

Japan Women's Cricket League Playing Conditions

Updated September 18, 2024

The following playing conditions are to apply to all Women's Japan Cricket League matches.

Please also pay attention to Senior Weather Policies

1. Team composition

- Maximum 11 on the field.

2. Gender

- All players must be female.

3. Toss

- 20 minutes before the scheduled start of the match.
- If a team is not available to toss at this time they will be deemed to have lost the toss.

4. Length of innings

- 20 overs
- A team will bat 20 overs regardless of whether they are bowled out or not.
- If a team is bowled out inside 20 overs they will continue to bat but additional scoring will not be recorded.
- To avoid delayed finishes, if after 90 minutes of the first innings have elapsed, the innings has not yet completed, the innings will be terminated at the end of the over. The team batting second shall face the same number of overs as the team batting first

5. Over rate

- Coaches and captains are to ensure that teams maintain a bowling rate of at least 15 overs per hour. 5 over in-a-row are to be bowled from one end. The bowling end shall change after overs 5, 10 and 15.

6. Pitch length

- Regulation (22 yards).

7. Boundaries

- Must be marked by cones or rope.

8. Ball

- Reader's 142g white balls shall be used.
- Whenever possible a new ball should be used at the start of each innings.
- If the ball is not new, coaches must ensure it is fit for play.
- Two replacement balls must be kept by the scorers table in case the ball is lost.

9. Replacement players

- A maximum of three replacement players may be used during a game.
- Batting 11 must be named in the scorebook before the start of play.
- Replacement players may bowl, field and keep wicket.
- Replacement players may bat after all of the playing eleven have batted but their runs will not be recorded in the score book.

10. Declarations

- Not allowed.

11. Weather affected matches

- Declared a draw if 10 overs in each innings is not possible due to weather conditions.
- If weather interferes with play, match time can be extended by up to half an hour if both captains agree.
- If playing time is lost, the number of overs in the match will be reduced by one over for each four minutes of play lost, counting back from 20.
- If it is necessary to shorten either innings due to weather interruptions, target scores will be calculated using the Duckworth Lewis method.

12. Intervals

- Maximum of 10 minutes between innings.
- One drinks break, not exceeding 5 minutes may be taken midway through each innings.
- Players should not leave the field of play during a drinks break.

13. Dismissals

- Batsman is out when dismissed.

14. Stumpings

- Yes.

15. LBWs

- Yes.
- Umpires must use extreme caution when awarding LBWs and must be absolutely certain that the appeal is out. i.e, if not 100% sure, give the batsman not out.

16. Uneven team numbers

- A team may bat players twice if they have less than 11 players but players must return in ascending order, i.e. the lowest scoring batter must return first and so on.
- The batting team must provide up to two players if requested to assist with fielding. These players may be rotated as the need arises.

17. No balls/wides

- Any delivery which passes (or would have passed) above the batsman's shoulder, shall be called a no-ball.
- Umpires must agree on wide lines before the start of play. In principle the off side wide line and the leg side wide line shall be used to judge wides.
- There shall be no restrictions on the number of wides/no-balls that can be called in an over, but there will be a maximum of 9 deliveries in an over.

18. Double bounce rule

- Called a no-ball if the ball, without having touched the bat or person of the striker, bounces more than three times, or rolls along the ground, before reaching the popping crease.
- If the ball bounces twice before reaching the popping crease, it will be called a fair ball

19. Length of overs

- Maximum 9 balls per over (including wides and no-balls).
- If a bowler bowls a 9 ball over and it ends on wide or no-ball, that is over. There is no carry over.
- There will be no maximum number of deliveries for the last over of the innings until 6 fair balls are delivered.

20. Bowling restrictions

- Maximum 4 overs per bowler.

- If 20 overs are bowled, captains are encouraged to allow 8 players to bowl at least one over, if there are 8 players capable of bowling. This rule shall not be strictly enforced but falls under the “Spirit of Cricket”.
- Where there are more than 11 players, any player who is not named in the batting 11 should bowl at least one over or keep wickets.

21. Retirement/batsmen returning

- Compulsory retirement of batsmen at the end of the over in which they reach **35 runs or 25 balls** (whichever comes first).
- Batsmen may also be retired before they reach 35 runs or 25 balls but may only return at the end of the innings, in the order of the lowest scoring batsmen first.
- Batsmen who have retired may return after all other batsmen have been dismissed (once).
- For teams with less than eleven players, batsmen who have retired may return before batsmen who have been dismissed return.

22. Fielding restrictions

- There will be no 25 yard “inner circle”.

23. Wicket keepers

- No more than two wicket keepers may be used during an innings to ensure there are no undue delays in the match. Wicketkeepers may only be changed during the scheduled drinks break (unless an injury occurs).
- Wicket keepers must wear a helmet when keeping up to the stumps.

24. Umpires

- If possible, neutral umpires shall be appointed to umpire the match.

25. Points

- Win: 4 points
- Draw/Tie/No result: 2 points
- Loss: 0 points

26. Scoring

- Two scorers must score each match. Each team should supply one scorer.
- One scorer shall score on paper, the other scorer shall score on the Japan Cricket app.
- If the scores have not been uploaded on the Japan Cricket app at the end of the match, it is the responsibility of the winning team to make sure the scores are uploaded by midnight on the same day.

27. Coaches/Captains

- The next batter must be ready and waiting on the boundary line. At the fall of a wicket the incoming batter has exactly two minutes to be ready to face the next delivery.

Some tips for captains to make sure the game moves quickly and avoid penalties.

1. Ask your players to run between overs not walk.
 2. Plan ahead. Know who will be bowling the next over and what your field will be.
 3. When the new batter arrives, make sure your team is ready to bowl the next ball.
 4. Avoid unnecessary breaks in play.
 5. Make sure you have at least two batters padded up and ready.
- It is the responsibility of both captains to make sure the game moves quickly.