

2025

Ladies 30 Over



CFN Fixtures and Grounds

Cricket far north

10/1/2025

Version: 1.0 as of September 30th, 2025

Ladies One Day Format Playing Conditions

Playing Times

Grade	Overs	Start	Drinks	Interval	Drinks	Close
Sat/Sunday A.M.	30	08:00	15 overs	10:00 – 10:10	15 overs	12:10
Sat/Sunday P.M.	30	13:00	15 overs	15:00 – 15:10	15 overs	17:10

Playing Conditions in Brief

All Cricket Far North matches shall be played in accordance with the M.C.C. Laws of Cricket 2017 Code version 3 adapted 2022.

[A General Playing Conditions document](#) is available here which covers all aspects of the playing conditions for all cricket matches played in the Far North.

Fixture format

This format is specifically for the CFN Ladies 30 over Competition. These playing conditions should be used in conjunction with the [Senior Limited Over Playing Conditions](#) which can be found online [here](#).

Jurisdiction

The Cricket Far North Fixtures and Grounds Sub-Committee will adjudicate all matters regarding this competition. Direct contact via email, admin@cricketfarnorth.com.au.

Playing the match

The Ladies competition will play as per the One Day Format Playing Conditions for senior fixtures with several exceptions which are added below.

Brief outline:

- There should be plenty of time to play these matches. If there is a match played in the morning and there is a match to follow, then each innings is to be completed according to the time stipulated above **and with adjustments as listed in clause 6.2 below.**
- Overs are bowled from the same end up to the end of 15 overs (halfway) and then swap to the other end – this is to ensure the match progresses within the time. See Clause 8.4.1 the Over below for more information.
- Maximum of 2 players allowed outside the 25-yard circle for the first 6 overs. NOTE this does not mean there has to be 2 outside the circle during this time.
- 4 players allowed outside the circle from the start of the 7th over. Again, there can be less than or no fielders outside the 30-yard circle after the 7th over. This is up to the strategy of the captain.
- A bowler may bowl no more than 6 overs in a match.
- Maximum of 8 balls in an over. If the 8th ball is a no ball or a wide, it will be scored as such, but the over will end.
In the final over a total of 6 legal balls must be delivered. A wide or no ball is an illegal delivery and must be re-bowled. All No Ball deliveries will be followed by a free hit.
- Free Hit follows any No Ball.
- Match concludes when the team batting 2nd passes the target score or has been dismissed.

1. The Players

Number of players comprising a match.

- 1.1. The minimum number of players per team is seven (7) with a desired number being eleven (11) players. Any team may nominate greater than eleven (11) players to bat and bowl for participation purposes; however, an innings will be considered complete at the fall of ten (10) wickets, or the at the completion of 30 overs irrespective of the number of players nominated in the side.

2. The Umpires (Law 2)

Should there be a lack of officially appointed umpires, it is expected that the home team will provide at least 1 umpire for the match. **Preferably this would be a designated club umpire as outlined in the [General Playing Conditions](#).**

It is important that the captains fully understand the implications of having a player umpire officiating at a match, by following the details in [the General Playing Conditions](#) item 2 – The Umpires.

However, clause 2.10.1 “No umpire under the age of 17 years is eligible to be a player umpire”, may be waived in the Ladies Competition. In this case it is recommended that the junior players have had some umpire training from the CFN Umpire Association (contact the Regional Umpire Coordinator via email pres.umpires@cricketfarnorth.com.au).

3. The Scorers (Law 3)

Each team should supply a scorer. This may be one or more of the players who may score when they are batting. There must be 2 scorers for each innings, one of whom must score using the My Cricket Live Score App.

See [General Playing Conditions](#) item 3 – The Scorers for full information on the role and requirements of the scorers.

4. The Ball (Law 4)

Kookaburra 146g 2-piece Red King (White).

5. Intervals (Law 11)

Interval times are listed above in the Playing Times table.

6. Innings (Law 13)

6.1. Minimum Overs to Constitute a Match

Each innings must face at least 10 overs each to comprise a match.

- 6.2. The first innings **must** close at or before the designated times as outlined in the Playing Times Table (above). **UNLESS in a morning match, there is no immediate follow-on match on the same field (12:30 or 13:00), or the next match is at 15:00. In that case a match may be played up to but no later than 13:30.**

- 6.3. The fielding side and its captain may be reported for slow play in both innings should this instance occur. See [General Playing Conditions](#) 12.8 Over Rate Penalties.

- 6.4. It is the responsibility of the coaches/umpires to ensure the match is played under these conditions.
- 6.5. Appropriate penalties will be applied by the Senior Fixtures and Grounds Sub-Committee should the above conditions not be adhered to.

7. The Result (Law 16)

Prematurely Terminated Matches - Calculation of the Target Score (16.4)

- 7.1. When playing time has been lost the revised number of overs to be bowled in the match shall be based on a rate of 3.5 minutes per over, which is inclusive of the provision of drinks intervals, in the total remaining time available for play.

Net Run Rate Calculation (Interrupted Innings)

7.1.1. The Duckworth Lewis system will not be used in the Ladies Competition. The match will be decided using the Net Run Rate (NRR).

7.1.2. The NRR must be calculated at the conclusion of the first innings in all matches.

- A team's NRR is calculated by finding the average runs per over scored by the team which batted first in the match.
- In the event of a team being all out in less than its full quota of overs, the calculation of its net run rate shall be based on the full quota of overs (30) to which it would have been entitled and not on the number of overs in which the team was dismissed.
- The number of wickets down is not taken into account when calculating NRR. Example: Team 1 scores 100 runs after being dismissed in the 27th over of a 30 over match. The NRR would be $100 / 30 = 3.33$ runs per over.

Prematurely Terminated Match

If the innings of the side batting second is suspended (with at least the minimum overs bowled) and it is not possible for the match to be resumed, the match will be decided by using the NRR calculated after the first innings is completed.

- The team batting second has suspended play due to a weather event and loses 6 overs. Their target score will be 24 overs x NRR.
Example: Using the above NRR of 3.33 the team batting second will need to pass $26 \times 3.33 = 86.58$ runs. Always round UP so the target score is 88 (87 +1) to win.

Morning Matches Must Conclude.

If there is another match **immediately** following, the match must be played to time. The first inning must conclude at the prescribed time listed in the playing times above. **Otherwise see 6.2 above.**

If the team batting first is dismissed prior to 5 minutes before the scheduled close, the team batting second is entitled to their full 30 overs.

If a team is dismissed within 5 minutes of the scheduled close, the team batting second is entitled to face the same number of overs played in the first innings.

The team batting second should be aware of the run rate at the beginning of their innings and attempt to create their innings based on the required run rate.

If the team batting second will not be able to complete their innings before the finishing time, the NRR will be used to calculate their target score for the end of the over which will close this innings.

Points Awarded in Preliminary Matches (16.10)

There are no incentive points awarded for the Ladies Competition matches.

8. The Over (Law 17)

8.1. A minimum of 5 players must bowl in an innings.

8.1.1. No bowler can bowl more than 6 overs.

8.1.2. Maximum of 8 balls in an over.

If the 8th ball is an illegal delivery (No Ball or a Wide), it will be scored as such, but the over will end.

However, In the final over a total of 6 legal balls must be delivered. A wide or no ball is an illegal delivery and must be re-bowled. All No Ball deliveries will be followed by a free hit.

8.2. Bowling restrictions for junior players will apply. See General Playing Conditions Bowling Restrictions (Junior Players). Maximum overs are U13 – 4, U15 – 5.

8.3. Bowling will be from both ends, however, all teams MUST bowl consecutively from one end for 15 overs with batters swapping at the end of each over except for the end of overs 15, when the fielding team swaps ends. This coincides with the drinks break.

8.4. The end bowled from first is at the discretion of the fielding team.

8.4.1. Overs

1 - 15, Bowlers bowl from the one end for all 15 overs, batters swap ends at the end of each over.

16 - 30, batters remain at the ends they occupied at the end of the 15th over, bowlers change ends at start of over 16. Batters swap at the end of each over.

8.5. If the full 30 overs have not been bowled at the conclusion of the first innings, the team batting in the second innings is entitled to the same number of overs as was delivered in the first and no more.

8.6. Note 6.2 above, if a morning match with no follow-on match, play may be extended to 13:30 to ensure the full 30 overs per innings is played.

8.7. If the same number of overs have not been received by the team batting second, if there is no game following play will continue until such time as the correct number of overs is bowled.

8.8. If the same number of overs have not been received by the team batting second, and there is a match following, the game MUST finish as the prescribed time, or as outlined in 6.2 above. In this case, to determine a winner, the winning team shall be the team with the highest run rate at the end of time in the second innings. For calculating the Net Run Rate see item 7 – The Result below.

9. Boundaries (Law19)

Maximum boundary of 50m – measured from the middle of the pitch. Home teams are responsible for supplying all field equipment necessary to convene the match.

10.No Ball (Law 21)

All no ball calls will be followed by a free hit – [see General Playing Conditions 21.19 Free Hit after a No Ball](#).

11.The Fielder (Law 28)

11.1. Minimum fielding distance

11.1.1. No fielder is to field closer than 10 metres from the popping crease of the batsman on strike, except in the area 90 degrees on the offside from Point to Wicketkeeper. It should be noted that, where this rule applies, Leg Slip fieldsmen are also required to keep their 10 metres distance.

11.1.2. The umpires will adjudge what is 10 metres. A ball delivered with fielders inside this distance shall be called a no ball.

11.2. Restrictions on the Placement of Fielders

11.2.1. At the instant of delivery, there shall be no more than 5 fielders can be on the on-side (leg-side).

11.2.2. Restrictions as Per General Playing Conditions 28.7 will apply.
Restrictions pertain to the fielding restriction area also termed the 25-yard circle.

11.2.3. Power Plays in the 30 Over Competition.

Power Play 1: (Overs 1-6) 2 players.

Power Play 2: (Overs 6-30) 4 players.

For reduced matches see [Senior Limited Over Playing Conditions](#) and its Appendix 3 and follow the reductions listed in the 35 over table.