Toowoomba Cricket Inc

TCI Women's Cricket Competition
Playing Rules 2026-2027

1. Introduction

This document sets out the playing conditions, codes of behaviour and administrative rules for cricket played in TCI Women's Cricket competitions.

Any queries should be directed to the TCI Administrator at the following email address:
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2. Codes of Behaviour

The Queensland Cricket Code of Behaviour shall apply at all times to all participants.

2.1 Players

- Play by the rules.
- The umpire's decision is final – respect all decisions and never argue with an official.
- Control your temper and remain calm – verbal abuse, sledging or deliberately distracting or provoking an opponent is unacceptable.
- Be a good sport – applaud all good plays whether they are your team's or the opposition's.
- Treat all players with respect – regardless of gender, ability, cultural background or religion.
- Work equally hard for yourself and your team.
- Cooperate with your captain, coach, manager, teammates and opponents.
- Have fun at all times – play to enjoy the game, not just to please others.

2.2 Coaches

- Remember that young people participate for pleasure – winning is only part of the fun.
- Compliment the performance of all players – never ridicule or yell at a player.
- Be reasonable in your demands on players' time, energy and enthusiasm.
- Ensure all players receive equitable attention and playing opportunities.
- Abide by local conditions – encourage players to settle disagreements calmly.
- Ensure that equipment and facilities meet safety standards and are appropriate to the age and ability of all players.
- Control your temper and remain calm at all times – encourage players to do the same.
- Ensure any physical contact with a young person is appropriate and necessary.
- Treat all people with respect – regardless of gender, ability, cultural background or religion.

2.3 Parents and spectators

- Enjoy the game – remember that players participate in sport for their own enjoyment.
- Encourage players to participate – do not force them.
- Focus on the player's efforts and performances rather than whether they win or lose.
- Respect the decisions and actions of all coaches, managers, captains and match officials.
- Encourage players to respect local conditions and settle disagreements calmly.
- Compliment the performance of all children – never ridicule or yell at a child.
- Lead by example and be a positive role model.
- Support efforts to remove verbal and physical abuse from sporting activities.
- Treat all people with respect – regardless of gender, ability, cultural background or religion.

2.4 Administrators

- Involve players in planning, leadership, evaluation and decision-making.
- Create pathways for players to participate in sport
- Ensure that rules and other processes suit the age, ability and maturity level of players.
- Remember that players participate for pleasure – don't over-emphasise awards.
- Encourage fair play – not winning at all costs.
- Help develop coaches and officials and help improve standards of coaching and officiating.
- Encourage spectators, officials, parents, coaches, players and the media to follow codes of behaviour.
- Ensure your behaviour and comments are positive and supportive.
- Make it clear that abusing players in any way is unacceptable and will result in disciplinary action.
- Treat all people with respect – regardless of gender, ability, cultural background or religion.

3. Rules

3.1 Rules of cricket

The Laws of Cricket as administered by the MCC apply to all TCI competitions, except as modified by these rules.

TCI Senior Playing Conditions apply to this competition, except as modified by these rules.

3.2 Application of these Rules

These rules are to be applied without modification to all games played in TCI Women's Competitions.

3.3 Conduct of games

- TCI Women's Competition is competitive in nature, however it is recognized that there is a need to balance this against variation in skill and experience between players.
- Games are to be played to win fairly and within the rules.
- Equal participation of players is not required, but participation of all players is encouraged.
- Captains, coaches and players must be mindful of the need to ensure that all players are able to enjoy the game and participate.
- The Queensland Cricket Code of Behaviour shall apply at all times to all participants.

3.4 Players

3.4.1 Membership and registration

- Participating clubs must be current affiliated members of a Queensland Cricket affiliated association each season.
- Participating players must be registered by their clubs, and team lists loaded into PlayHQ no later than 12 hours prior to play commencing.
- The Executive Committee of each club must hold registration certificates of all players in the club.

3.4.2 Number of Players

- Number of players allowed on the field at any given time – 9
- Number of wickets to fall for innings close – 8
- Minimum number of players – 6
- Recommended number of players for team entry - 11
- Whilst fielding, players may be substituted so long as no time is wasted.
- The batting team will provide fielders at the fielding team's request when the fielding team has fewer than 9 players

3.4.3 Gender

All players must be female.

3.4.4 Player qualification

- Open to all females aged 14yrs and above.
- As per the purpose of these competitions as outlined in the introduction, the TCI Women's Competition is not a competition designed for players of Brisbane Women's Premier First Grade standard. Therefore, the two components we would like to navigate in this space are:

i) allowing ALL females access to our 'community' in Toowoomba and enabling healthy and positive competition to improve skillset,
ii) avoiding a situation where a highly competent First Grade player overrides the result in a game.

The TCI position is to welcome any female player to build our 'community', but find a way to place boundaries on potential impacts of a highly skilled player (ie First grade players are welcome to join the community and have fun, but may be restricted to number of balls bowled or overs faced... they would be playing to spend time with mates and help new players develop, not to generate personal stats).

Grade Player Restrictions:

Any player who has played 1 or more of their most recent 6 games in Brisbane Premier Competition First Grade, will have the following playing restrictions:

- Can take no more than 2 wickets as a bowler per game
- Can score no more than 30 runs as a batter per game

Should a Premier Grade player reach either of the above restrictions, the following must occur:

- **Bowling:** On the fall of the second wicket (run outs excluded), the bowler is retired immediately. If there are still balls to be bowled in the over, another bowler is to continue that over, excluding the player who bowled the immediate over prior, and also excluding anyone already at their maximum overs.
- **Batting**: On reaching 30 runs, the batter is to be retired immediately. This retirement does not constitute a wicket fallen, it's a standard retirement, however this individual may not return to bat should all other wickets fall.

In the event that any club believes that an exemption from the following restrictions should be considered for an individual player, this exception request must be made in writing to the TCI, with a minimum of 7 days' notice.

3.5 Clothing and equipment

3.5.1 Clothing

- All players must wear their club's uniform, including cloth and caps.
- Players in joint-club teams may wear the playing uniform of their home club. (In this circumstance, players on the same team may be wearing different club uniforms).
- It is preferable, but not compulsory, to wear coloured club uniform clothing (a minimum of a coloured playing shirt is recommended).
- Shoes must be 'sports' type. Cricket spikes must be worn when playing on turf wickets. Spikes are not to be worn on synthetic wickets.
- Club caps or sun hats are mandatory when fielding (optional during night games).

3.5.2 Helmets

- Helmets must be worn at all times while batting, when fielding within 7 metres of the bat (in front of the popping crease) and when wicket-keeping up to the stumps.
- Players who are 15 or under as of the 1st of September are required to wear a Helmet at all times when wicket keeping.
- It is mandatory that helmets are British Standard – BS7928:2013.
- It is the responsibility of the umpire (or coach if no umpire present) to ensure that helmets are worn when mandated.
- It is the responsibility of the player, parent or other guardian supplying the helmet, that it is British Standard.

3.5.3 Balls

TCI to supply 2 balls for each match (1 for each innings). The following balls may be used:

- White 142g Kookaburra Crown 2-piece ball
- Red 142g Kookaburra Crown 2-piece ball
- Red 142g Dukes 2-piece ball
- Red 142g Dukes 2-piece ball

3.6 Match officials

3.6.1 Umpires

- TCI anticipates that at least one umpire will be provided for all games in the TCI Women's Competition. Despite this intention, umpires may not be always available.
- If no official umpires are appointed by Toowoomba Cricket Umpires Association, each team shall provide an official umpire.
- If one official umpire is appointed by Toowoomba Cricket Umpires Association, that umpire shall officiate from the bowler's end, and an umpire from the bowling team shall officiate from square leg.
- Any umpires supplied by teams, should be a person with suitable knowledge of the rules and etiquette of the game.
- Only one umpire from each team should officiate at any given time (except in extenuating circumstances and with the agreement of the opposing team).
- It is recommended that the umpire from the batting team umpires from the bowler's end, and that the bowler's team umpire stands at square leg.
- Umpiring must be objective, unbiased and consistent between innings, particularly with respect to wide and no-balls.
- Wides and no-balls must be adjudicated by umpires within the parameters defined in these rules.
- Umpires must not coach the players.
- Electronic communication between the umpire and scorers or teams is prohibited. 3.6.2 Scorers
- Each team shall provide an official scorer.
- Electronic scoring is required for each game, however, the use of one paper copy scorebook is recommended as a back up each game (EG: Home team electronic score, away team paper score)
- At the end of the match, teams must agree on scores and the result.

3.7 Grounds

3.7.1 Fitness for play

- The safety of players is paramount – safety first, play second.
- Prior to the match, if both coaches agree over the fitness of the ground, weather or light for play, then the officially appointed umpires (if present) should allow play to commence.
- Prior to the match, if both coaches disagree over the fitness of the ground, weather or light for play, then the officially appointed umpires (if present) shall be the final judge of the fitness of the ground, weather and light for play.
- Once the match has commenced, it is solely for the appointed umpires together to decide whether either conditions of ground, weather or light or exceptional circumstances mean that it would be dangerous or unreasonable for play to take place. The appointed umpires shall consider MCC Laws 2.7 and 2.8 with regards to Fitness for play and Suspension of play in dangerous or unreasonable circumstances.
- If there are no appointed umpires, decisions on fitness of the ground, weather or light shall revert to the coaches of the teams, as per the Playing Conditions above – i.e. if both coaches agree, then the decision on whether play shall commence / continue / cease shall be confirmed, however if both coaches disagree, then the status quo shall remain.
- No time shall be added for lost playing time due to ground, weather or light.

LIGHTNING

- Play shall cease immediately in the event that a lightning flash is followed by thunder less than 40 seconds later. Players and officials may cover the wicket to make necessary preparations for the thunderstorm, and must then leave the field.
- If thunder follows a lightning flash by 30 seconds or less, players and officials must leave the field immediately.
- Play shall not resume until 30 minutes after the last lightning flash for which thunder follows within 30 seconds.
- It is required that no person enter the field of play during the period that play is suspended under this rule. In the event that any participants are illegally on the field during the suspended period of play, the umpire shall report to the organising committee all such breaches as a Code of Conduct matter.

3.7.2 Changes to scheduled grounds

- Changes to location and timing of scheduled matches must be approved by the TCI Administrator.

3.7.3 The pitch

- All TCI games are played on a standard pitch (20.12m length), Turf preferred (synthetic where turf is not available.
- The following field set out shall be used:
- Boundary: 45-50m, measured from the centre of the pitch.
- Fielding restrictions circle: 23m, measured from the stumps at each end of the pitch.

3.8 Play

3.8.1 Innings

An innings shall consist of the following number of batting and bowling overs for each team:

- T20: 20 overs (“Twenty 20”)
- OD25: 25 overs (“One Day, 25 overs”)

3.8.2 Batting

Batting retirements are permitted at the end of that over after the relevant retirement criteria has been met. All batters must retire after they have faced the following number of legal deliveries:

- 20-over games: 50 runs or 50 legal deliveries – whichever comes first
- 25-over games: 50 runs or 50 legal deliveries – whichever comes first
- NOTE: for the elimination of doubt, a Wide Ball is NOT considered to be a legal delivery faced, however a No Ball IS considered to be a legal delivery faced by the batter.

Retired batters will return when all listed players have batted, in the order they retired.

If the team has more than the specified number of players, **all players in the team MUST bat**, however the innings is deemed as closed after the specified number of wickets have fallen or the batting team has completed their allocated overs. (E.g. if the rules specify 9 players per side, 8 wickets must fall before the innings is closed.)

If the batting team has no remaining not out batters and fewer than the specified number of wickets have fallen, members of the batting team may bat for a second time in the order in which they were dismissed. A returning “out” batter may not be voluntarily retired and there is no limit of the number of deliveries that they may then face in their innings.

3.8.3 Bowling

- 6 legal balls shall be bowled per over.
- A maximum of 8 balls may be bowled per over (including No Balls and Wides), except the final over of an innings where 6 valid deliveries must be bowled.
- The bowling end will alternate each over, unless issues of ground, weather or light mean that it would be dangerous or unreasonable to do so. If it would be safe to bowl from one end only, then this is permitted with the agreement of both captains.
- Individual bowlers may bowl the following maximum total number of overs in an innings:

    - 20-over games: 4 overs (total overs divided by 5)
    - 25-over games: 5 overs (total overs divided by 5)

- A minimum of 5 players must bowl.
- If the number of overs is reduced, maximum number of overs a player may bowl is to be reduced in proportion to the number of overs of play lost. If after play time is lost, a bowler has already bowled the reduced minimum number of overs per bowler (or more), that bowler may not bowl again in the innings.
- Any ball that bounces 2 or more times before reaching the batter shall be called a no ball.
- All no balls are followed by a “free hit”.
- If the over reaches an eighth ball and a no ball is bowled, no “free hit” will be given, and the over will end.
- If a ball landing on the edge of a synthetic pitch behaves erratically in the opinion of the umpire (e.g. by moving off at an angle after hitting the edge of the pitch), the umpire must declare the ball ‘dead’, and it is to be rebowled. NOTE: if a ball pitches completely off the edge and off the pitch, it is to be called No Ball.
- Wide deliveries shall be called as follows– More than 30cm to the leg side of middle stump.
- More than 90cm to the off side of middle stump.

SHORT PITCHED DELIVERIES:

- A bowler shall be limited to bowl two fast short pitched deliveries per over.
- A fast short pitched ball is defined as a ball, which after pitching, passes or would have passed above shoulder height of the batter standing upright in their normal guard position.
- The umpire at the bowler’s end shall advise the bowler and the batter on strike when each fast short pitched delivery has been bowled.
- For the purpose of this regulation, a ball that passes clearly above head height of the batter, other than a fast short pitched ball, that prevents them from being able to hit it with their bat by means of a normal cricket stroke shall be called a Wide and will also count as one of the allowable balls above shoulder height for that over.
- In the event of a bowler bowling more than two fast short pitched deliveries in an over, the umpire at the bowler’s end shall call and signal No Ball on each occasion. A differential signal shall be used to signify a No Ball for a fast short pitched delivery. The umpire shall call and signal No Ball and then tap the head with the other hand.
- If a bowler delivers a third fast short pitched ball in an over, the umpire, after the call of No Ball and when the ball is dead, shall caution the bowler, inform the other umpire, the captain of the fielding side and the batter at the wicket of what has occurred. This caution shall apply throughout the innings.
- If there is a second instance of the bowler being No Balled in the innings for bowling more than two fast short pitched deliveries in an over, the umpire shall repeat the above procedure and advise the bowler that this is their final warning for the innings.
- Should there be any further instance by the same bowler in that innings, the umpire shall call and signal No Ball and when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over nor be allowed to bowl the next over or part thereof.
- The bowler thus taken off shall not be allowed to bowl again in that innings.
- The umpire will report the occurrence to the other umpire, the batter at the wicket and as soon as possible to the captain of the batting side.

- The umpires shall also report the matter to Queensland Cricket, which shall take whatever action is considered appropriate against the captain and/or bowler concerned.

FULL PITCHED DELIVERIES:

- A "full-pitched" delivery is a ball which reaches the batter without bouncing first.
- Any full-pitched delivery reaching the batter above waist height, when the batter is standing in an upright stance within the crease, shall be called no ball. "Waist height" shall be the point at which the top of the batter's trousers would conventionally be when they are standing upright at the popping crease.
- A medium-paced or fast-paced, full-pitched delivery, reaching the batter above waist height, and deemed dangerous by an umpire, will result in a 1st and final warning for the bowler.
- A 2nd infringement by the same bowler during the same innings will result in that bowler being immediately withdrawn from bowling.

3.8.4 Dismissals

- All modes of dismissal are valid.
- LBWs must be 'plumb'. This means that the ball must pitch in line with the stumps, strike the batter without first contacting the bat, strike the batter in line with the stumps and be going on to hit the stumps.

3.8.5 Fielding

- No fielders may stand within 10 metres of the bat (except regulation off-side slips, gully and wicket keeper).
- If more than 9 players are present at a match, they should regularly rotate onto the field.
- Teams have the option to change wicketkeepers after half an innings has elapsed.

Fielding restrictions shall apply during the game, as follows:

- The maximum number of fielders permitted outside the Fielding Restriction Circle at the time the ball is delivered is as follows:
    - During the "Restricted Overs" period: maximum 2 fielders
    - At other times: maximum 4 fielders
- The "Restricted Overs" period shall be: 2
    - 20-over games: Overs 1-6
    - 25-over games: Overs 1-6
- At the instant of delivery there shall not be more than 4 fielders on the leg side.
- Teams/captains are to be warned of breaches of fielding restrictions prior to being called as a No Ball.

3.9 Results

3.9.1 Lost time

In the situation of time lost in a match:

- No additional time shall be provided for time lost.
- For a result to be achieved both sides must have had the opportunity to bat for at least 5 overs (T20 match) or 15 overs (One-day match); and
- The match result shall be determined using the Duckworth-Lewis-Stern calculation method. (Note that a DLS calculator is available in the PlayHQ Livescore App).

3.9.2 Super Over

- For finals (Semi and Grand) only, a “super over” shall be played if a result has not been achieved at the conclusion of play.

The super over shall be conducted as follows:

- Each team shall receive one super over which will consist of six legal deliveries, with no limit on the number of deliveries to be bowled until six legal deliveries have been achieved.
- The team batting last during normal play shall bat first in the super over.
- All players may bat in any order in the super over.
- Neither opening batters nor the bowler needs to be declared before play starts in the super over.
- Once batters enter the field of play, they may not be changed, then once the bowling team decides which end they will bowl from it cannot be changed, then once the batters have taken their positions at each end of the pitch they cannot change. This sequence enables the fielding side to determine their strategy based on which batters are opening, and then the batters can choose ends based on the bowling strategies.
- Field restrictions shall be the same as those in place in the last over of the match.
- The team who scores the higher number of runs in their super over will be deemed to have won the match.

If the teams scores are still tied after the super over, the winner shall be:

- The team who hit the higher number of boundaries during the main match and super over combined; or if still equal
- The team who hit the higher number of boundaries during the main match; or if still equal
- a countback from the final ball of the super over with the team with the higher scoring delivery being declared the winner.
- If a super over cannot be conducted, the winner shall be the team that finished higher on the points table at the conclusion of the preliminary matches.

3.9.3 Recording of results

- Both teams must also enter the match result and individual scores into PlayHQ, no later than 48hrs after the game has begun.
- Failure of a team to enter or confirm match results in PlayHQ may incur a points penalty, but only after notice in writing is given to the club involved and the results are not entered within 7 days.

3.9.4 Competition ladder

- A ladder will be maintained in PlayHQ.
- Match result points will be awarded as follows:
    - Win: 4 points for T20 and One Day (25 Overs)
    - Tie or draw: 2 points for T20 and One Day (25 Overs)
    - Abandoned or washout: 2 points for T20 and One Day (25 Overs)
    - Loss: 0 points
- Bonus points are not awarded.

3.9.5 Abandoned round

- Where weather has impacted on the round of fixtures, the round shall be declared entirely abandoned if 1 or more matches are abandoned.
- When a round is declared abandoned, all matches will be declared drawn.
- This does not prevent teams still wishing to play of weather is suitable on their specific day of play, but a draw will still be declared.

3.9.6 Forfeits

- A win by forfeit may be claimed if a team is unable to commence play within 30 minutes after the scheduled starting time. Maximum competition points for that game are awarded to the winning team.
- In the event of a late start, the teams may agree to a reduced number of overs being played. The maximum over reduction for this reason shall be five overs per innings. The length of the game should not be shortened if play commences within 30 minutes of the scheduled start time.
- Before claiming a forfeit, every attempt must be made to achieve a start of play.
- Play may start before all members of a team are present.
- All participants must be flexible in allowing for a delayed start caused by players being unable to reach the ground at the appointed start time due to circumstances beyond their control. This rule is specifically intended to accommodate the difficulties of travelling through challenging weather from outer TCI regions.

3.10 Finals

3.10.1 Team Qualification for finals

- Qualification for finals shall be determined by the team's points position on the competition ladder at the conclusion of the preliminary rounds.
- Where teams are tied on points, their position shall be determined by the number of wins in the preliminary rounds.
- Where teams are tied on both points and the number of wins in the preliminary rounds, their position shall be determined by net run rate.
- Teams which are bowled out for less than the allocated number of overs shall be deemed to have faced the allocated number of overs to calculate net run rate.

3.10.2 Player eligibility for finals

- Individual players must have played at least four games in the TCI Women's Competition to play for that team in the final.
- Exemption may be granted by TCI under extenuating circumstances (eg: a player unable to play the preliminary rounds due to injury). These requests are to be put in writing to the competition administrator for approval from the steering committee. Until a response is sent in writing the player will remain ineligible to play.
- All games count as one game played regardless of their length or whether they were completed.

3.11 Match duration

3.11.1 Match duration and scheduled breaks in play

- The specified maximum duration for matches, innings and schedule breaks are set out in the following table.
- Provision should be made for more frequent drinks breaks if conditions necessitate.
- An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted

Match Type	Match Length (overs)	Match Duration (minutes)	Innings breaks (minutes)	Drinks breaks (minutes)	Innings Duration (incl drinks breaks)
T20	20	175 (2h 55m)	15	Nil	80
One Day (25)	25	215 (3h 35m)	15	Nil	100

3.11.2 Stoppages in play

- Stoppages in play (including stoppages due to bad weather) shall reduce the number of allocated overs by one over per 3.5 minutes of time lost.
- Unless by agreement between the coaches and/or team captains, abandoning play should be delayed as long as possible.

3.11.3 End of play

- Matches end when a result is achieved.
- Unofficial play may continue after a result is achieved with the agreement of both team coaches or captains, e.g. a team batting second that passes the opposition's score may bat out the full number, or an agreed number, of overs.
- Once a result has been achieved in a match, scoring shall be closed.

3.11.4 Adjustments for slow over rates

- Six penalty runs shall be added to the score of the batting team, for each over that the bowling team does not complete within the allocated time. This applies for all innings.

4. Complaints and disputes

- The rules in this document may not be varied by participants on or before game days without the approval of the TCI Administrator.
- Umpires, coaches and managers should intervene if TCI's codes of behaviour are breached – for example, in instances of bad behaviour by spectators or offensive comments by players.
- If the matter cannot be settled between the clubs involved, a detailed written report must be submitted to the Administrator of TCI Cricket for TCI disciplinary proceedings.
- A Disputes Committee appointed by TCI will administer the TCI disciplinary process.
- Sanctions arising from this the TCI disciplinary process will be enforced within the TCI competitions and referred to player/official/member club's home association to be used at their discretion.
- The TCI steering committee reserves the right to suspend any player, official, other participant or other party from future matches.
- Appeals and disputes must be submitted in writing to the TCI Administrator no later than seven days after the match in question.