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| **Aim** | To create playing offer for girls which is competitive, inclusive and keeps the girls in the game. |
| **Pitch** | Two sets of wickets, 20 yards apart. Please feel free to discuss if the away team are happy to play on a 22 yrd wicket if need be.  Boundaries are ideally of 50 yards |
| **Teams** | Each team comprises of 8 players as default. If teams have more than 8 players a conversation between manager ahead of the game can be had to change the format of the game to facilitate more players taking part. |
| **Format** | Traditional. 16 overs. |
| **Equipment** | The ball should be a 5oz pink hardball  The host club will provide the match balls.  Players will have their own bats and protective equipment will be worn.  It is preferred that girls kit themselves with full length trousers or leggings for the games. This helps with protection from the hardball. |
| **The Game** | Throughout the league each game shall consist of one innings per team  Teams will use Play Cricket to score. |
| **Batting** | Batters will retire at 30. They may return to bat in the order that they retired. |
| **Extras – please discuss before play and make sensible decisions based on the playing experience for the girls.** | 2 runs will be awarded to the batting team for each wide ball and no extra ball will be bowled except for the last over, where the value of a wide remains as 2.  A wide ball is considered a ball too wide for the batter to hit from their batting position.  Wide markers will be used and anything within these, both on the leg and on side will not be called a wide.  2 runs will be awarded to the batting team for each no ball and no extra ball will be bowled except for the last over, where the value of a no ball remains as 2.  A no ball is a ball that arrives above waist height or bounces more than once. If a bowler bowls a front foot no ball, warn first.  The ball following a no-ball will be a free hit. If a no-ball is bowled at the end of an over, the first ball in the next over will be a free hit. |
| **Bowling and Fielding** | Each player can bowl a maximum of quarter of the overs.  Bowling should be over arm.  The wicket keeper should remain the same player throughout the game unless agreed. |
| **The Result** | The team with the higher score wins.  The results should be entered onto the Play Cricket site by the home team within 36 hours of playing. |
| **Umpires** | Each team is to provide one umpire.  Two umpires per pitch (one form each team). The square leg is there to advise on run outs and no balls. Ideally the umpires should have equal amounts of time as the bowler’s end umpire. |
| **Scoring** | Each team will have someone who can score. Teams will use the Play Cricket APP or PCS Pro to score the games.  It is the responsibility of the home team to upload the results within 36 hours of the fixture date. |
| **Age and Eligibility** | Girls should fall into the under 15 age group for that season. They should therefore be Year 10 or below.  We appreciate that there can be a drop-off of girls at this age group, so to help each team may field 2 under 16s in their team. These players should not replace current under 15s. These players must not have played cricket higher than club level currently or have done in the last season. |
| **Borrowing/Loaning of Player** | A player can only bat and bowl for one team  If a team is short, the player facing the least number of balls, will bat twice. |
| **Spirit of Cricket** | All games should be played within the Spirit of Cricket and coaches should be actively encouraging girls in this.  Each team will nominate a Players Player at the end of the match. |

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**Under 15 Super 8s League**