

DCCL WOMEN'S SOFTBALL CRICKET LEAGUE

SOFT BALL COMPETITION PLAYING RULES 2023

The competition will be called the 'DCCL Women's Softball Cricket League'. The competition will be governed and administered by the Derbyshire and Cheshire Cricket League

ELIGIBILITY

The competition is open to all clubs and teams within the High Peak area of Derbyshire and Cheshire. Entries from other areas are only allowed with approval from the EMWCL management committee.

The following players are **ineligible** to participate in this competition:

- Any paid professional or paid overseas player (including ECB contracted players)
- Any county women's team representative player
- Any player currently playing County Age Group cricket
- Any player who would in normal circumstances be playing 1st and 2nd XI cricket on a Saturday
- Any player over 17 years old playing regular hardball cricket
- Any player who has played more than 6 games of "hard ball" cricket in a season is then ineligible to participate in the softball league.
- Male participants
 - ECB policy on Trans Players in Cricket: [Trans-Playing-Policy-2021-vF-010521.pdf \(ecb.co.uk\)](https://www.ecb.co.uk/trans-playing-policy-2021-vf-010521.pdf)

Please note, in any one given match, a maximum of 2 players under the age of 16 per team may participate.

Under ECB safeguarding regulations, all cricket team captains must hold a valid ECB DBS Certificate.

Please be reminded that this format of cricket is not designed for experienced cricketers, but as an entry level into league cricket. We ask that all players participating in these fixtures respect the developmental spirit of this competition.

PLAYING KIT

- Teams should wear coloured clothing and not 'whites'.
- A team kit is encouraged but is not mandatory. As long as, all the team are in matching coloured tops/shirts

OFFICIALS

- Umpires – 2 per game, both teams playing in each match must provide 1 umpire. • Scorers – 1 per game, the home team must provide a scorer. The away team can provide 1 scorer if they wish, but it is not mandatory.
- Please note that scorers may score using either the league provided paper score sheet or the Play-Cricket Scorer App.

EQUIPMENT

- Wooden bats may be used, although we recommend the use of a composite ECB Women's Softball bat.
- The HOME team must provide match balls for each match. The type of ball used should be the DCCL approved full size white Readers incrediball and these should be sourced through the league.
- The league recommends a new ball should be used for every other match. • Consider having spares on hand in case any should get lost during play.
- Stumps and bails can be plastic or wooden and must be to standard heights. • Wooden or spring back stumps are recommended if playing on artificial wickets. • Bails are not mandatory, indeed there will be occasions where using wooden stumps with wooden bails has meant that the softball has hit the stumps but not been able to disturb the bails.

COMPETITION FORMAT

Each team will be required to host games on given dates. If your club has clashes at your ground on days, you have a fixture, then please notify the league of this and the league will try to resolve this as simply as they can. All fixtures will be available to view on Play-Cricket

3 Points will be awarded for a win

2 Points will be awarded for a tie

1 Point will be awarded for a loss

0 Points will be awarded for a concession (opposing team to receive full 3 points)

If teams are tied on points in the league tables, the secondary determining factor for league placing will be determined by head-to-head results

Match day timings:

- Tuesday evenings, 6:30pm start
- 16 over game
- 45 mins to bowl 16 overs
- Maximum of 10 mins interval between innings
- Alternative start time can be agreed between clubs but must be agreed to, not dictated by one team or the other
 - It is both clubs' responsibility to inform the league of any changes & re-arrangement of match days. Any changing of match day must also be agreed by both teams

PLAYING CONDITIONS

PITCH

- 2 sets of wickets, the pitch will be 19 yards & must be a prepared surface, grass or artificial • The boundary will be 35 metres either side of the wicket
- Please note that these are not 'festival' sized pitches and should be significantly larger. •

Clear batting creases should be marked out prior to the scheduled start of play by the host club.

THE START

- A toss of a coin decides which team has the choice of either batting or fielding first.

THE GAME

- Each game shall consist of one innings per team, each of 16 overs.
- Each over will consist of 6 balls only, except for the final over of both innings, in which 6 legal balls must be bowled.
- Each team for any given match will consist of 8 players.

BATTING & SCORING

- The batting side shall be divided into four pairs, every pair will bat for four overs • 16 overs will constitute a full innings.
- All overs MUST be bowled despite the team batting second passing the first innings total. • Each team starts batting with a score of 200 runs.
- Each time a batter is out, 5 runs are deducted from the batting teams total score, the other batter of the pair faces the next ball. Whichever batter is out cannot face the next delivery. • A batter may be out in the following ways:
 - Bowled
 - Caught
 - Run out
 - Stumped
 - Hit wicket
- Runs will be scored in the normal way, as will byes and leg byes.
- 2 runs will be awarded to the batting team for each wide ball and no-ball bowled, but no extra ball will be allocated, except in the final over of each innings when, in addition to the 2 runs, an extra ball will be bowled.

BOWLING & FIELDING

- Bowling should be legal over arm.
- Each team must use at least 4 bowlers. Ideally everyone would bowl, but this isn't mandatory.
- The maximum number of overs per bowler is 4, these cannot be consecutive overs. • No fielder may stand within 10 yards of the striking batter
- Wicket keeping gloves are encouraged to be used

RESULT OF A MATCH

- The team with the highest net score wins.
- A tied game is acceptable. A tied game is when both teams have scored the same amount of runs once wicket penalties have been deducted.
 - The result of each match must be uploaded to Play-Cricket within 48 hours, it is the responsibility of both teams to ensure all relevant information is supplied.
- Score sheets will be provided by the DCCL

'GETTING THE GAME ON'

The DCCL would like to see as many games as possible completed. If you have difficulties fulfilling a given fixture, here are some options:

If a team is short

Each team is allowed to loan 1 player in the event that they are struggling to get a full side out. If you are short, please communicate with the other teams due to play at your venue, it may be that there are spare players who would like an extra game. If you are still short, a game can be played with a team of 7 players. In this event, the last batting pair/ bowler will be 1 player who has already batted/bowled, the opposition team may select which player will bat/bowl again.

Rescheduling Matches

If a match is unable to take place due to weather or other unforeseen circumstances, the league will support the rearranging of fixtures. The league urge and encourage clubs to communicate and get as many games played as possible, this could be by using an alternative date or by arranging a weekend fixtures. Please adhere to the published league fixture lists as much as possible. If teams mutually agree to rearrange a fixture, both teams must notify the league as soon as possible, who will amend the fixture accordingly on Play-Cricket. In the event of a match being unable to be completed due to weather, the points will be allocated as per a tie. If a fixture cannot be fulfilled for other reasons and efforts to rearrange have been unsuccessful, the team who were unable to play on the original date will be deemed to have conceded. The league expects both teams to make all reasonable efforts to fulfil all fixtures. All rearranged fixtures must take place by the end of August at the latest.