HARMONY LEAGUE
WINDBALL CRICKET COMPETITION
DRAFTED RULES

Rules and Regulations

All matches in the competitions shall be conducted in accordance with the current Laws of Cricket as laid down by the I.C.C. **save and except** where certain Laws are especially varied by these regulations.

1. ELIGIBILITY

1.1 All players must be employees of the company.

1.2 Female Player Eligibility and Substitution Rule:
In the event that an eligible female player is unavailable, the team may nominate a direct female relative of an employee to participate. For the purposes of this rule, a “direct relative” shall be limited to a sister, mother, or daughter of an employee. Such a nominee shall be deemed eligible to play, subject to compliance with all other league rules and requirements.

2. DURATION OF THE INNINGS

Each inning shall be a maximum of 12 overs. No bowler will be allowed to bowl more than 2 overs. Teams will be allowed a maximum of 60 minutes to bowl their overs.

If the allotted time is reached before the maximum number of overs can be bowled, the side batting second will be limited to the same number of overs as the side batting first.

A result can only be achieved if both teams bat for at least twelve (12) overs except where one is dismissed before, or a result is achieved.

3. FIELDING RESTRICTIONS

At the instant of delivery, there shall not be more than five fielders on the leg side.

4. LENGTH OF PITCH

Pitches are typically 22 yards long and 10 feet wide. However, the pitch size will vary depending on the field available to the home team. All games will be played at Arena Recreation Ground, Freeport.

5. BATS

The use of bats made from Fiberglass is NOT allowed.

6. STARTING TIME

Games shall start at 7 p.m. but mutual arrangements between teams as to the starting time will be allowed. The amount of overs will need to be adjusted for late starts.

7. INTERVALS

A water break will be taken after 6 overs for 5 minutes.

8. UNIFORMS

All competing teams should have distinct and different coloured uniforms.

9. RULES

All rules about the conventional game of cricket shall apply except that there will be no leg-before-wicket LBW decisions.

Each team will be allowed to declare fifteen (15) players. More than fifteen (15) players can be registered to manage extenuating circumstances. Only eleven (11) players will be allowed to play each game. Of the extra players all will be allowed to **BAT** and to **BOWL**. However, a new batter is only allowed to enter at the fall of a wicket and a team's innings ends at the fall of the tenth wicket, and only eleven fielders are allowed on the field of play at a time.

10. BOUNDARIES

Boundaries must be clearly marked. Boundaries may be changed providing that there is mutual agreement by both teams.

11. WIDES and NO BALLS

A wide ball or no ball will be scored as two (2) runs and NOT be bowled over except in the FINAL TWO (2) OVERS of each inning. All wides and no balls bowled in the final two (2) overs will be scored as one run and be bowled over.

12. UMPIRES, PLAYERS AND OFFICIALS

The umpires' decisions shall be final. Players and officials are expected to conduct themselves in keeping with healthy competition.

13. BOWLING

Any form of bowling (throwing) from over the shoulder will be allowed. No underarm (i.e., below the shoulder level) bowling or throwing will be permitted.

In mixed-gender games, men MUST bowl overarm to women. Additionally, in mixed-gender matches, any batsman facing a female bowler must bat in a reverse stance, defined as the opposite of their natural batting stance.

Each team shall ensure that at least one female player bowls a minimum of one over in each innings of a match.

14. TIED RESULT

The following shall apply when the scores are tied:
A super-over will be played where by a toss will be taken to decide who bats first. Each team will nominate 3 batsmen and face one over. The team scoring the most runs in the super-over is the winner.