



# Kent Women's Development League

## Rules – 2024 Season

### 1. Management

1.1. The control of the competition shall be undertaken by Kent Cricket and all decisions relating to these rules or to matches played in the competition shall be final and binding on all concerned.

### 2. Eligibility to Play

2.1. An individual must be a registered member of the club which they represent.

2.2. Should a club have a side in the Kent Women's Premier League (KWPL) and a team(s) in the Kent Women's Development League (KWDL), they **MUST** provide a list of SIX STAR players for the KWPL team, that are ineligible from playing in the KWDL team.

2.3. After Sunday 14<sup>th</sup> July 2024, if a player has represented their 1st XI squad in the Women's Cricket Southern League (WCSL) or KWPL (either division) for more than 50% of that squad's scheduled matches across the season, they will at that point, no longer be eligible to play for any lower teams in the same club, or for any other club, in the Southern Counties structure (see Appendix 1).

2.4. An individual who plays in the Kent Women's Development League is not eligible to play for another club in that same league or in the WCSL or KWPL, during that season. Clubs can appeal this rule in writing to Kent Cricket regarding an individual player and the decision of Kent Cricket will be final.

2.5. Any player who has **EVER** played any International Cricket or any Senior Elite Pathway Cricket (e.g., in The Kia Super League or Regional Centre Competition) is **INELIGIBLE** to play in the KWDL.

2.6. Any player selected for a Senior Regional Centre of Excellence in 2024 is **INELIGIBLE** to play in the KWDL.

2.7. Any player selected for Senior or U18 level County Cricket in 2022, 2023 or 2024 is **INELIGIBLE** to play in the KWDL.

### 3. Match Balls

3.1. Kent Cricket are to provide each club with two new pink 5-ounce cricket balls for each home match they host, at a cost to the clubs (included in the league fees).



#### **4. Umpires**

4.1. Each club must provide an umpire for each match, home and away.

4.2. Umpires must be aware of the rules before the start of the match

4.3 Umpires are not required to be panel umpires, but we highly recommend clubs provide opportunities for training to the allocated individuals responsible. An optional introductory course is below if required for 2024 season.

➤ [Introduction to Umpiring Course](#)

#### **5. Scorers**

5.1. Each team shall provide their own scorer for each match, home and away. The first step on the Scorers Pathway is the below free entry-level book scoring course if required.

➤ [Basics of Scoring](#)

#### **6. Age Group**

6.1. Age groups are based on the age of the player at midnight on 31<sup>st</sup> August in the year preceding the current season.

6.2 A player may represent a club in this competition if they are aged 12 or above at midnight on 31<sup>st</sup> August 2023.

6.3 Any clubs wanting to play players younger than this will need to get written permission from Kent Cricket to confirm their suitability and safety to play.

#### **7. Helmets**

7.1. Any player under the age of 18 playing in any Kent Cricket hardball league/cup shall be bound by the ECB Directive (see section 21 of the current Non-First-Class Regulations and playing Conditions)

#### **8. Match Results**

8.1. It is the responsibility of the HOME side to enter the result and full scorecard details onto the appropriate site on play-cricket.com within 48 hours of the match being completed. The AWAY side should then confirm that the summary result has been correctly entered within the next 24 hours after that.

#### **9. Disputes**

Any dispute arising from the application or interpretation of the rules and playing conditions shall be referred to Kent Cricket. Any decision of Kent Cricket shall be final and binding on the parties concerned.



## Playing Conditions

### 1. ECB Fast Bowling

The ECB Fast Bowling Directives will apply to all matches in Kent Cricket Competitions subject to 1.1. below.

Age	Maximum overs per spell	Maximum overs per day
Up to U13	5 overs per spell	10 overs per day
U14, U15	6 overs per spell	12 overs per day
U16 to U19	7 overs per spell	18 overs per day

For the purposes of these directives, a fast bowler is defined as a bowler to whom a wicket keeper in the same age group would in normal circumstances stand back to take the ball.

Team managers and/or coaches are responsible for providing the umpires with a team sheet showing the age of any player who is aged under 19 or below before the toss and the innings takes place.

Umpires are requested to ensure that this playing condition is strictly adhered to in all circumstances.

1.1. In matches of 20 overs or less per team, where the competition regulations only allow bowlers to bowl less than or equal number of overs specified as the maximum in a spell, the provisions requiring an equivalent number of overs from the same end to have elapsed before a subsequent spell can commence shall not apply (e.g. in any age group competition where a maximum of 4 overs per bowler is allowed, these may be bowled at any time in the innings irrespective of the number of spells bowled).

### 2. Junior Fielding Restrictions

2.1. No young player in the under 15 age group or younger shall be allowed to field closer than 8 yards (7.3 metres) from the middle stump, except behind the wicket on the off-side, until the batter has played at the ball. A fielder shall be allowed to move into the restricted area to make a catch or field there, provided they were outside the area when the stroke was made.

2.2. For players in the under 13 age group and below the distance is 11 yards (10 metres)

2.3. Should a young player in these age groups come within the restricted distance, the umpire must stop the game immediately and instruct the fielder to move back





score shall be reduced, according to the innings run rate of the team that batted first. e.g., the team batting first makes 120 off their full 20 overs, if the innings of the team batting second is reduced to 10 overs, their target score will be 61. This is based on the innings run rate of 6 runs per over plus 1 run to win the match.

## **7. Bowling/Fielding**

7.1. No bowler can bowl more than 20% of the total overs per innings.

7.2. 1 run will be awarded to the batting team for each WIDE or NO BALL bowled, and an extra ball must be bowled for every wide or no ball bowled.

7.3. If a wide or no ball is bowled, an extra ball must be bowled, but the maximum number of balls allowed to be bowled in an over is 9, apart from the last over, where all wides and no balls must be re-bowled.

7.4. ECB fielding regulations shall apply in all matches.

## **9. Batting**

9.1. The number of runs required for a batter to retire will be,

- Matches of ≤ 20 Overs = 30 runs
- Matches of 20+ Overs = 50 runs

9.2. A retired batter resumes their innings when only one batter remains. In the event of there being more than one retired batter, they must return in the same order they retired.

9.3. The innings is closed upon the fall of the 10th wicket (or penultimate wicket depending on no. of players per team).

## **10. Substitute Player**

10.1 In the event of an injury, a substitute player is allowed. However, they can only act as a non-striker when batting, and only as an outfielder when fielding.

## **11. Length of Pitch**

11.1 The length of the pitch shall be 22 yards

11.2 Matches shall be played on a grass or artificial wicket

11.3 Boundary size can be found in the generic playing conditions.

## **12. Result**

13.1 In the event of the scores being EQUAL, the team losing the LEAST NUMBER OF WICKETS shall be declared the WINNER. If scores are still EQUAL, the match shall be declared a TIE.

13.2 Three points will be awarded for a win

13.3 Two points will be awarded for a tie

13.4 One point will be awarded for a loss

13.5 Conceded matches – the team that conceded the match will receive nought points, while the opposition will be awarded three points.



13.6 At the end of the league season, if two teams are on the same number of points the winner will be determined by net run rate.

### 13. Cancelled Matches

14.1. If a team cancels a match due to not being able to get a team out, and cannot re-arrange it with the opposition, then they shall concede the match and the opposition will be awarded three points.

### Appendix 1 – Southern Counties League Structure

