



Goulburn  
Murray  
Cricket

# SENIOR WOMENS

## By-Laws

SEASON 2024 / 2025

Major Sponsorship Partner



THIS DOCUMENT AND IT'S CONTENTS ARE PRIVATE AND CONFIDENTIAL AND  
REMAIN THE PROPERTY OF GOULBURN MURRAY CRICKET AND SHOULD NOT  
BE DISTRIBUTED OR SHARED



## 1. GMC WOMEN'S T20 MATCHES

|                 |               |
|-----------------|---------------|
| Times of Play   | 11am – 2.40pm |
| Scheduled Overs | 20            |
| Tea Adjournment | 12.40pm – 1pm |

### a) Coin Toss

- I. Selected Teams to be given to the Umpires prior to the toss and discuss any subs for the match.
- II. Captains to toss in the presence of the Umpire/s for the choice of innings 20 minutes prior to the scheduled or any re-scheduled starting time for play to start.
- III. Drink Breaks to be determined.
- IV. Any changes to Teams after the Toss, the team seeking the change must obtain permission from the Opposing Captain and the GMC Executive.

### b) Match Time

- I. Team batting first receives 20 overs (compulsory closed)
- II. Fielding team are required to bowl the 20 overs by 12.40pm (95 minutes)
- III. Team batting second is entitled to receive 20 overs
- IV. The Second fielding team are required to bowl the 20 overs by 2.40pm (95 minutes)
- V. *In both innings an allowance of 10 minutes will be allowed for any interruption to play from the ball being retrieved from outside the boundary area.  
This can only occur with consultation and agreement between the Umpire and the 2 x Captains.*
- VI. *If time is lost through player injury, then the finish time of that bowling innings will be extended by that time. Example: if 20 minutes was lost in the first innings due to a player injury, then play would cease 3.25pm*
- VII. If the innings of the team batting first is dismissed the team batting second shall be entitled to receive 20 overs or until a first innings result is achieved.
- VIII. If an over is commenced before the scheduled time for an interval it shall be completed, but, if a wicket falls during such over the interval shall be taken immediately.

### c) Teams

- i. Teams must be entered on to Play HQ by Sunday morning 10am.
- ii. TWELFTH AND THIRTEENTH PERSON  
Maximum of 13 players can take part in the match (11 bat, 11 bowl, 11 field at any one time). Players can be interchanged through the game and therefore the 11 who fielded/bowled do not necessarily have to be the 11 who bat.
- iii. Prior to the toss of the coin at each match, captains must submit a Team Sheet listing player names and must include who bats, bowls and fields.








- d) The Board shall determine the Umpires for all Final Matches.
- e) Clubs will be charged for Umpires in the Semi-Final and the GMC will cover the Umpire cost for the Grand Final.
- f) For the final the GMC Board will choose the Venue.
- g) All Clubs shall make their grounds available until the venues are determined.
- h) All final matches are to be played on turf.
- i) Player eligibility:
  - I. All players are required to play 5 matches to qualify.
  - II. Junior games will be recognised as matches to qualify.
  - III. Wash outs / heat outs do not count for eligibility of days played.
  - IV. Forfeits: The team that has received the forfeit can name a team for eligibility purposes, this must be done as per My Cricket By Laws.
  - V. A semi-final match shall not qualify towards playing days taken into account to qualify to play in the final.
  - VI. A Bye will not be included as a match for the purposes of eligibility to play in the finals.
  - VII. The GMC Executive can amend the Player Eligibility prior to the Final Series.
- j) **Batting**
  - I. A batsman must retire upon reaching 30 legal deliveries.
  - II. Retired batters are permitted to resume batting once all other 10 batters (excluding the one 'not out' batter) are either dismissed or retired
- k) **Batting Power Play**
  - I. The batting power of 5 overs will be taken over 11 to over 15 in each batting innings.
- l) **Bowling**
  - I. Each bowler is allowed to bowl a maximum of 4 overs each.
  - II. 5 overs will be bowled from the same end and then 5 from the other end etc...
  - III. Each bowler is allowed to bowl a maximum of 4 overs each
  - IV. A bowler's over will be limited to 8 deliveries, even if 6 legal deliveries have not been bowled.
  - V. When a "No Ball" has been delivered on the eighth (8) ball that is the end, the "No Ball does not continue into the next over.
  - VI. In each Twenty20 cricket match, one short-pitched ball is allowed per over.
- m) Leg side deliveries are at the Umpires Discretion.
- n) **Inner Field Area Restrictions**
  - I. The restricted area shall be the area around the pitch with semicircles, one at each end and straight lines, one at each side and 27.5 meters in diameter.
  - II. The limits of the restricted area shall be clearly marked by a white line, coloured discs or a mower mark. Failure to do so will incur a \$50 fine.
- o) **Fielding Restrictions**
  - I. For the first 5 overs there must be 2 catchers within 14 meters of the batsman.
  - II. For the first 5 overs there can only be a maximum of 2 fielders outside the inner circle.
  - III. In the Batting Power Play there can be only be a maximum of 2 fielders outside the inner circle.
  - IV. From Over 6 to 20 (except the Power Play) there can be a maximum of 5 fielders outside the inner circle.





## Bowling continued

### p) Wet Weather

- I. If less than 30 minutes of play is lost during the 1<sup>st</sup> or 2<sup>nd</sup> innings, play shall be extended to enable 40 overs to be bowled.
- II. If more than 30 minutes of play is lost during the 1<sup>st</sup> innings the Umpires shall decide on a new starting time and will then determine the remaining overs to be bowled to each side. The Umpires shall allow 1 over for each 4 minutes of time lost and recalculate the overs to be played.
- III. If further interruptions continue, the Umpire will make adjustments to the time and overs to be bowled and notify both captains of the adjustments.
- IV. Play shall be terminated if:
  -  The requirement of overs completed.
  -  A 1<sup>st</sup> innings result is achieved.
  -  Play has not commenced by 2pm and 10 overs per team can not be achieved.

### q) Calculating of Deciding Score

The Duckworth Lewis Calculator on the EScore / Play HQ will be used in this situation.

If the first team is dismissed in less than the set number of overs the remainder shall be deemed to have been received as nil scoring overs and included in the calculation as such. A resulting fraction shall be disregarded.

### r) Results

- I. If the side batting second receives its entitlement of overs or is dismissed in fewer overs, the winner shall be the side with the higher actual score; if the scores are equal it shall be a tie.
- II. If a win result has not been achieved and the overs to be received by the team batting second are less than its entitlement, but exceed 15 overs, the scores of both teams shall be calculated in accordance with clause (n) and the winner shall be the team with the higher calculated score and if the scores are equal then the result will be a tie.





## 2. GMC WOMEN'S 36 OVER MATCHES

### 36 Overs

|                 |   |
|-----------------|---|
| Times of Play   | 11.00am – 4pm (or on completion of scheduled overs) |
| Scheduled Overs | 36  |
| Tea Adjournment | 1.20pm – 1.40pm                                     |

#### a) Coin Toss

- I. Selected Teams to be given to the Umpires prior to the toss and discuss any subs for the match.
- II. Captains to toss in the presence of the Umpire/s for the choice of innings 20 minutes prior to the scheduled or any re-scheduled starting time for play to start.
- III. Drink Breaks to be determined.
- IV. Any changes to Teams after the Toss, the team seeking the change must obtain permission from the Opposing Captain and the GMC Executive.

#### b) Match Time

- I. Team batting first receives 36 overs (compulsory closed)
- II. Fielding team are required to bowl the 36 overs by 1.20pm (140 minutes)
- III. Team batting second is entitled to receive 36 overs
- IV. The Second fielding team are required to bowl the 36 overs by 4pm (140 minutes)
- V. *In both innings an allowance of 10 minutes will be allowed for any interruption to play from the ball being retrieved from outside the boundary area.  
This can only occur with consultation and agreement between the Umpire and the 2 x Captains.*
- VI. *If time is lost through player injury, then the finish time of that bowling innings will be extended by that time. Example: if 20 minutes was lost in the first innings due to a player injury, then play would cease 1.50pm*
- VII. If the innings of the team batting first is dismissed the team batting second shall be entitled to receive 20 overs or until a first innings result is achieved.
- VIII. If an over is commenced before the scheduled time for an interval it shall be completed, but, if a wicket falls during such over the interval shall be taken immediately.

#### c) Teams

- I. Teams must be entered on to Play HQ by Sunday morning 10am.
- II. TWELFTH AND THIRTEENTH PERSON  
Maximum of 13 players can take part in the match (11 bat, 11 bowl, 11 field at any one time).  
Players can be interchanged through the game and therefore the 11 who fielded/bowled do not necessarily have to be the 11 who bat.
- III. Prior to the toss of the coin at each match, captains must submit a Team Sheet listing player names and must include who bats, bowls and fields.

#### d) LBW

Will be as per the rules of cricket.





## a) Batting

- I. **40** Legal deliveries have been faced by the Batter
- II. Retired batters are permitted to resume batting once all other 10 batters (excluding the one 'not out' batter) are either dismissed or retired.

## b) Bowling

- I. 6 overs will be bowled from the same end and then 6 from the other end etc... (36 Over match)
- II. Each bowler is allowed to bowl a maximum of 6 overs each
- III. A bowler's over will be limited to 8 deliveries, even if 6 legal deliveries have not been bowled.
- IV. No Balls will be as per the rules of cricket for 36 over matches.
- V. In each 36 Over cricket match, two short-pitched ball is allowed per over.
- VI. Leg side deliveries are at the Umpires Discretion.

## c) Wet Weather

- I. If less than 30 minutes of play is lost during the 1<sup>st</sup> or 2<sup>nd</sup> innings, play shall be extended to enable 40 overs to be bowled.
- II. If more than 30 minutes of play is lost during the 1<sup>st</sup> innings the Umpires shall decide on a new starting time and will then determine the remaining overs to be bowled to each side. The Umpires shall allow 1 over for each 4 minutes of time lost and the match shall
- III. All further interruptions shall result in the over entitlements being reduced in accordance with By-Law (I).
- IV. After each adjustment of time and overs the umpires shall notify both captains of the adjustments.
- V. Play shall be terminated if:



The requirement of overs completed.



A 1<sup>st</sup> innings result is achieved.



Play has not commenced by 2pm and 10 overs per team can not be achieved.

## d) Calculating of Deciding Score

The Duckworth Lewis Calculator on the EScore / Play HQ will be used in this situation.

If the first team is dismissed in less than the set number of overs the remainder shall be deemed to have been received as nil scoring overs and included in the calculation as such. A resulting fraction shall be disregarded.

## e) Results

- III. If the side batting second receives its entitlement of overs or is dismissed in fewer overs, the winner shall be the side with the higher actual score; if the scores are equal it shall be a tie.
- IV. If a win result has not been achieved and the overs to be received by the team batting second are less than its entitlement, but exceed 15 overs, the scores of both teams shall be calculated in accordance with clause (n) and the winner shall be the team with the higher calculated score and if the scores are equal then the result will be a tie.





### 3. GMC WOMEN'S FINAL SERIES

- a) The finals shall be played over two (2) weeks and possibly three (3) weeks between the highest placed four (4) teams after completion of the home and away rounds.
- Week 1 semi finals:
- I. After the home and away matches the teams finishing first to fourth shall play semi-finals as follows; 1<sup>st</sup> v 4<sup>th</sup> and 2<sup>nd</sup> v 3<sup>rd</sup>. Should there be a tie draw or abandonment without play the higher ranked team in the competition after the home and away matches shall be declared the winners.
- Week 2 (and possibly 3) Final.
- II. The semi-final winners shall play in the final. Should there be a tie draw or abandonment without play the higher ranked team after the semi-finals shall be declared the winner.
  - III. The Board shall determine umpires for all finals.
  - IV. For the semi-finals the team finishing higher on the ladder than its opponents after the home and away matches shall choose the venue.
- a) All Final Matches shall be T20 matches and played under the same rules for the round matches.
- b) The Board shall determine the Umpires for all Final Matches.
- c) Clubs will be charged for Umpires in the Semi-Final and the GMC will cover the Umpire cost for the Grand Final.
- d) FINAL VENUES:
- i) Week 1 and 2 the top ranked teams will host the finals.
  - ii) The GMC Executive will choose the Final Venue.
- e) All Clubs shall make their grounds available until the venues are determined.
- f) All final matches are to be played on turf.
- g) Player eligibility:
- I. All players are required to play 5 days to qualify.
  - II. Junior games will be recognised as matches to qualify.
  - III. Wash outs / heat outs do not count for eligibility of days played.
  - IV. A semi-final match shall not qualify towards playing days taken into account to qualify to play in the final.
  - V. A Bye will not be included as a match for the purposes of eligibility to play in the finals.
  - VI. The GMC Executive can amend the Player Eligibility prior to the Final Series.

