fielding second fails to bowl 20 overs by the scheduled time for the cessation of the second innings, play shall continue until the required number of overs has been bowled or a result has been achieved and By-Law 166 shall apply.

10. Delayed or Interrupted Match

10.1 Over calculations for any delay or interruptions to the innings of the team batting first

(a) When playing time has been lost the revised number of further overs to be bowled in the match shall be based on a rate of each complete 3.75 minutes per over in the total remaining time available for play.

When calculating the length of remaining playing time available for the match the interval between innings will be taken into account.

Should calculations regarding numbers of overs result in a fraction of an over, the fraction shall be ignored. In the event of a suspension occurring in the middle of an over, the number of total overs to be bowled in the match will be calculated as if the over in progress at the time of the interruption had been completed. The innings of the team batting first will continue from the point of the interruption.

The revision of the number of overs should ensure, whenever possible, that both teams have the opportunity to bat for the same number of overs. Where this is possible, if the total number of overs in the match thereby calculated results in an odd number of total overs in the match, then one over shall be added, and the new total divided in half.

(b) The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.

To constitute a match, a minimum of 10 overs per side has to be bowled, subject to an innings not being completed earlier.

A fixed time will be specified for the commencement of the interval and also the close of play for the match by applying a rate of 3.75 minutes per over in respect of each over already bowled and/or scheduled to be bowled in each innings. All relative delays, interruptions in play, and the duration of the interval will be taken into account.

If this calculation produces a close of play time that is earlier than the original time for cessation of play on the final scheduled day for play, then one additional over should be allocated to each team, with the close of play times being recalculated accordingly.

If there is more than one interruption to the innings of the side batting first, the above calculations should always be based on the original scheduled close of play, rather than the rescheduled close resulting from the previous interruption.

(c) If the team fielding first fails to bowl the revised number of overs by the specified time, play shall continue subject to conditions of ground, weather and light until the required number of overs has been bowled or the innings is completed, and By-Law 20 shall apply. In all reduced overs matches both teams will be given one over's leeway in addition to any time that the Umpires might allow for stoppages. Allowances prior to a stoppage are carried forward for the purposes of the application of By-Law 20 only - they do not influence the recalculated number of overs or the scheduled close of either innings.

10.2 Over calculations for any delay or interruptions to the innings of the team batting second

(a) When playing time has been lost (see above) and, as a result, it is not possible for the team batting second to have the opportunity of receiving its allocated, or revised allocation of overs in the playing time available, the number of overs shall be reduced at a rate of 3.75 mins per over in respect of the aggregated lost playing time. However, should the innings of the team batting first have been completed prior to the scheduled, or rescheduled time for the commencement of the interval, then any calculation relating to the revision of overs shall not be effective until an amount of time equivalent to that by which the second innings started early has elapsed.

Should the calculations result in a fraction of an over the fraction shall be ignored. In the event of a suspension occurring in the middle of an over, the number of total overs lost will be calculated as above and the innings of the team batting second will continue from the point of the interruption.

(b) A rescheduled time for the close of play will be fixed by applying a rate of 3.75 minutes per over in respect of each over already bowled and/or re-scheduled to be bowled in the innings. (The timing and duration of all relative delays and interruptions in play with respect to the second innings will be taken into account in specifying this time.) This calculation must not cause the match to finish earlier than the original time for cessation of play on the final scheduled day for play. If required, the original time shall be extended to allow for one extra over for the team batting second.

To constitute a match, a minimum of 10 overs have to be bowled to the team batting second subject to the innings not being completed earlier. The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.

(c) If the team fielding second fails to bowl the revised overs by the scheduled or re-scheduled close of play, play shall continue until the overs have been bowled or a result achieved, and By-Law 20 shall apply. In all reduced overs matches the fielding team will be given one overs leeway in addition to any time that the Umpires might allow for stoppages. Allowances prior to a stoppage are carried forward for the purposes of the application of By-Law 20 only - they do not influence the recalculated number of overs or the scheduled close of play.

11. Match Balls

(a) New white Kookaburra brand, 142-gram, 4-piece leather ball. Approved balls are Regulation, Regulation Reject, Club Match, Senator (or any 4-piece Reject ball).

(b) Approved balls are to be used in all games, including finals.

12. Restrictions on the Placement of Fielders

(a) At the instant of delivery there shall not be more than five fielders on the leg side.

(b) For the first 6 overs only of each innings, only two fielders are permitted to be outside the fielding restriction circle (see Appendix D for fielding restriction circle dimensions).

(c) For the remaining overs of each innings only five fielders are permitted to be outside the fielding circle at the instant of delivery (see Appendix D for fielding restriction circle dimensions).

13. Underage Fielding Restrictions

(a) No fielders under 18 years of age as at August 31 are allowed to be placed in fielding positions less than 10 metres from the batsmen's middle stump. This danger area applies to a 3/4 circle from leg slip to point. This does not prevent players fielding in slips or acting as wicketkeepers.

(b) This restriction is under the umpire's control.

14. Compulsory Helmets

Batters

(a) It is compulsory that all players under 18 years of age as at August 31 wear a helmet compliant with British Standard 7928:2013 when batting, regardless of what grade they are playing.

(b) It is compulsory that all players 18 years of age or older as at August 31 wear a helmet compliant with British Standard 7928:2013 when batting against fast or medium-paced bowling. The umpires are the sole judge of whether bowling is fast or medium-paced and will judge the pace of the bowling against what is considered "fast", "medium-paced" or "slow" within the context of that particular match.

Wicket-Keepers

(c) All wicket-keepers must wear a helmet compliant with British Standard 7928:2013 at all times when wicket-keeping up to the stumps. Facemasks are not permitted.

Fielders Aged 18 Years and Over

(d) Players 18 years of age or older as at August 31 wear a helmet compliant with British Standard 7928:2013 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 (such as short leg or silly point), with the exception of any fielding position behind square of the wicket on the off side.

Adjudication and Failure to Comply

The match umpires shall be responsible for ensuring that a helmet is worn as required by By-Law 37 and shall not allow the match to continue during any period in which a player fails to wear a helmet.

It is the responsibility of the players and clubs, not the umpires, to ensure that all helmets are compliant with British Standard 7928:2013.

However, umpires are to note in their match report if they believe a helmet is not compliant with British Standard 7928:2013

15. Team Batting First

In circumstances where the number of overs for the team batting first is reduced, the number of overs in regard to the restrictions in Rule 12 above shall be reduced proportionately in a ratio of 6:20 (30%) in accordance with the table below for that innings only.

Fractions are to be ignored in all calculations re the number of overs. (If on resumption the number of overs for fielding restrictions has already been exceeded this should take effect immediately)

Total overs in innings	No. of overs for which fielding restrictions in Rule 29 above will apply
10-13	3
14-16	4
17-19	5
20	6

16. Team Batting Second

Where the number of overs for the team batting second is reduced the aim will be to maintain the restrictions in Rule 12 for the **same proportion** of the second innings that they were maintained for the first innings (fractions to be ignored).

17. Number of Overs per Bowler

No bowler may bowl more than four (4) overs, however in a delayed start or interrupted match, where the overs are reduced for both sides or for the side bowling second, no bowler may bowl more than one-fifth of the total overs allowed (unless such a number has been exceeded before the interruption), except that where the total overs are not divisible by five, an additional over shall be allowed to the minimum number of bowlers necessary to make up the balance. - e.g. after 8 overs, rain interrupts play and the innings is reduced to 12 overs. Both opening bowlers have bowled 4 overs. Two bowlers can bowl 3 overs and three bowlers can bowl 2. Bowlers 1 and 2 have already exceeded this limit. They count as the two bowlers who were allowed the extra over (3 as opposed to 2) and so any other bowlers are limited to 2 overs.

When an interruption occurs during an over and on resumption the bowler has exceeded the new maximum allocation, he will be allowed to finish the incomplete over.

In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

18. Maximum Balls Per Over

(a) In the interests of time, a maximum eight deliveries per over shall be bowled regardless of the number of Wides bowled in an over, with the exception of the final two overs of any innings in which six legal deliveries must be bowled – i.e. a maximum of 8 balls in the first 18 overs of the innings (regardless of Wides, No Balls and free hits) and six legal deliveries in overs 19 and 20.

(a) However, in the event that the final ball of an over restricted in length (i.e. overs 1 to 18 of the innings) is a “Free Hit” and a Wide or No-Ball is bowled, the over will continue until the next legal delivery is bowled (thus allowing for the “Free Hit” to be applied).

(b) In the event that the final ball of the over is a No-ball and a “Free Hit” is applicable, the over will continue until the next legal delivery is bowled (thus allowing for the “Free Hit” to be applied).

19. Law 40 - Timed Out

Law 40 will apply except that the incoming batter must be in position to take guard or for their partner to be ready to receive the next ball within 1 minute 30 seconds of the fall of the previous wicket. The incoming batter is expected to be ready to make their way to the wicket immediately a wicket falls, and is expected, if necessary, to jog to the wicket.

20. Over-Rate Penalties

(1) The fielding side shall be in position to bowl the first ball of the final over of the innings by the scheduled (or re-scheduled) cessation time for the innings. In delayed or interrupted matches where there has been a reduction of overs, the fielding side shall be given one over's leeway.

(2) From the start of the next over after the point in time at which the cessation time is reached (and for the remainder of the innings) field restrictions will revert to Phase 1, i.e. maximum of 2 players out.

(3) (2) shall not apply where:

(a) A side's innings is reduced to less than 10 overs, unless the over-rate penalty has been applied prior to such reduction; or

(b) a side's innings is completed prior to the scheduled (or re-scheduled) cessation time for the innings.

(4) The bowler's end umpire shall inform the captain of the fielding side, the batter and the other umpire of: (a) The scheduled cessation time for the innings prior to the start of the innings, and (b) of any re-scheduled cessation time following any subsequent

21. No Balls

21.1 Ball Bouncing Over Head Height of Striker

Law 21.10 shall be replaced by Rule 23.1.a below.

21.2 Pitching off the Pitch

Law 21.7 shall be replaced by the following:

The umpire shall call and signal No Ball if a ball which they consider to have been delivered, without having previously touched the bat or person of the striker, pitches wholly or partially off the pitch (as defined in Law 6.1) before it reaches the line of the striker's wicket.

21.3 No Ball – Games Played on Synthetic Pitches

(a) Further to 21.2 above, any ball that when bowled, pitches off the surface of artificial pitches shall be called a No Ball. In this instance the following delivery shall **not** be a Free Hit.

22. Free Hit After a No Ball

(a) The delivery following a No Ball (except as outlined in Rule 21.3) shall be a Free Hit for whichever batter is facing it. If the delivery for the Free Hit is not a legitimate delivery (any kind of No Ball or Wide), then the next delivery will become a Free Hit for whichever batter is facing it.

(b) For any Free Hit, the striker can only be dismissed under the circumstances that apply for a No Ball **even if** the delivery for the free hit is called a Wide.

(c) Changes to fielding positions are only permitted if a different batter is on strike for the Free Hit delivery or if the No Ball was the result of a fielding restriction breach, in which case the field may be changed only to the extent of correcting the breach.

For clarity, the bowler can change her mode of delivery for the Free Hit delivery. In such circumstances MCC Law 21.1 shall apply.

(d) The bowler's end umpire will signal a free hit (after the normal No Ball signal) by extending one arm straight upwards and moving it in a circular motion.

23. Unfair Play

23.1 Bowling of Dangerous and Unfair Short Pitched Deliveries

(a) A bowler shall be limited to one short pitched delivery per over, defined as one that passes or would have passed above shoulder height of the batter standing upright at the popping crease. If such a delivery passes clearly above head height of the batter standing upright at the popping crease and does not contact the striker's bat or person, the umpire shall call and signal WIDE, while still counting the delivery as one of the allowable per over.

(b) The umpire at the bowler's end shall advise the bowler and the batter on strike when each fast short pitched delivery has been bowled.

(c) Should a second such delivery be bowled in an over either umpire shall call and signal NO BALL and caution the bowler with first and final official warning in accordance with Law 41.6.3.

(d) If the bowler is no balled for the same offence a second time in the innings the removal procedures of Law 41.6.4 shall be invoked as applicable.

23.2 Dangerous and Unfair Full Pitched Balls

The following shall apply in place of Laws of Cricket 41.7.1 and 41.7.2:

(a) Any delivery which passes or would have passed on the full above waist height of the striker standing upright at the popping crease shall be a No Ball.

(b) Any delivery which passes of would have passed on the full above waist height of the striker standing upright at the popping crease is deemed dangerous and unfair if, in the opinion of the bowler's end umpire it is likely to inflict physical injury on the striker.

(c) In the event of a bowler bowling a high full pitched ball as defined above in (b), the umpire at the bowler's end shall, in the first instance, call and signal No Ball and when the ball is dead, caution the bowler and issue a first and final warning. The umpire shall inform the other umpire, the captain of the fielding side and the batters at wicket of what has occurred.

(d) Should there be any further instance by the same bowler in that innings, the umpire shall call and signal No Ball and when the ball is dead direct the captain to take the bowler off immediately. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over, or part thereof, nor be allowed to bowl the next over, or part thereof.

(e) The bowler who has been take off in accordance with (d) above shall not be allowed to bowl again in that innings.

(f) The umpire will report the occurrence to the other umpire, the batters at the wicket and as soon as possible the captain of the batting side.

24. Wide Bowling – Judging a Wide

Law of Cricket 22.1 shall be replaced by the following;

Umpires are instructed to apply a very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket.

(a) Any ball passing the batter on the off side more than 75cm wide of the off stump (i.e. outside the tramlines) at the popping crease shall be called a Wide. Lines shall be drawn from the popping crease to the bowling crease parallel to the return crease measured 43.18cm from the return creases on both sides of the wicket.

(b) Leg side wide markings will be an extension of the "protected area markings" towards the popping crease, i.e. The inside edge shall be 12'' (30.48cm) from either side of the middle stump. The lines shall extend 2ft (61cm) from the back edge of the bowling crease.

(c) A penalty of one (1) run for the Wide shall be scored. The penalty shall stand in addition to any other runs which are scored or awarded. All runs which result from a Wide ball which is not a No Ball shall be scored as Wides.

(d) A ball passing between leg stump and the striker shall not be called a Wide.

(e) The off side of the striker's wicket shall be determined by the striker's stance at the moment the ball comes into play for that delivery.

25. The Result

25.1 Minimum Overs & Target Score

A result can only be achieved if both teams have had the opportunity of batting for at least 10 overs. The team scoring the highest number of runs shall be declared the winner.

If there is an interruption to the first and/or second innings of the match, the Duckworth/Lewis/Stern system will be used to calculate the revised target score. The target score will always be a whole number and one run less will constitute a Tie.

Both team's scorers shall perform the Duckworth/Lewis/Stern calculations using the latest official ICC version, with the home team to provide a hard copy of the par score table to both captains (if

possible).

25.2 Application of the Duckworth/Lewis/Stern Formula

Where possible, the Duckworth/Lewis/Stern system will be used to calculate the revised target score if there is a loss of overs in either team's innings, as per the DLS protocol. The target score will always be a whole number and one run less will constitute a Tie.

Both team's scorers shall perform the Duckworth/Lewis/Stern calculations using the official ICC version, with the home team to provide a copy of the par score table to both captains (if possible).

25.3 Application of the Duckworth/Lewis/Stern Formula

(a) If the match is being scored electronically via the PlayHQ Live Score app, or the match is being scored manually and a target score calculation is required, then the Duckworth/Lewis/Stern calculator available within the PlayHQ Live Score app is to be used.

(b) Both team's scorers (and Captains if no permanent scorers are in place) shall perform the required calculations, and confirm with the umpires prior to play resuming.

(c) The Calculation of Target Score formula (see below), is only to be used in situations where the Duckworth/Lewis/Stern calculator, indicated in 25.3 (a) and (b) above, is not available. The Calculation of Target Score formula (see below) will be used to calculate the revised target score. The target score will always be a whole number and one run less will constitute a Tie. Both team's scorers (and Captains if no permanent scorers are in place) shall perform the required calculations, and confirm with the umpires prior to play resuming.

CALCULATION OF TARGET SCORE FORMULA

25.4 Calculation of Target Score – Female Twenty/20 Matches Only (using scorebooks)

Where the number of overs in the innings of the team batting second has to be revised, the run target score shall be calculated as follows:

(a) From the table of runs scored per overs by the team batting first, the scorers shall calculate the total runs scored by the team from the equivalent number of highest scoring overs;

Example: If the team batting second can receive only 15 overs, then add up the 15 highest scoring overs. In this example, the total when the highest scoring overs are added together is 90.

(b) This is then discounted at the rate of 0.5% per over lost;

Example: The team batting second has lost 5 overs, so they receive a discounted rate of 5 x 0.5% = 2.5%. So, the total of 90 calculated above must be reduced by 2.5%.100% - 2.5% = 97.5 (or 97.5/100). 97.5/100 x 90 = 87.5.

(c) The target score is the discounted total runs (ignore fractions) plus one.

Example: The discounted runs total in (2) was 87.5. We ignore fractions, so this becomes 87. We add one to generate the target score.
The target score is 87 + 1 = 88.

TABLE 1 – CALCULATION OF TARGET SCORE
TEAM BATTING FIRST- RUNS SCORED PER OVER

Over	Runs Scored
1	
2	
3	
4	
5	
6	

7	
8	
9	
10	
11	
12	
13	
14	
15	
16	
17	
18	
19	
20	

25.5 "Super Over" – Tied Matches

In all roster and finals matches in which the scores are equal (i.e. either the number of runs scored or as a result of Duckworth Lewis Stern calculation), the result shall be determined through a tie-breaker called the 'Super Over'. The "Super Over" involves each team facing one 6-Ball over. The following procedure will apply:

(a) Subject to ground, weather or light conditions the Super Over will take place on the scheduled day of the match at a time to be determined by the match umpires. In normal circumstances it shall commence 5 minutes after the conclusion of the match. The interval between innings shall be 5 minutes.

(b) Up to 30 minutes of playing time (taken from the start of the Super Over) is permitted to complete the Super Over. Should play be delayed prior to or during the Super Over, once the playing time lost exceeds the 30 minutes, the Super Over shall be abandoned.

Up to 30 minutes' is available for the Super Over.

FOR EXAMPLE: If the main match finishes at 12.40pm, the Super Over is scheduled to start at 12:45 pm with 30 minutes' extra time available. It starts on time but is interrupted at 12.55pm. Play must resume by 1.05 pm.

(c) The Super Over will take place on the pitch allocated for the match (the designated pitch) unless otherwise determined by the umpires in consultation with the ground authority and the match umpires.

(d) The umpires shall stand at the same end as they stood during the match.

(e) In both innings of the Super Over, the fielding side shall choose which end to bowl from. Whilst neither team is required to nominate either the batter or bowlers prior to each innings, once the opening batting pair enters the field of play, they are not permitted to be changed. Similarly, once a determination is made by the bowling team as to which end they will bowl from and the opening batters take their respective positions at each end of the pitch, they are not permitted to change ends. For clarity, this playing condition is designed to ensure that the fielding side may determine its bowling strategies based on which batsmen are opening, and then the batters can choose ends based on the bowling strategies.

(f) Only nominated players in the main match may participate in the Super Over. Should any player (including the batters and bowler) be unable to continue to participate in the Super Over due to injury, illness or other wholly acceptable reasons, the Laws and Playing Conditions for the main match shall apply.

(g) Any 'penance' time being served in the main match shall be carried forward to the Super Over.

(h) Each team's over is played with the same fielding restrictions as apply for the last over in the match.

(i) The team batting second in the match will bat first in the Super Over.

(j) The same ball (or a ball of a similar age if the original ball is out of shape) as used at the end of the team's innings shall be used for the Super Over.

(k) Each team shall bat for one over unless all out earlier.

(l) If the match is still tied after the initial "Super Over"

(1) In all roster matches the match will be declared a tie

(2) In any finals match a subsequent "Super Over" will be played until a winner is determined

25.6 Super Over Not Possible

(a) In roster matches, if the minimum number of overs have been bowled to constitute a match (10 overs per team) and circumstances make a Super Over impossible, the match shall be declared a Tie.

(b) If circumstances make a Super Over impossible in the Grand Final the match shall be replayed on the reserve date if scheduled. If no reserve day/s is scheduled, the highest placed team competing in the match shall be declared the winner.

26. Net Run Rate

(a) A team's net run rate is calculated by deducting from the average runs per over scored by that team throughout the competition, the average runs per over scored against that team throughout the competition.

(b) In the event of a team being all out in less than its full quota of over, the calculation of its net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of over in which the team was dismissed.

(c) Only those matches where results are achieved will count for the purpose of net run rate calculations. Where the result of a match is achieved under Duckworth/Lewis/Stern, for net rate purposes Team 1 will be accredited with Team 2's par score on abandonment, of the same number of overs faced by Team 2. Where a match is concluded but with Duckworth/Lewis/Stern having been applied at an earlier point in the match, Team 1 will be accredited with 1 run less than the final Target Score for Team 2 off the total number of overs allocated to Team 2 to reach the target. In Competition matches using Rule 171 to determine a target score, Team 2 will receive the same net run rate as Team 1.

CNW WOMEN'S 1st Grade One Day Rules

27. TO BE COMPLETED

CNW WOMEN'S First Grade Competition

28. Competition Ladder

Only points earned in CNW Women's 1st Grade T20 matches or CNW Women's 1st Grade One Day matches shall be counted towards the overall competition ladder, with, if applicable, the Women's Greater Northern Cup T20 matches **not** counting.

The competition ladder shall rank all teams from highest to lowest according to match points accumulated.

In the event of teams finishing equal on points, the order of the ladder shall be determined by;

(a) The team with the most number of wins

(b) The team with the highest net run rate

In a match declared no result, net run rate is not applicable.

29. Player Eligibility for Finals

(a) No player shall play in a Semi-Final or Grand Final match unless they are registered with Cricket North West and have played with their club for a minimum of 4 days during the season (unless otherwise stated in individual grade rules). Greater Northern Raiders CTPL players are exempt from this By-Law, provided they play a minimum of one match with their "home" CNW team in the current season.

30. Semi Finals

(a) The Semi Finals shall be played between the 2nd and 3rd placed teams at the end of the roster season.

(b) The Semi-Final shall be hosted by the highest placed qualifier, subject to ground availability and standard. The CNW Cricket Committee reserves the right to determine the venue, time and day for the Semi Finals to be played.

(c) If a Semi Final is washed out the highest placed qualifier shall progress to the Grand Final.

(d) In the event of a tied Semi Final (where a Super Over is played and ends in a tie, or the Super Over cannot be played) the highest placed qualifier shall be declared the winners and will progress to the Grand Final.

31. Grand Final

(c) The Grand Final shall be played between the 1st placed team and the Semi-Final winners.

(b) If the Grand Final is washed out the highest placed qualifier shall be declared premiers.

(c) In the event of a tied Grand Final (where a Super Over is played and ends in a tie, or the Super Over cannot be played) the highest placed qualifier shall be declared premiers.

32. Hurricanes Community T20 Cup Competition

Should Hurricanes Community T20 Finals occur, the team winning the CNW Women's 1st Grade will participate, unless there is a Women's Greater Northern Cup competition, in which case the winner of the Greater Northern Cup would participate.

33. Player Averages

Qualifications for averages are as follows and include all T20 and One Day roster matches:

Batting: Runs qualifying standard is set as 50% of the top runs scorer's total, and innings qualifying standard is set as 50% of the highest number of innings played.

Bowling: Wickets qualifying standard is set as 50% of the top wicket taker's total, and the overs qualifying standard is set as 50% of the highest number of overs bowled.

** Only CNW roster matches count towards player averages, Greater Northern Cup matches, should they take place, do not count for CNW Player Averages.