**DWCL Super8’s Competition**

**Game Rules**

* Normal cricket and DWCL rules apply, except where detailed below.
* ECB guidance regarding COVID-19 must be adhered too.
* Each game shall be played between two teams of eight players
* A game consists of a maximum of sixteen, six ball overs per innings.
* A team shall not be permitted to declare its innings closed.
* Players must be registered as per the DWCL rules. Instructions to do so can be found at <https://play-cricket.ecb.co.uk/hc/en-us/articles/360000960129-Member-Management-Nominating-A-Player-To-Play-In-A-League>

**Competition Structure**

* Group stage followed by finals weekend
* Group Stage
	+ Groups of 4 teams and games played on set weekends throughout the 2024 season, as detailed in the DWCL fixtures list, and entered onto their play cricket site.
* Finals Stage
	+ Winner of groups will go through to the Trophy competition
	+ Runner-up in groups will go through to the Plate competition
	+ Entry to the finals and running orders will be confirmed the week before.
* During the group stage, games will be hosted by individual clubs with up to 3 clubs per ground per day.
* With 3 clubs in attendance, an example format would be:
	+ A v B 11:00am – 1:10pm
	+ B v C 1:30pm – 3:40pm
	+ A v C 4:00pm – 6:10pm

In this instance, it is suggested the host club would be team ‘A’ to enable travelling teams to plan accordingly.

**Umpires**

* Umpires will be provided by DACO.
* The cost of umpires will be met by the clubs with fees being confirmed prior to the start of the season. Each club will pay 50% of the total umpire cost per game they participate in. DWCL will pay the umpires and invoice the clubs for payment; no requirement to pay the umpires on the match day.
* In the event that only one DACO umpire is available, the batting team will be expected to provide a square leg umpire at all times.

**Scorers**

* Results and scoresheets should be completed on Play Cricket. If this isn’t possible a copy of the paper scoresheet must be sent to dwclsecretary@gmail.com by the Friday after the game.
* Each team playing should provide a scorer, as per usual cricket rules

**Before the Game**

* Each side must provide the umpire with a team sheet before the match identifying any player who has not reached the age of 18 on the date of the match and showing the specific age group of all players.
* Captains must familiarise themselves with the Super8s rules prior to arriving at the ground. It is the captain’s responsibility to ensure their team follow the rules.
* Each team needs to provide a pink 5oz ball to use for both of their fielding innings on that day. It is the captain’s responsibility to look after the ball between games. If the Umpires deem your ball to be in poor condition for the start of your second game a new ball can be used.

**Delays or Interruptions to Play**

* First Innings: If during the first innings circumstances delay or interrupt play, 2 overs per 7 minutes after the first 15 minutes will be deducted from the match total (ie 1 per innings)
* The first innings will define the number of overs the side batting second will have at the start of their innings
* Second Innings: If during the second innings circumstances delay or interrupt play to the extent of 3.5 minutes or more, 1 over shall be deducted from the second innings total for every 3.5 minutes delay. The target score will then be adjusted by using run rate from the first innings +1.
* There must be a minimum of 8 overs per innings to constitute a match.
* Bowling allowances will reduce depending on the number of overs – bowlers will not be allowed to bowl more than ¼ of the overs in an innings (unless this has already been exceeded before the interruption). Where the total number of overs is not divisible by 4, one additional over shall be allowed as necessary to make up the balance eg if 8 overs then bowling is restricted to 2 overs/bowler. If 10 overs, 2 bowlers can bowl a maximum of 3 overs and 2 others a maximum of 2.
* In the event of a delay, the scheduled start times for the remaining games can be adjusted accordingly to preserve a break between games. This should be agreed by the umpires and captains.

**Bowling/Fielding**

* Bowlers can bowl a maximum of 4 overs.
* The opening batters can bowl a maximum of 2 overs each.
* A maximum of 4 fielders only can be on either side of the wicket at any one time.
* A 25 yard fielding circle will be marked out and 3 fielders must be inside the ring at all times (excluding the bowler and wicket keeper)
* The wicket keeper and opening batsmen must be nominated prior to the toss of the coin.
* In no circumstances shall the nominated wicket keeper be allowed to bowl.
* Each team must provide a pink 5oz ball to use for both of their fielding innings on that day. If the Umpires deem your ball to be in poor condition for the start of your second game a new ball can be used.
* A wide shall be counted as two extra runs to the batting team. The ball is re-bowled.
* A no-ball shall be counted as two extra runs to the batting team. The ball is re-bowled as a free-hit.
* Each over, except the 16th, shall be a maximum of eight balls. If more than two extras are bowled, the extra is called, runs counted to the batting team and the ball is not re-bowled.
* The sixteenth over must have six legal deliveries.

**Batting**

* A new batter must be at the crease within two minutes of the outgoing batsman being dismissed, otherwise they will be timed out.
* The opening batters must not bowl more than 2 overs and should be nominated at the coin toss.
* The wicket-keeper cannot open the batting.
* A batter must retire at 30. They may resume their innings at the fall of the last wicket.
* Retired batters return in the order they retired.
* If a team is short sided or if a player is injured and unable to bat the opposition will nominate which batsman they require to bat again prior to the last batsman commencing their innings.

**Game Results**

* The team with the highest score at the end of the match will be declared the winner.
* If the scores of both teams are equal at the end of the game, the team losing the least amount of wickets in their innings will be declared the winner.
* If the scores are still equal, the game will be declared a tie.
* Captains should submit their nominations for Players Player and Spirit of Cricket awards via the form provided by the DWCL, which is to be submitted to dwclsecretary@gmail.com by 9th September 2024. Nominations will be included in the overall nominations for the season, including the 35 over league, with the winner announced at the end of the season.

**Points system**

* Win – 3 points
* Tie – 1 point
* Abandoned – 1 point
* Lose - 0 points
* Bonus Points:
	+ 1 point to the batting side for scoring over 100 runs in their innings (based on run rate if successfully chasing down a score of less than 100 in the second innings)
	+ 1 point for the bowling side for taking 6 wickets or more
* Should a team concede:
	+ 3 points awarded to the opposition
* Should any teams in the group stages be tied on points, teams will be separated using net run-rate.
* In the event of the finals day being washed out, an alternative date shall be sought amongst the relevant clubs. However, should a suitable date not be possible during the current season, the final rankings will be determined based on total points initially, followed by run rate to differentiate between any ties.

**Coaches, Captains, Players and Umpires are responsible for upholding the "Spirit of Cricket".**