



Cornwall Women's Soft Ball League and Cup (See bottom)- Playing Conditions 2025 (Revised 14th March 2025)



Spirit

The ethos of this League is that clubs take part with the understanding that this is a 'development' format. Captains/Managers are expected to give fair opportunity to each player throughout the season, and that each player is given ample playing opportunity through the league to develop their own skills and contribute to the team's effort.

Teams may agree 'on the day' to vary playing conditions described below in order to achieve the above.

Senior County players are not permitted to take part in the league, unless agreed with the opposition.

Eligibility of Players

No current Senior County player should play in the League, except with the agreement of the opposing Captain. For example, if a team cannot raise a side without selecting a senior county player, this may be allowed.

Hours and Conditions of Play

All matches start at 6.30pm, or as agreed between the Captains.

Number of Players

Teams shall consist of 8 players. Substitutes can be used to field and bowl, but only 8 players may bat.

Duration of innings

Each side shall bat for 16 overs, Four pairs to bat for four overs each.

Match Balls

The home club shall provide a suitable Women's Soft Ball for the match. This does not have to be a new ball.

Wicket Length

The length of the wicket, shall be 19 yards, or as agreed between captains.

Boundaries

Boundaries shall be marked so that the minimum distance from the middle stump at either end is 35 yards and a maximum of 45 yards (measured as per fielding circles).

Bowling restrictions

Bowlers can bowl a maximum of 3 overs each.

LBW

A batter shall not be given out LBW unless they deliberately block the ball with their leg or foot, or kicks the ball away from the stumps.

Scoring

Teams shall start with **200 runs** at the beginning of their innings and will **lose 5 runs for every wicket lost**. Please note: batting pair shall remain in for the duration of four overs, regardless of wickets lost.

Wide Ball

As an approximate guide for umpires, a wide ball should be called if the ball passes the batter outside of the return crease (the side white line).

Teams may mutually agree on different wide rules on the night. i.e - umpire discretion.

If clubs have 17 inch guidelines in from the return crease (Shown in blue), these could be used also if mutually agreed at the start of the game also.

Teams should confirm a rule before playing to avoid confusion. Balls cannot be called wide if the batter hits the ball.



No Ball

Balls that bounce more than twice before the popping crease (Front line) shall be called a no ball.

If a bowler bowls underarm, a no ball shall be called if it bounces more than once before the popping crease.

A no ball shall also be called for a ball that passes the batter above waist height, without pitching first.

Front foot no balls shall also be called if the bowler has not got a part of their foot behind the popping crease.

If the ball is thrown, rather than bowled with a straight arm, the umpire should call a no ball.

Umpires ruling - The umpires call is final.

Penalty for Wides and No Balls

Wides and No Balls shall count as two runs (plus any additional runs scored) and shall only be re-bowled in the final over of each innings.

Scoring of Points

Win – 3 points

won conceded - 3 points

tie – 2 points

Abandoned / cancelled - 1 point

Loss – 0 points

Loss conceded - 0 points

Umpires

CACO Panel umpires will not be appointed. Home teams are asked to supply a home umpire if possible.

The other umpire can be an umpire supplied by the away team or a player from the batting team. A home team's umpire is allowed to stand as standing umpire for the whole game, if agreed at the start.



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Rearrangements due to weather conditions

Both teams work together to rearrange a date. If a mutual date cannot be agreed, the game will be cancelled, both teams will score 1 point.

Rearrangements due to unavailability of players -

If either team cannot get a team together to play on the scheduled date, they should notify their opponents 24 hours in advance. It is the home club's responsibility to suggest 2 alternative dates (different days of the week and away from opposition existing fixtures) to the visiting club. If the opposition (visitors) are not able to fulfil these dates, the team that initially conceded the match (first fixture) will concede the game.

Abandonment of game -

If a game starts and finishes early due to the weather, it will go down as an abandoned game. 1 point each.

Determining a team that go through to a finals day if points are level-

The team who scores the most runs after their wickets lost (-5) have been deducted, will go through to finals day if their points are the same.

If this is tied, the team that has lost fewer wickets will go through to the finals.

If this is tied, CCB will intervene and come up with a solution.

Alterations in Cup Games (Still 8 a side) -

Overs - 20 overs per innings, instead of 16.

Bowling restrictions - A bowler can bowl 25% of the allotted overs (5 overs)

Batters Batting time - Batting pairs will pace 5 overs instead of 4 (league)