Cornwall Women's Soft Ball League and Cup (See bottom)- Playing Conditions 2025
(Revised 5th March 2026)

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 if agreed.

Guest Players
There is a limit of 3 guest players per league game (from other clubs). Only one of these players can be a hardball player (A player that's played more than 1 Hardball game in the hardball Saturday or Sunday leagues). More hardball guest players can play (up to 3 players) if both captains agree. Note- this rule is different for the cup (see bottom of document)

7 players
If Teams play with 7 players, a mutually agreed decision should be made by both captains on who bats twice.

Clubs with 2 teams
clubs with two sides must declare what they perceive to be their best starting 8 players for their first team. Only 4 of these players will be allowed to play in any given second team fixture. These 4 players may change from game to game. CCB encourages as much separation as possible between the 2 teams to ensure all players in the club get the best opportunity to play.

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.

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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.

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No Ball
Balls that bounce more than twice before the popping crease (Front line) shell are 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.

Free hits

Batters will have a free hit in the last over, for any no balls bowled, this means they cannot get out, apart from if they are run out.

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.

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. It is the home club's responsibility to suggest 1 alternative date (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 (averagely per game's played) 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)

Guest players - no guest players are permitted in the cup, unless agreed differently by both captains