



2026/27 CFN WOMEN'S T20 COMPETITION

ITEM	RULE		
Format	T20 – 20 overs per side		
Match ball	Kookaburra Red King, 142g white, 2-piece leather		
Players	12 named; 1 player named as a non-batter. Maximum 11 on the field		
Indicative Age	Minimum age is 12 years		
Minimum to start	7 players		
Pitch Length	20.1m (<i>measured stump to stump; front crease to front crease</i>)		
Boundary	Maximum 50m (<i>from the centre of the pitch</i>)		
Fielding circle	23m / 25.15 yards (<i>from the centre of the middle stump</i>)		
Equipment	• Mandatory: Clads & Helmets ○ <i>All batters must wear helmets at all times while batting.</i> ○ <i>Wicketkeepers must wear helmets when standing up to, or close to, the stumps.</i> ○ <i>When keeping back to pace bowlers, a wicketkeeper is not required to wear a helmet, provided they are positioned at a safe distance back from stumps.</i> • Required: Pads & Gloves • Optional: Protector (recommended)		
Match Fees	• Day game: \$20 • Night game: \$25		
Game Duration	Inning: 1 hour & 20 mins	Inning: 9:00am-10:20am	Inning: 6:00pm-7:20pm
	Interval: 15 minutes	Drinks: 10:20am-10:35am	Drinks: 7:20pm-7:35pm
	Inning: 1 hour & 20 mins	Inning: 10:35am-11:55am	Inning: 7:35pm-8:55pm
	<i>* In a delayed match, extra time will be allowed if available (that is there are no matches to follow) but can be no longer than 60 minutes.</i> <i>* Interval may be reduced to 10 minutes in a delayed match.</i> <i>* Innings not completed within the designated playing times: Any over not completed by a team in both innings within the innings playing time stated above will result in one player being brought inside the 30-yard circle until the innings is completed. A maximum of 3 players only will be allowed outside the circle in this instance.</i>		
Drinks Break	• No drinks break during innings. <i>* To ensure the safety of players, should there be high humidity and heat, the Cricket Australia Extreme Heat will apply.</i>		
Minimum match requirements	• 5 overs each in preliminary matches; 10 overs each in finals. • If the minimum is not achieved, the match is recorded as a No Result, unless a result is reached earlier under the playing conditions. • If play is interrupted, the number of overs may be reduced using the CFN calculation of 4 minutes per over from the remaining playing time, with both innings kept as equal as possible. • Where required, revised targets will be calculated using the current Duckworth/Lewis/Stern (DLS) method via the PlayHQ Live Score App. • If a match is delayed, teams should still attend unless the match has been officially cancelled/postponed. Ground fitness is managed by the groundsman until 30 minutes before the scheduled start, then by the umpires (or captains if there are no official umpires).		
Batting	• Batters cannot be retired until they have faced 15 balls as a minimum. ○ <i>No balls (not hit) and wides faced by a batsman do not count as balls faced for the purposes of this rule.</i> • Injured retired batters may return when there is a dismissal. • Retired batters may return at the end of the innings if all other batters are dismissed/have retired. • Batters are to return in the order they retired. A batsman may only be retired once in an innings.		

Bowling	- Maximum 4 overs per bowler; minimum 5 bowlers used - Maximum 8 balls per over - If a 'no-ball' is bowled on the 8th ball of over, the over will still end and the 'free hit' will not apply, it will NOT carry over to the next over. - Free Hits: apply for a 'no-ball'. - Wides: the leg side and offside wide lines should be used to judge a fair delivery or a wide. - Only one fast short-pitched delivery is permitted in an over. A fast short-pitched delivery above head height is a Wide. A second above-shoulder short ball in the same over is a Wide and brings a caution; a third results in a No ball, free hit and the bowler being removed for the remainder of the match. - Teams are to change bowling ends at the end of every hour. ❖ <i>Players under 19 who bowl have additional Australian Cricket junior bowling – frequency/recovery requirements</i>			
Fielding	- No fielders are allowed within 10 metres of the batter (excluding wicketkeeper). - No more than five fielders on the leg side. - Powerplay: First 6 overs – maximum 2 fielders outside the circle - Non-Fielding Restriction Overs: a maximum of 4 fielders permitted outside the fielding restriction area.			
Duckworth/Lewis/Stern (DLS) Method	Where required, revised targets will be calculated using the current Duckworth/Lewis/Stern (DLS) method via the PlayHQ Live Score App.			
Points	Win = 6 points	Tie = 4 points (No super over)	No result, Abandoned or Bye = 3 points	Loss = 0 points
Finals	- Eligible: a player must have played in at least 4 T20 matches on separate weekends during the preliminary rounds of that grade and/or a lower grade. The player must also be registered and financial. - Finals structure: 6 or fewer teams → 1 v 2 final. - Semi Final: If no result is achieved on the scheduled day of play, the highest placed team at the conclusion of the preliminary matches shall proceed to the Final. - Semi-Final or Final: Tie – the teams shall compete in a series of Super Overs until such time as a result is reached. <i>Super Over tied or abandoned: the team that finished higher on the points table at the conclusion of the preliminary matches shall be declared the winner.</i> - Final: No Result - there are no reserve days assigned to T20 finals. Abandoned matches will go to the highest placed team. - Finals can only be cancelled or postponed by CFN or Finals Match Referee. Both teams must attend unless the match has been officially called off.			
CFN Presentations	- Minor Premiers: perpetual trophy. - Premiers: perpetual trophy and players will receive a commemorative medal. - Batting Award: is a combination of average and aggregate batting statistics. - Bowling Award: is a combination of average and aggregate wickets. - Wicket Keeping Award: most dismissals by a wicket keeper. - U21 Player of The Year: awarded to a female player based on season statistics. - Best & Fairest Player of the Year: each game; 3, 2, 1 points are decided between the captains (regardless of if there are appointed umpires) based on player performances in the game.			
Code of Conduct	- The Cricket Far North Code of Conduct applies to all matches and participants, including players, coaches, officials, and spectators. - Captains are responsible for ensuring the match is played within the Spirit of Cricket and CFN playing conditions. - The Code, along with the Incident Report Form for lodging any breaches or concerns, can be found on the Cricket Far North website.			