



LDCA Open Age Women's By-Laws 2026/27

1. PLAYING CONDITIONS

- 1.1. The game of cricket shall be played under the Leongatha District Cricket Association rules of cricket with modifications as defined in these playing conditions or as recommended and passed at a subsequent board meeting of the league.
- 1.2. The purpose of the women's cricket program shall always be to promote the participation of female players and the development of their skills. They should be encouraged to abide by the rules and play the game with appropriate conduct, sportsmanship and respect for umpires, coaches and officials and the opposition (Spirit of Cricket).
- 1.3. The game of cricket shall be played under the MCC rules of cricket with modifications as defined in these Playing Conditions or as recommended and passed at a subsequent LDCA Women's Committee Meeting of the League.
- 1.4. Clubs must provide a competent umpire and scorer at all matches.

2. PLAYING ATTIRE

- 2.1. Players must appear in the correct cricket attire and appropriate footwear which may be coloured.

3. HOME TEAM RESPONSIBILITIES

- 3.1. The home team (or first named team where the game is played at a neutral venue) is responsible to provide stumps, and ensure creases and boundaries are marked. Clubs shall only use the Turf variety of stumps and ensure all stumps and bails are in good condition for each days play. Grooves must be capable of holding the bails and Clubs must ensure a spare set of bails and a spare wicket is available at each ground.

4. FINALS ELIGIBILITY

- 4.1. To be eligible to play in a semi final or grand final the player must have played at least three matches for the club in the women's competition in the current season.
- 4.2. All players participating in the women's finals, must be qualified in accordance with this requirement.
- 4.3. Player permits count as a playing day. If a player plays on a permit for another team during the season, it counts as a playing day for finals eligibility. A player can only play finals for their original team, unless a transfer has been completed prior to the December 31st cut off.
- 4.4. In case of bad weather, the Grand Final will be played on the reserved day.

5. AWARDS

- 5.1. The minimum qualification for batting and bowling shall be in accordance with Final qualifications

6. MATCH DURATION

- 6.1. All one day games in women's grade shall consist of a maximum of 20 overs per team.

7. SESSION TIMES

- 7.1. Sundays 9:30am (unless otherwise approved)
- 7.2. A club may request to reschedule a match following the process below
- 7.2.1. The club requesting must propose multiple options
- 7.2.2. The opposing club may propose an alternative date and time.
- 7.2.3. If no agreement can be met with the proposed dates the fixture will stand. - LDCA Female Chairperson must be notified

8. TEAM SELECTION

- 8.1. A Women's team can include up to a maximum of 13 players listed each game. Only 11 players are able to bat and bowl during the same match. (Designated batters and bowlers will need to be nominated on the team sheet before the match). The minimum number of players a team needs to fill a team is 8. (Unless agreed upon by both sides prior to the match).
- 8.2. Teams that have a different amount of players are allowed to field with the amount of players that they have. For example if one team has 8 and the other has 11, they will field with the higher amount. The team with the lower number of players are allowed to ask for sub fielders so they can field with the same amount. An opposition team is not obliged to provide sub fielders. The maximum amount allowed on the field at once is 11.
- 8.3. Players must be 14 years or older to play. Younger players may request an exemption/permission from the league with parent/guardian consent to play.
- 8.4. Players that are playing in competitions outside of LDCA may register with their previous/former LDCA club.
- 8.5. Players are allowed to register with any club if their club does not field a team.

9. GROUND DIMENSIONS

- 9.1. The ground shall be marked with a boundary of fifty (50) metres in radius from the stumps at each end.

10. MATCH BALL

- 10.1. Only cricket balls approved by the LDCA Committee of Management shall be used for the women's matches. The ball type will be determined prior to the season and advised to all clubs.

11. BOWLING PROCEDURES

- 11.1. Overs are bowled in five (5) over blocks from alternating ends. Batters change ends after the over when the bowling end is not changed. The bowling team will select which end they start from.

12. DURATION OF INNINGS

- 12.1. Each team shall bat for a maximum of 20 overs, or until dismissed, unless the number of overs has been reduced under rule 13.

13. DELAYED START

- 13.1.** If a match is delayed in starting then the number of overs required to be bowled in each innings shall be reduced as set out in the following table:

Time lost	Overs	Time lost	Overs
1-6	1	30-36	6
7-12	2	36-41	7
12-18	3	42-48	8
18-24	4	48-54	9
24-30	5	54-60	10

- 13.2.** If the start is delayed by more than 60 minutes then the game will be abandoned. 13.3 Both sides must be scheduled to receive at least 5 overs to constitute a match.
- 13.3.** When recalculated overs for the day prevents either side receiving 5 overs for the day, play shall be abandoned and the match drawn.

14. INTERRUPTIONS TO PLAY AND ADVERSE CONDITIONS

- 14.1.** Where the match commenced and the total time lost to interruptions is 30 minutes or less the match shall be played until the required number of overs have been bowled or the batting team/s dismissed, whichever comes first.
- 14.1.1.** The deducted overs are divided evenly between the two teams.
- 14.1.2.** Where possible play shall be of equal overs for each team.
- 14.1.3.** After each subsequent play, interruption to overs and or targets for both sides are recalculated, the remaining overs for the day shall be determined using the overs table.
- 14.2.** Recalculation of Overs per Bowler: If the total overs for the teams are reduced, bowlers will be limited to 1/5th of the total overs for the innings, unless they have already completed more than their adjusted quota prior to the loss of time and reduction in overs.
- 14.3.** Time Lost after the Game Commenced: If time (or overs) was lost before the game started, any further time lost results in overs being deducted from the second batting team's allocated overs and the match overs.
- 14.3.1.** If no time (or overs) was lost before the game started, any time lost after the game commences is deducted from the second batting team's allocated overs and the match day overs.
- 14.4.** Precautions for Adverse Conditions: The LDCA COM has the discretion to cancel a round or day's cricket based on adverse weather conditions, with decisions possible up to 8:00 am on the Sunday of play.

- 14.5.** Lightning: In the event of lightning strikes occurring in the vicinity of the ground, the Umpire(s) or Captain (where Umpires are not present) shall instruct the players to leave the field immediately and seek suitable shelter indoors. Players should remain indoors until there has been a gap of at least 30 minutes since the last lightning strike before returning to the field. Any time lost due to lightning shall be treated in the same manner as for adverse conditions.

15. BATTING RESTRICTIONS

- 15.1.** In women's matches a player must retire after making 35 runs, or after facing 20 balls, whichever occurs first, however they may return after the dismissal of all other batters and in order of retirement.
- 15.2.** Once retiring at 35 or after facing 20 balls and coming back in, the batter can continue to bat until dismissed or the completion of the innings.
- 15.3.** When batters retire from batting in a team of 11 players, they are allowed to go back in once ALL other batters have batted.
- 15.4.** Helmets must be worn by players under the age of 18 while batting and are encouraged for all players.
- 15.5.** Batters can only be given out LBW if they pad up and do not make a genuine attempt to play the ball and in the opinion of the Umpire the ball would have hit the stumps. Note the ball must not be pitched outside leg stump or the batter is hit outside the off stump playing a shot

16. BOWLING RESTRICTIONS

- 16.1.** In women's matches a player may bowl up to one fifth of the total overs in an innings.
- 16.2.** Whilst wides and no balls will result in additional runs to the batting team, the maximum number of deliveries in an over is limited to eight (8) balls, except for the final over of the innings, which must contain six (6) legal deliveries.
- 16.3.** Wicket keepers under the age of 18 must wear a helmet at all times while keeping.

17. FIELDING RESTRICTIONS

- 17.1.** A 30 meter circle from each wicket will be defined on the ground by a circle marked on the ground or by flat discs. Should the ground not be marked, common sense will prevail on the circle. (Captains to include on their match report these occurrences should be passed onto the Head of Women's Cricket and the Sub Committee.
- 17.2.** Maximum of 5 (five) fielders on the Leg Side for the 20 overs of the innings.
- 17.3.** Circle fielding restrictions
- 17.3.1.** 2 (two) fielders outside the 30 meter circle.
- 17.3.2.** No more than 4 (four) fielders outside the 30 meter circle.
- 17.3.3.** Fielders inside the 30 meter circle are to be no closer than ½ (half) a pitch

18. BALL BOUNCING TWICE OR MORE

- 18.1.** A ball that bounces twice or more before reaching the batting crease shall be called and signalled no ball in line with the laws of cricket.

- 18.2.** Where a ball bouncing twice or more does not result in the batter being dismissed (run out or stumped), any runs scored shall count towards the team total, and are credited to either the batsman or extras.
- 18.3.** No Balls: MCC Law 21 Note: Runs scored off a No Ball:
- 18.3.1.** All run scored off the bat go to the batter
- 18.3.2.** If runs scored off the body Leg Byes, signalled as No Ball then Leg Byes (indicates not off the bat)
- 18.3.3.** If no contact was made by the batter with the ball Byes, signalled as a No Ball then Bye
- 18.3.4.** **Note:** In (i), (ii), (iii), (iv), (v) and (vi) below the following applies "Note runs scored count as in a), b), c) and d) as do any dismissal/s from a No Ball.
- (i) A ball that pitches off the pitch surface on Synthetic or Turf Pitches will be called "No Ball" (This includes ball hitting the edge of synthetic pitches or a ball diverting irregularly off the pitch in the Umpires opinion or a local rule)
 - (ii) A ball that bounces twice before the popping crease or rolls along the pitch will be called a "No Ball" Square Leg Umpire can assist with this decision but cannot call "No Ball" Umpire has final call. MCC Law 21.7.
 - (iii) (iii) A bowler in delivering the ball strikes the stumps at the bowler's end in delivering the ball or if any part of their equipment breaks the stumps the call will be "No Ball"
 - (iv) a) If a bowler in their delivery stride does not have any part of their front foot grounded or above the back edge of The Bowling Crease (Popping Crease) the call will be "No Ball" b) No Free Hit for any No Ball Penalty
 - c) If a bowlers back foot cuts the side line (Return Crease) in their delivery stride the call is "No Ball"
 - (v)(i) A short pitched ball passing over head height of the batter shall be called "No Ball"
- (Note: Called wide in Tests etc Experimental Law)
- (ii) Should the batter come forward when batting and create this situation, the delivery is not to be called "No Ball". The square Leg Umpire may assist the Umpire at the bowler's end by signalling No Ball to the Umpire but must not call a "No Ball" The Umpire has the final decision on such delivery. MCC Law 21.10.
 - (vi) Any underarm delivery is to be called "No Ball" MCC Law 21.3. A report of Captain and bowler to the COM must be made by the Umpire
 - (viii) A batter must have part of his/her person grounded or raised and remain within the pitch to hit the ball that has landed off the pitch if not, no other runs than the "No Ball" call applies MCC Law 25.8
- 18.4. Wides**
- 18.5.** Scoring from Wides all run: are scored as Wides
- 18.6.** Wides are taken at the forward extension of the wide marks on leg and off-side. (ii) Umpires when considering the Wide should be looking at balls pitched outside the forward extension of the marks or as designated in the MCC Law 22 Wides. (iii) A ball in

the opinion of the Umpire that does not give the Striker a reasonable opportunity to score either leg side or off-side at the Popping Crease shall be called a Wide. All wide calls should be based on the delivery at the popping crease. Note: Umpires should discuss with Captains what markings or judgment they will be using in the match to judge Wides before tossing the coin owing to different width pitches within the Association.

(iv) Note: Bouncers over head height of the Batter are a “No Ball” MCC Law (but in International Cricket this is a Wide Ball being an Experimental Rule) (v) A batter must have part of his/her person grounded or raised remains within the pitch to hit the ball which has landed on the pitch and goes wide if not, no runs other than the “Wide ball” call applies MCC Law 25.8

19. PREMIERSHIP POINTS

- 19.1.** Win 12 points
- 19.2.** Drawn, tied or abandoned games 6 points
- 19.3.** Loss 0 points

20. MATCH RESULTS

- 20.1.** All Home teams are required to have access to live scoring. Captains, coaches and umpires are responsible for the verification and accuracy of scores.
- 20.2.** When League Umpires are present, captains will be required to complete an umpires appraisal form at the completion of all matches during the season. This will be sent to the nominated captain via the electronic scoring platform. Completed reports are to be submitted by Thursday 9pm after the game.
 - 20.2.1.** When Club Umpires are present, captains are not required to fill out an umpire appraisal form unless any issues from the game need to be discussed with the league or board

21. REGISTRATION

- 21.1.** All players must be registered through Play HQ.

Open Women's Captain's Match Report

SCAN TO COMPLETE YOUR REPORT



forms.cloud.microsoft/r/69GrT35a84

Open your phone camera, scan the code and tap the link.

For Open Women's team captains.