



PERTH SCORCHERS WOMEN'S LEAGUE
CONFERENCES



2025/26 MATCH DAY RULES SUMMARY / UMPIRES GUIDE

GAME FORMAT	T20 (20 overs per side)
TEAM SIZE	7 (minimum) to 11 (maximum players). 6 is a match forfeit
ELIGIBILITY	Female players aged at least 17 as at June 30, 2025 (* unless approved by WA Cricket Competition Manager) Anyone who plays Premier A Grade cricket is no longer eligible to play PSWL in that season, nor is someone who has played in more than 3 Premier Cricket matches of any grade (unless approved by a WA Cricket Competition Manager).
CLOTHING	Must be wearing approved club uniform on field
BALL	White 142g Kooka Shield, Crown or Zenith.
PITCH LENGTH	20.1m (full pitch) synthetic
INNINGS	Innings ends once nine wickets (10-11 players) are lost or one less than the players available (e.g. if 9 players are available, the team is all out when they lose 8 wickets).
BOUNDARY	45 metres measured from centre of pitch
BATTING RESTRICTIONS	Maximum of 30 legitimate deliveries (not wides or no balls) before a batter retires Batters can return in order of retirement if all team members have batted A player who doesn't bat must bat at the top of the batting order in the following match. Example: If the bottom 4 players in the batting order don't bat in one match, the following match they play, they must make up the top 4 batters in the batting order.
BOWLING RESTRICTIONS	All players (max 11) bowl a minimum of 1 and maximum of 3 overs (* unless approved by WA Cricket Competition Manager) Exceptions – 1 x wicket-keeper completing full 20 overs or injured player Two wicket-keepers requires both of these players to bowl
WICKET-KEEPER(S)	One wicket-keeper can complete the full 20 overs
FIELDING	No more than 9 fielders allowed on at any time. If more than 9, fielders to be rotated.
FIELDING RESTRICTIONS	No more than 5 on the leg side No more than 2 behind square leg No more than 4 fielders positioned within 10 metres of the boundary at bowler's release
BOWLING ACTIONS	A thrown delivery is only called a no ball if dangerous or malicious. Any player making a legitimate attempt to bowl with a straight arm that isn't dangerous will not be called no ball.
WIDES	Offside – Ball passing wide of the striker unless sufficiently within reach Legside - Wide line marker 43cm inside return crease on leg side of the batter Home club to provide leg side pitch marking (chalk / paint) for left hand and right hand batters
NO BALLS	Any ball bouncing more than twice before passing the batting crease, otherwise as per laws of cricket
DEAD BALLS	The umpire should signal dead ball once a batter leaves the pitch to play a shot. This is in line with MCC Laws of Cricket changes to keep fielders safe. If the ball lands off the pitch the umpire should immediately call no ball. As above, if the batter leaves the pitch the umpire should also then call dead ball.
OVER	6 legitimate balls - wides and no balls re-bowled to a maximum of 8 total deliveries in that over. The 20th over of each inning requires bowling until 6 legitimate deliveries.
CHANGE OF ENDS	After every five overs the bowlers end will change – only the bowlers OR batters change: (1) When the bowler changes ends (end of 5, 10, 15 overs) – the batter remains at their end ready for the first ball of the next over

	(2) When the bowlers don't change ends (overs 1-4,6-9,11-14) – the batters switch ends ready for the first ball of the next over. For all dismissals except run out at the bowlers end, the incoming batter shall replace the outgoing batter at the striker's end.
FREE HITS	Not applicable
LBW	Full laws of cricket LBW law, with strong benefit of the doubt to batters
SUPER OVERS	Only applicable in semi and grand finals. Scores level in round robin = tied result
RESULT	The second innings must be complete (all out or 20 overs) for a result to be achieved. If a team batting second passes their opponents score, they have the right to face their full allocated 20 overs.
EQUIPMENT	Batters, wicket-keepers and fielders within 5 metres of the stumps must wear British Standard (BS7928:2013) helmets.
MATCH SCORES & CAPTAIN'S REPORT	Required to be completed on PlayHQ by Monday 9am
FINALS ELIGIBILITY	Players must have played 25% of applicable PSWL round robin matches. Those who have played Premier B Grade must have played in two of the club's last three fixtures.
SCORING	Home clubs are responsible for scoring through PlayHQ. Away teams are responsible for scoring using the scorebook. Both teams may score online if preferred. Clubs should provide 1 competent scorer responsible for scoring the game, however players involved can choose to score if they desire.

* This summary should not be read in place of the PSWL General Rules.

Updated – September 2025