

FRATERNITY CLUB WOMEN'S-T20

SUMMARY	Senior Women's Cricket Playing and competing
PURPOSE	Community club
DESCRIPTION	This format is appropriate for players with developed skills who are ready to apply them in the full dimensions of the game – it is aligned to adult cricket on a full-length wicket with 11 players.
INDICATIVE AGE	Minimum 14 years of age on 31/8 prior to season commencement
COACH	<ul style="list-style-type: none"> Accredited Community (Level 1) Coach
GAME TYPE/ OVERS	<ul style="list-style-type: none"> T20 (20 over game - 120 Balls)
BALL	<ul style="list-style-type: none"> 142g Jaffa leather pink ball – female Early season trial games to be played with white ball with idea to adopt in 25/26 season if preferable
TIME	<ul style="list-style-type: none"> 160 mins, 80 minutes per innings 10 mins interval between innings The Competition Manager has the option to include a cut off time for the 1st innings if required for local needs including facilities usage, travel time, daylight issues or heat.
EQUIPMENT	<ul style="list-style-type: none"> Pads Gloves Protector (optional) Additional safety equipment can be worn based on match conditions and/or personal preference. 2 sets of stumps with bails. Measuring tape or string to measure boundary. Boundary markers
BOUNDARY	<ul style="list-style-type: none"> 50m (maximum) Boundary to be measured from the centre of the pitch.
PITCH TYPE AND LENGTH	<ul style="list-style-type: none"> Hard Synthetic Wicket 20.1m (standard pitch length)

TEAM	<ul style="list-style-type: none"> Maximum 13 players per game (2 x Non Batters, 2 x Non Bowlers) Maximum 11 players on field Minimum 7 players
INNINGS	<ul style="list-style-type: none"> 1 innings of 20 overs per team 10 overs played from one end consecutively to allow the 20 overs to play out in optimum lighting. 4 mins per over, 80 mins per innings.
FINALS QUALIFICATION	<ul style="list-style-type: none"> Players must have played in 40% (rounded up) of all regular season matches for their own team to qualify for finals Players must be named in team list in Play HQ for minimum 40% games (rounded up) to qualify
BATTING	<ul style="list-style-type: none"> Batting rotation encouraged Batters retire at 50 runs Retired batters can return to the crease after a fallen wicket after all batters have had a chance to bat
BOWLING	<ul style="list-style-type: none"> 6 balls per over (Maximum 8 balls per over except last over where 6 legal balls must bowled. There is a maximum of 4 overs per bowler. Bowlers change ends after 10 overs Top 4 batters can not be in top 4 bowlers Maximum 2 over spells No Free Hits
FIELDING	<ul style="list-style-type: none"> Maximum 5 on leg side
BORROWING RULE	<ul style="list-style-type: none"> If a team has 7 or more players ready to play at the normal start time, then that team should play with only those players & not recruit any borrowed players) If a team had less than 7 players ready to play at the normal start time, then that team must forfeit the match BUT then be allowed to include up to 4 borrowed players into their team to allow a match to proceed, including umpire oversight, BUT no points would be attributable to the outcome of the match. Borrowed players must bat & bowl after regular team players
DISMISSALS	<ul style="list-style-type: none"> All modes of dismissal count.