- ❖ ICC Women's 20/20 Rules to be Adopted for anything that is not covered in this rule book. (Home > League > Documents @https://cricclubs.com/AtlantaWarEagles)
- USA Cricket Sanctioning Guidelines need to be met by Each Team. League >
  Documents @ https://cricclubs.com/AtlantaWarEagles

### **Eligibility**

- Gender Female.
- Minimum Age 11. Maximum Age 55. Any Exception need Formal Review and Approval.
- All players must be registered at <a href="https://cricclubs.com/AtlantaWarEagles">https://cricclubs.com/AtlantaWarEagles</a>.
- A player cannot change team once the Tournament Starts.
- No Guest Players. No Player Addition once the Roster is Locked without Formal Approval.

### Over Rate & Game Delay - Penalties

- A team has 90 minutes to complete the 20 overs. At the end of 90 mins if the fielding side has not completed the 20 overs, then as penalty, the team will be allowed 1 less player outside the inner circle for rest of the inning. The fielding team will also be penalized with 1 over for every 5 minutes of delay from its next inning.
- The penalty will carry over to next game if the team is batting 2<sup>nd</sup>.
- The captain is required to keep track of the progress of overs and make sure they meet the over rate.
- The umpires may remind the captain for any delay to expedite the game.
- The umpire can also penalize the batting side by up to 5 runs per occurrence for any intentional delays or wasting time, after one warning.
- Fatigued players must retire and come back to bat in the end, instead of slowing down the entire game.
- The water can be provided to the players at the fall of wicket, or quickly between the overs.

#### Detailed Rules

#### 1. Duration of Matches

- 3.5 Hours have been assigned for a T20 game, with a 5 minutes drinks break at the end 10<sup>th</sup> over and 10 mins inning break.
- Drinks and drink breaks will be taken ON the field of play and players require permission to leave the field of play.

## **AWE Women Bilateral**

# Awe Women's Series 2024

# 4. General Playing Conditions

- ♣ Play shall not commence until at least 8 registered players from each team are present. ♣
- However if the late attending team is not ready to start play within **30** minutes of the scheduled start time the match will be abandoned and full win points (2) awarded to the attending side.
- Penalty overs will be deducted for late starts by either or both teams. (Start of play is when the umpire calls play).
- All scoring to be done live and player information to be recorded at start of the game.
- An incoming batter **MUST** pass the outgoing batter on the field of play
- All matches must be played in traditional color cricket clothing. Umpires will **NOT** allow inappropriately dressed persons on the field of play and this rule will be rigidly enforced.
- Before the first ball of the last over of each innings, the umpire(s) shall call 'last over' clearly so that both sides understand.
- In matches that are played on artificial pitches no metal spikes will be worn by either batsmen or bowlers and if in the opinion of the umpires the type of footwear is likely to damage or is damaging the surface in any way, they will be asked to change. If the player refuses the player will not be allowed to bat or bowl in that footwear. Similar on natural turf grounds, metal spikes are recommended.
- Mobile phones are not allowed on the field of play and if a player has one and is seen using it or 'ringing' a **5** run penalty will be awarded to the opposing team. It is not acceptable to arrive on the field of play and hand it to the umpire to retain.
- Discarded clothing/bottles or items that are hit by the ball on the field of play whilst the ball is in play will invoke a 5 run Penalty as in helmet rules to the non-offending team.
- ❖ A team can adopt up to 3 super subs, to ensure no player (out of the 14 max roster) has to sit out of the game. It needs to be communicated to the umpire at the toss, and the player must be present at the ground. A player cannot join the game late if super sub option is used.

#### 6. Fielding Regulation

- For the entire length of the innings: at the instant of delivery, there may not be more than **five** fielders on the leg side.
- Inner Circles: 25 yards
- Boundaries / Outer Circle: 55 Yards
- ♣ Pitch size / Ball size: 22 Yards / 5.0 Oz

#### Safety

□ No player shall be allowed to field closer than 8 yards (7.3 meters) from the middle stump, except behind the wicket on the off side, until the batter has played at the ball. A fielder shall be allowed to move

into the restricted area to make a catch or field the ball provided that they were outside the area when the stroke was made.

### Power Play Rules

☐ First 6 overs, no more than **2** fielders are permitted to be outside this **outer** fielding restriction area.

### Non Power Play Rules

- o No more than four fielders are permitted outside this outer fielding restriction area.
- In the event of infringement of any of the above fielding restrictions, the striker's end umpire will call and signal "No Ball".
- **Maximum number of Overs Per Bowler** Max Overs / 5, rounded to upper whole number.

#### 9. Points awarded

- The winning side is awarded **2** points. No points to losing team
- It shall be the duty of the captain(s) of the team(s) and the umpire(s) to ascertain between innings the total runs scored by the side batting first and to agree the batting target accordingly.
- ♣ In the case of a TIE, super over needs to be used to break the TIE.

-+

If team is not available for game to start on time as explained earlier, full points will be awarded to other team. Umpires will decide on awarding the game

#### Interrupted games

- ☐ In the event of a game been shortened due to weather or delayed during the game by unforeseen circumstances either before the start or during the game
  - o DL Method will be used to revise the target.
  - o The overs may be reduced at the game start itself, if interruption is anticipated by the umpires based on the forecast for next 3 hours.
  - o Wherever possible both sides must have the same number of overs to play.
  - o Overs quota per bowler and the field restriction will be proportionately adjusted based on the max overs per innings.
  - o Minimum 6 overs required for result.

#### 11. Team Scorers and Umpires

Both teams will appoint one scorer(s) for each game played. Both scorers and umpires have to tally score sheets after each inning & approve for correctness.

#### 15. Batter Retirement

A batter can be retired due to injury that happened during the game and that player can return to bat anytime. If strategically retired by coach, the player can only come to bat in the end.

#### 16. Bowler Retirement

A bowler can be retir	ed by the Captain a	at any point due to	injury or excessive	extras being
bowled (4 or more).	6 legal deliveries r	must be bowled to	complete the over.	

	king game rains out, in below order.	then winner will	be declared	based on the
	Points NRR			

#### \* General guidelines

- Parents will have to keep distance from their kids during the game. Parents may not get the opportunity to see their kids during the break time unless they need any specific attention which umpires will make a call.
- Umpires will issue 1 warning to team manager / coach for parent intervention after which penalty rule will be applied based on which team is causing interventions
- Smoking / Drinking is not allowed in tournament and parents / guardian found in violation will result in their team being penalized and parent being barred from future tournament games.

#### Sledging

Sledging or an attempt to intimidate a player by passing a negative comment is absolutely unacceptable behavior. Any such behavior should be reported to umpire immediately. The umpire will issue a warning for the first offence. A subsequent offence by will require the player to be removed from the game and the player can no longer participate in the game. Umpire is required to report the matter to NYCL in writing after the game.

#### \* AWE Individual Awards

Individual Awards/Recognitions are meant to recognize good performances. Below are the awards and how they are decided.

- 1. Player of the Match One Player Of the Match will be awarded per game from the winning team. The winner will be decided by the Umpires.
- 2. Best Bater Most Runs: Most runs scored in the tournament including playoffs.
- 3. Best Strike Best Strike Rate: from the top 5 scorers.

- 4. Best Bowler Most Wickets. If a tie then the player with better economy will be selected for the award.
- 5. Best Bowler Economy: The most economical bowler who has bowled minimum 50% of maximum quota possible.
- 6. Best Wicket Keeper Most stumps, Caught behinds, Filed Set up.