**Spirit**

The ethos of this League is that clubs take part with the understanding that this is a ‘development’ format, with no points awarded or trophies to be won. Captains/Managers are expected to involve all players in each match and may agree ‘on the day’ to vary any of the Playing Conditions described below in order to achieve this. Players who are clearly of much greater ability or experience than those around them should be restricted in the impact they have upon the game.

**Eligibility of Players**

No current Senior County player should play in the League, except with the agreement of the opposing Captain. For example, if a team cannot raise a side without selecting a senior county player, this may be allowed.

**Hours and Conditions of Play**

All matches to start at 6.30pm, or as agreed between the Captains.

**Number of Players**

Teams shall normally consist of 8 players. However, a maximum of 11 players may be agreed by the Captains. Additionally, any substitutes may bat or bowl, provided that the agreed number of batters is not exceeded.

**Duration of innings**

Each side shall bat for no more than 20 overs. The overs available to each side shall be reduced, by agreement, for any reason, with a recommended minimum of 10 overs per side.

**Match Balls**

The home club shall provide suitable 5oz leather match balls. This does not have to be a new ball.

**Wicket Length**

The length of the wicket shall be 22yards, or as agreed between captains.

**Boundaries**

Boundaries shall be marked so that the minimum distance from the middle stump at either end is 35 yards and a maximum of 45 yards (measured as per fielding circles).

**Batting restriction**

A batter on reaching or passing a personal total of 30 shall retire but may return when all remaining batters are dismissed. Retired batters shall return in the same order they retired. The last ‘live’ batter shall bat with a runner, making a total of 8 wickets available.

**Bowling** **restrictions**

No bowler to bowl more than 20% of the available overs in any innings. However, if the number of overs per innings is not exactly divisible by five, an additional over shall be allowed to as many bowlers as is necessary to make up the balance, eg. 17 overs = 3+3+3+4+4.

**LBW**

A batter shall not be given out LBW unless she deliberately blocks the ball with her leg or foot.

**Wide Ball**

As an approximate guide for umpires, for leg side wides, a delivery that passes outside of a line drawn (in blue) seventeen inches (17”) inside either return crease, will be called and signalled a wide. However, for off side wides, Law 22 applies, ie. the ball will be considered as passing wide of the striker if it is not sufficiently within her reach for her to be able to hit it with her bat by means of a normal cricket stroke.

**No Ball**

Ball pitching more than twice: as a modification to Law 21.7, a delivery shall only be called ‘no ball’ if it pitches more than twice before reaching the popping crease.

**Penalty for Wides and No Balls**

Wides and No Balls shall count as two runs (plus any additional runs scored) and shall only be re-bowled in the final over of each innings.

**Scoring of Points**

There shall be no points system for matches in this league.

**Umpires**

CACO Panel umpires will not be appointed. The Home Club shall provide at least one capable non-playing umpire.