



Kent Women's Softball Bash

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

2.3 Any player playing in either division of the Kent Women's Premier League for the 2024 season is INELIGIBLE to play in the KWSB.

2.4. 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 KWSB.

2.5 Any player selected for a Senior Regional Centre of Excellence in 2024 is INELIGIBLE to play in the KWSB.

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

3. Match Balls

3.1. Teams are expected to provide a senior sized pink incrediball in reasonable quality, for any home games they host.

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 certainly 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 31st 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 31st 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. Match Results

7.1. 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.

8. Disputes

8.1 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

1.1 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.

1.2 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.

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

1.4. 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

3. Law 25 – Wide Ball – Judging a Wide

3.1 In addition to Law 25, the following will apply: Umpires are instructed to apply a consistent interpretation regarding Law 25, to prevent negative bowling wide of the wicket.

3.2 Any offside or leg side delivery which in the opinion of the umpire does not give the batter a reasonable opportunity to score if the batter were standing in a normal guard position, shall be called a wide. Therefore, a delivery is not a wide if the ball hits the batter, or if the batter, by moving, causes the ball to be out of reach.



3.3 If a ball qualifies as a no-ball as well as a wide, the umpire will call it a no-ball, and not a wide. This is because the no-ball is the more serious offence by the bowling team.

4. Boundaries

4.1 It is recommended that, other than in exceptional circumstances, the size of the boundary, measured from the middle of the pitch being used in the match, shall conform to the following dimensions:

Minimum: 40m (44yards)

Maximum: 50m (55 yards)

5. Match Duration

5.1 Each match will consist of one innings per side. The length of the match is at the discretion of the team managers to agree upon before the day of the fixture but must not exceed 20 overs and must be no less than 16 overs (unless weather affected).

5.2 The number of overs for the team batting second shall not be reduced merely because the team batting first has been dismissed in fewer than the agreed number of overs.

5.3 No more than 11 players can be on the pitch

5.4. If a match is played in the evening, the following applies to cut-off time:

It is solely for the umpires together to decide whether either condition of ground, weather, light, or exceptional circumstances, mean that it would be dangerous or unreasonable for play to take place a) Conditions shall NOT be regarded as either dangerous or unreasonable merely because they are not ideal b) Conditions shall be regarded as unreasonable if there is actual and foreseeable risk to safety of any player or umpire c) Conditions shall be regarded as unreasonable if, although posing no risk to safety, it would not be sensible for play to proceed.

6. Delayed or Interrupted Matches

6.1. To constitute a match, a minimum of 5 overs per innings should be played.

6.2. If there is an interruption to the match and overs need reducing (for the team batting second) to fewer than the number of overs allocated to the team batting first, then the target 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. ECB fielding regulations shall apply in all matches.



8. Batting

8.1. The number of runs required for a batter to retire will be 30 runs.

8.2. 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.

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

9. Substitute Player

9.1 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.

10. Length of Pitch

10.1 The length of the pitch shall be 22 yards.

10.2 Matches shall be played on a grass or artificial wicket or on a well mown outfield strip.

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

11. Result

11.1 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.

11.2 Three points will be awarded for a win

11.3 Two points will be awarded for a tie

11.4 One point will be awarded for a loss

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

11.6 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.

12. Cancelled Matches

12.1. 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.

12.2 If a match is abandoned having commenced, each team will receive 1 point.