**Playing Conditions of the WSL**

The standard Laws of Cricket apply to all WSL games unless specified and/or clarified below. Certain playing regulations that often apply in professional “white-ball cricket” are not used in the WSL. The WSL differs from many local leagues in this respect. All teams and umpires must familiarize themselves with the playing conditions that do apply.

**On-field rules**

* Each team will comprise no more than eleven players.
* External clothing should be predominantly white.
* The ball used must be red in color, and should be of an appropriately high quality.
* There are no fielding restrictions beyond those present in the Laws of cricket. Specifically, there is no 30-yard circle, no Powerplays and no related limitations to the distribution of fielders.
* There will be a limit of seven overs per bowler per innings (or pro rata for shortened games).
* No substitutions will be allowed during the game except for injury. However, runners will still be permitted for a genuine injury that happens in the course of the game.
* When a qualified independent umpire is standing, he or she will use judgement to determine when a ball is a wide on either the off- or leg-side. In these circumstances, a ball delivered outside the pads is NOT an automatic wide; the umpire will apply judgment as to the actual width of the ball at the point when it passes the stumps. The batsman is not allowed to draw a wide by moving inside the line of a ball that would have struck him so that it now passes outside his pads. One run will be awarded per wide and one additional ball will be bowled.
* When no independent umpire is available and members of the batting side stand as ad hoc umpires, a leg-side wide will be called whenever the ball passes outside the batsman’s pads. The ad hoc umpires will use judgement about off-side wide deliveries, which typically involve balls that are more than 24 inches outside the off-stump at the time they pass the stumps. The host club may draw a guideline that will apply throughout the game. One run will be awarded per wide and one additional ball will be bowled.
* Throwing is outlawed by the Laws of Cricket and so is not permitted in the WSL. Captains should take all appropriate steps to make sure that they only use bowlers with legitimate actions. Qualified independent umpires should call bowlers for throwing if they are certain this is happening. Members of the batting side who are acting in a “self-umpiring” capacity, whether at the bowler’s end or at square-leg, should not make decisions about throwing, to avoid unwanted controversies.
* Bouncers above the shoulder, as determined by the batsmen’s position at the popping crease, shall be called wide.
* Full tosses above the waist are a no ball. If there is any doubt, the two umpires should consult with each other to make the best possible decision.
* A ball that pitches off the mat or that hits the edge of the mat or that hits a nail is a no-ball (and hence penalized by one run and bowled again).
* A ball that bounces more than once before it reaches the popping (i.e., batsman’s) crease is a no-ball, as is a ball that rolls along the ground.
* There are no free-hits after a no-ball is delivered.
* It is illegal for the non-striker to deliberately attempt to steal a run by backing up too far ahead of the delivery. If he does so, he can be run-out by the bowler, but *only* if the bowler acts *before* entering his delivery stride or *after* completing the stride after the delivery stride. (What this wording means is that the bowler cannot interrupt his delivery action with the intent of trapping a backing-up batsman out of his crease. In practice, such incidents always create considerable ill-feeling and both batsmen and bowlers are urged to not create them).