

Queensland Sub Districts Cricket Association Inc.

SUPER 20 PLAYING REGULATIONS 2017-2018

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1. PLAYING CONDITIONS

The matches will be played in accordance with the Laws of Cricket and the Regulations governing Queensland Sub Districts Cricket Association competition fixtures except as varied below or as duly amended from time to time by the Queensland Sub Districts Cricket Association Inc.

2. AFFILIATION OF CLUBS AND TEAMS

Clubs nominating teams for Super 20 competition fixtures will complete details on forms supplied by the Association and will produce these at the time nominated by the Management Committee of the Queensland Sub District Cricket Association Inc.

Any Club may be admissible which has not less than eleven (11) playing members for each team nominated. All monetary obligations must be fulfilled before any Club will be accepted as affiliated.

Clubs, once affiliated, may nominate additional teams or withdraw teams by the final nomination date as prescribed by the Management Committee of the Queensland Sub District Cricket Association Inc.

Any club which withdraws a team or teams after the final nomination date may be liable for all fees, as if a fixture had been played by the team/s concerned during the season.

Members of affiliated Super 20 Clubs will be regarded as 'Associate Members' of the Queensland Sub Districts Cricket Association Inc.

Affiliated Super 20 Clubs who are not otherwise affiliated with Queensland Sub Districts Cricket Association Inc will be regarded as 'Associate Clubs' of the Queensland Sub Districts Cricket Association Inc and will not be entitled to vote at General meetings of the Association.

3. DURATION OF MATCH

Matches will consist of one innings per side, each innings being limited to 20 overs.

In the event of a delay or interruption to play, a minimum of 10 overs per team will constitute a match, subject to the innings not being completed earlier.

4. HOURS OF PLAY AND INTERVALS

Hours of Play will be as determined by the Queensland Sub Districts Cricket Association Management Committee, provided that each innings will not extend for more than 80 minutes.

4.1 HOURS OF PLAY

Unless otherwise determined by the Queensland Sub Districts Cricket Association Management Committee, the hours of play for fixtures will be as determined below:

SUNDAY MORNING FIXTURE

9.30am to 10.50am (team batting first)

10.50am to 11.00am (interval between innings)

11.00am to 12.20pm (team batting second)

SUNDAY AFTERNOON FIXTURE

1.00pm to 2.20pm (team batting first)

2.20pm to 2.30pm (interval between innings)

2.30pm to 3.50pm (team batting second)

4.2 INTERVAL BETWEEN INNINGS

If the innings of the team batting first is completed prior to the scheduled time for the Interval, the Interval will take place immediately and the Innings of the team batting second will commence correspondingly earlier.

The time for the interval will be 10 minutes.

4.3 INTERVALS FOR DRINKS

No drinks intervals are permitted.

4.4 EXTRA TIME

No extra time will be permitted to make up for any time lost, unless determined by the umpire(s) having regard to the provisions of clause 5.

5. LENGTH OF INNINGS**5.1 IN AN UNINTERRUPTED MATCH (I.E. THE MATCH IS NEITHER DELAYED NOR INTERRUPTED)**

5.1.1 Each team will bat for 20 overs unless all out earlier.

5.1.2 If the team fielding first fails to bowl the required number of overs by the scheduled time for the cessation of the first innings, play will continue until the required number of overs has been bowled and Playing Condition 16 will apply.

5.1.3 If the team batting first is dismissed in less than 20 overs, the team batting second will be entitled to bat for 20 overs.

5.1.4 If the team fielding second fails to bowl 20 overs by the scheduled time for the cessation of the second innings, the hours of play for the match will, subject to

conditions of ground, weather and light, be extended until the required number of overs has been bowled or a result has been achieved and Playing Condition 16 will apply.

5.2 IN DELAYED OR INTERRUPTED MATCHES

5.2.1 DELAY OR INTERRUPTIONS TO THE INNINGS OF THE TEAM BATTING FIRST

(a) When playing time has been lost, the revised number of overs to be bowled in the match will be based on a rate of 4 minutes per over in the total remaining time available for play.

When calculating the length of remaining playing time available for the match the duration of the interval between innings will be taken into account.

Should calculations regarding numbers of overs result in a fraction of an over, the fraction will be ignored.

In the event of a suspension occurring in the middle of an over, the number of total overs to be bowled in the match will be calculated as if the over in progress at the time of the interruption had been completed.

The innings of the team batting first will continue from the point of the interruption.

The revision of the number of overs should ensure, whenever possible, that both teams have the opportunity to bat for the same number of overs. (Where this is possible, if the total number of overs in the match thereby calculated results in an odd number of total overs in the match, then one over will be added and the new total divided in half).

(b) The team batting second will not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.

To constitute a match, a minimum of 10 overs has to be bowled to the side batting second, subject to the innings not being completed earlier.

A fixed time will be specified for the commencement of the interval, and also the close of play for the match, by applying a rate of 4 minutes per over in respect of each over already bowled and/or scheduled to be bowled in each innings.

All relative delays, interruptions in play, and the duration of the interval will be taken into account.

If this calculation produces a close of play time that is earlier than the original time for cessation of play on the final scheduled day for play, then one additional over should be allocated to each team, with the interval and close of play times being recalculated accordingly.

If there is more than one interruption to the innings of the side batting first, the above calculations should always be based on the original scheduled close of play, rather than the rescheduled close resulting from the previous interruption.

(c) If the team fielding first fails to bowl the revised number of overs by the specified time, play will continue subject to conditions of ground, weather and light until the required number of overs has been bowled or the innings is completed, and Playing Condition 16 will apply.

In all reduced overs matches both teams will be given one overs leeway in addition to any time that the Umpires might allow for stoppages.

Allowances prior to a stoppage are carried forward for the purposes of the application of Playing Condition 16 only - they do not influence the recalculated number of overs or the scheduled close of either innings.

5.2.2 DELAY OR INTERRUPTIONS TO THE INNINGS OF THE TEAM BATTING SECOND

(a) When playing time has been lost (see above) and, as a result, it is not possible for the team batting second to have the opportunity of receiving its allocated, or revised allocation of overs in the playing time available, the number of overs will be reduced at a rate of 4 minutes per over in respect of the aggregated lost playing time.

However, should the innings of the team batting first have been completed prior to the scheduled, or rescheduled time for the commencement of the interval, then any calculation relating to the revision of overs will not be effective until an amount of time equivalent to that by which the second innings started early has elapsed.

Should the calculations result in a fraction of an over the fraction will be ignored.

In the event of a suspension occurring in the middle of an over, the number of total overs lost will be calculated as above and the innings of the team batting second will continue from the point of the interruption.

(b) A rescheduled time for the close of play will be fixed by applying a rate of 4 minutes per over in respect of each over already bowled and/or re-scheduled to be bowled in the innings.

(The timing and duration of all relative delays and interruptions in play with respect to the second innings will be taken into account in specifying this time.)

This calculation must not cause the match to finish earlier than the original time for cessation of play on the final scheduled day for play.

If required the original time will be extended to allow for one extra over for the team batting second.

To constitute a match, a minimum of 10 overs have to be bowled to the team batting second subject to the innings not being completed earlier.

The team batting second will not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.

(c) If the team fielding second fails to bowl the revised overs by the scheduled or re-scheduled close of play, the hours of play will be extended subject to conditions of ground, weather and light until the overs have been bowled or a result achieved, and Playing Condition 16 will apply.

In all reduced overs matches the fielding team will be given one overs leeway in addition to any time that the Umpires might allow for stoppages.

Allowances prior to a stoppage are carried forward for the purposes of the application of Playing Condition 16 only - they do not influence the recalculated number of overs or the scheduled close of play.

6. PLAYER CHANGING GRADES

Clubs with more than one team will be allowed to play all registered players in any grade for the first three (3) rounds.

On completion of three (3) rounds and prior to the commencement of Round 4, Clubs with more than one team will make final gradings of all teams there in and forward such gradings for registration with the Honorary Secretary for each grade in which the club fields teams.

Failure to provide such gradings for registration will automatically register players in the grade played in Round 4 or, not having played in Round 4, a player will be registered in the grade first played in after Round 4.

After any graded player has played in a higher grade for three (3) rounds, permission will be sought from the Management Committee for the said player/s to play in the next lower grade in which the club fields teams.

(i) Permission may be given by the Management Committee after receipt of details of the players performances of three (3) rounds in question from the Club concerned.

(ii) The Honorary Secretary of the Association will advise the Club concerned of any decision taken by the Management Committee in respect of its request for player downgrading.

Such Club to be advised prior to the fixture following the Management Committee Meeting at which the decision is reached.

Permission may be given by the Management Committee to any Club wishing to down grade any player/s by submitting in writing performance and reasons for such player/s downgrading to a lower grade than the player was previously graded.

Clubs with more than one team will not be allowed to play any player in more than one grade in any particular fixture.

7. MINIMUM NUMBER OF PLAYERS

Each team must have a minimum number of seven (7) registered playing members present at start of play. If the number of players is reduced below seven for any reason after the start of play, the game will continue.

8. NAMING OF PLAYERS

The two captains from each opposing team will, before tossing, give each other a list of teams selected to play in the match.

9. DRESS

No player will be allowed to play in a match under the control of the Association unless the player appears in proper cricketing attire which will consist of:-

(i) White or Cream trousers to reach the ankle, except that players under the age of seventeen (17) years may wear short white trousers of reasonable length.

(ii) Clubs are encouraged to play in coloured Club team shirts provided that if the Club elects to use team shirts then ALL members of a team MUST wear the shirt on the field of play.

Team shirts cannot be worn by a Club team until after the shirt has been approved by the Management Committee of the Queensland Sub Districts Cricket Association Inc.

Please note that it is each Club's own discretion whether or not it elects to wear a club team or playing shirt. It is NOT compulsory but is recommended.

If a Club does not elect to wear a coloured team shirt, all members of the team must wear a white or cream playing shirt.

(iii) White Socks.

(iv) Footwear will be predominately white. Spikes should not project more than 9mm.

(v) Head Gear, if worn, must be a recognised cricket cap or a cricket hat either white or in recognised club colours. Protective gear may be worn when batting or fielding if considered necessary.

Sponsorship or advertising on attire must be referred to the Management Committee before its use, and should meet those requirements as specified from time to time by Cricket Australia for such purposes.

Players must wear cricket shoes with metal spikes or similar (full sole or half sole) whilst bowling.

10. LIQUOR

No alcohol will be consumed by any player during the playing time of any Super 20 fixture arranged by the Management Committee.

Nor should any alcohol be consumed by any player or visitor in the grounds of a school.

11. THE BALL

Kookaburra "Jaffa" brand orange balls or other balls as approved by the Queensland Sub Districts Cricket Association Inc will be used.

12. RESTRICTIONS ON THE PLACEMENT OF FIELDERS

12.1 At the instant of delivery there will not be more than five fielders on the leg side.

12.2 For the first 6 overs only of each innings, only two fielders are permitted to be more than 30 metres from the facing batsman at the instant of delivery.

12.3 For the remaining overs of each innings, not more than five fielders are permitted to be more than 30 metres from the facing batsman at the instant of delivery.

12.4 TEAM BATTING FIRST

In circumstances where the number of overs for the team batting first is reduced, the number of overs in regard to the restrictions in 12.2 above will be reduced proportionately in a ratio of 6:20 (30%) in accordance with the table below for that innings only.

Fractions are to be ignored in all calculations re the number of overs. (If on resumption the number of overs for fielding restrictions has already been exceeded this should take effect immediately).

Total overs	10-13	14 to 16	17-19	20
No. of overs for which fielding restrictions in 12.2 above will apply	3	4	5	6

12.5 TEAM BATTING SECOND

Where the number of overs for the team batting second is reduced the aim will be to maintain the restrictions in 12.2 for the same proportion of the second innings that they were maintained for the first innings (fractions to be ignored).

13. NUMBER OF OVERS PER BOWLER

No bowler may bowl more than four overs, however in a delayed start or interrupted match, where the overs are reduced for both sides or for the side bowling second, no bowler may bowl more than one-fifth of the total overs allowed (unless such a number has been exceeded before the interruption), except that where the total overs are not divisible by five, an additional over will be allowed to the minimum number of bowlers necessary to make up the balance.

E.g. After 8 overs, rain interrupts play and the innings is reduced to 12 overs. Both opening bowlers have bowled 4 overs. Two bowlers can bowl 3 overs and three bowlers can bowl 2. Bowlers 1 and 2 have already exceeded this limit. They count as the two bowlers who were allowed the extra over (3 as opposed to 2) and so any other bowlers are limited to 2 overs.

When an interruption occurs mid-over and on resumption the bowler has exceeded the new maximum allocation, the bowler will be allowed to finish the incomplete over.

In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

14. NO BALL- PENALTY

14.1 Law 21.15 (2017 Code) will apply. The penalty for a no ball will be 1 run.

14.2 FREE HIT

The delivery following a no ball called (all modes of no ball) will be a free hit for whichever batsman is facing it.

14.2.1 If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball), then the next delivery will become a free hit for whichever batsman is facing it.

14.2.2 For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called wide ball.

14.2.3 Neither field changes nor the exchange of individuals between fielding positions are permitted for free hit deliveries unless:

- a) There is a change of striker,
or
- b) The No Ball was the result of a fielding restriction breach, in which case the field may be changed to the extent of correcting the breach.

14.2.4 For clarity, the bowler can change their mode of delivery for the free hit delivery. In such circumstances Law 21.1.1 (2017 code) will apply.

14.2.5 The umpires will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

15. TIMED OUT

Law 40 (2017 Code) will apply except that the incoming batsman must be in position to take guard or for their partner to be ready to receive the next ball within 1 minute 30 seconds of the fall of the previous wicket.

The incoming batsman is expected to be ready to make their way to the wicket immediately a wicket falls, and is expected to jog to the wicket.

16. OVER-RATE PENALTIES

All sides are expected to be in position to bowl the first ball of the last of their 20 overs within 80 minutes playing time.

In the event of them failing to do so, the full quota of overs will be completed, and the batting side will be credited with 6 runs for every whole over that has not been bowled.

This will apply to both innings of the match.

If the side batting second is credited with runs in this way and this consequently takes their score past that of the side batting first then the match will be deemed to be won by the side batting second.

All penalties in this regard will be imposed immediately the ball first becomes dead after the scheduled or re-scheduled cessation time for the innings.

If the innings is terminated before the scheduled or re-scheduled cut-off time, no over-rate penalty will apply.

If the innings is interrupted, the over-rate penalty will apply based on the re-scheduled cessation time for that innings.

The Umpire will inform the fielding team Captain when taking the field for the first time and on every subsequent occasion if play is interrupted by the weather, the scheduled cessation time for that innings.

The Umpire at the bowler's end will inform the fielding Captain, the batsman and their fellow Umpire of any time allowances as and when they arise. (This matter will not be subject to retrospective negotiation).

In addition, in all reduced overs matches, the fielding team will be given one over's leeway.

Over-rate penalties apply only to innings of 10 overs or more duration.

This is the only penalty for a slow over-rate.

17. SHORT PITCHED DELIVERIES

A bowler will be allowed to bowl one short-pitched delivery per over (not being a wide or no ball).

A short pitched delivery is defined as a ball that passes or would have passed above shoulder height of the striker standing upright at the crease, but not above the batsman's head.

In the event of the bowler bowling more than one (1) short-pitched delivery in an over, the umpire will call and signal "No Ball".

The penalty will be one (1) run for the no ball (clause 14), plus any runs scored from the delivery.

18. WIDE DELIVERIES

Wide bowling will supersede the provisions of one (1) allowable fast short-pitched delivery per over outlined in clause 17 above.

A wide will be called for any offside or leg side delivery, which, in the opinion of the Umpire, does not give the batsmans a reasonable opportunity to score.

As a guide, on the leg side a ball landing clearly outside the leg stump and going further away will be called a Wide.

A penalty of one (1) run for a Wide will be scored in addition to any other runs scored, any boundary allowance and any other penalties awarded.

Apart from any award of a five (5) run penalty, all runs resulting from a wide will be debited against the bowler.

19. GAME RESULT

A result can be achieved only if both teams have had the opportunity of batting for at least ten (10) overs, subject to the provisions of Clause 3, or unless one team is all out or unless the team batting second has scored enough runs to win.

(a) The team scoring the higher number of runs will be the winner, unless as determined in clause 19(c) below.

(b) A tie will be determined in matches in which both teams have had the opportunity of batting for the agreed number of overs, and the scores are equal. No account will be taken of the number of wickets that have fallen.

(c) In the event of a delay or interruption occurring to the side batting second, the number of runs required by the team batting second will be determined by dividing the runs scored by the team batting first by the number of overs faced by the team batting first and then by multiplying this by the number of overs to be faced by the team batting second. Fractions of runs will be rounded up.

For example:

Team A – scores 135 batting first (20 overs)

Team B – only has 15 overs available as a result of an interruption to play.

$135/20 = 6.75 \times 15 = 101.25$. 101.25 runs rounded up = 102.

Team B requires 103 runs to win from 15 overs.

20. POINTS

20.1 PRELIMINARY MATCHES

20.1.1 RESULT POINTS

Result	Points
Win	4
Tie	2
No Result	2
Loss	0

20.1.2 BONUS POINTS

In addition to the Result points outlined above, bonus points will be awarded for the whole match as follows:

(i) Batting 0.01 of a point for every run made; and

(ii) Bowling 0.15 of a point for every wicket taken.

20.2 FORFEIT

Teams receiving forfeits may be allocated the maximum number of points scored by a team in that grade (match points plus bonus points) for the fixture, provided that the Management Committee will retain the right to decide upon such forfeits.

20.3 NET RUN RATE

(a) A team's net run rate is calculated by deducting from the average runs per over scored by that team throughout the competition, the average runs per over scored against that team throughout the competition.

(b) In the event of a team being all out in less than its full quota of overs, the calculation of its net run rate will be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.

(c) Only those matches where results are achieved will count for the purpose of net run rate calculations.

In the event of a team withdrawing from the competition after the commencement of the fixtures, each opposing team will be allocated a number of points as determined from time to time by the Management Committee, or at the end of each fixture round, in the particular grade.

The Management Committee may inflict on any Club the penalty of forfeiture of points gained in a particular competition fixture or fixtures for any breach of By-Laws governing Association competition fixtures.

21. FINALS

21.1 QUALIFYING FOR THE SEMI-FINAL

The team with highest number of points in each grade at the completion of the preliminary matches will play the fourth placed team in Semi Final No. 1.

The team with the second highest number of points in each grade at the completion of the preliminary matches will play the third placed team in Semi Final No. 2.

(a) In the event of teams finishing on equal points, the right to play in the semi-final will be determined as follows:

- (i) The team with the most number of wins and ties.
- (ii) The team with the most number of wins over the other team(s).
- (iii) The team with the highest net run rate.

(b) In a match declared no result, run rate is not applicable.

21.2 QUALIFYING FOR THE FINAL

The winner of Semi-Final No.1 will play the winner of Semi-Final No.2 in the final. In the event of a tie in the Semi-Final, the highest ranked team of the semi-finalists at the end of the Preliminary Matches will advance to the Final.

21.3 VENUE FOR SEMI-FINAL AND FINAL

The venue for all Semi-Final and Final matches will be determined by the Management Committee of the Queensland Sub Districts Cricket Association Inc.

21.4 PLAYER ELIGIBILITY FOR SEMI-FINAL AND FINAL

In order to be eligible to play in a semi-final or final match, a player must have competed in at least three (3) games in that current season in Super 20 Cup Matches, in that particular grade or lower grade.

Any exceptions to this rule must be submitted to the Management Committee for approval.

22. PREMIERS

The winner of the Final in each grade will be determined as the Premiers for each grade.

In the event of a tie in the Final, the highest ranked team of the finalists at the end of the Preliminary Matches will be determined as the Premiers.

The Management Committee will have the sole authority to determine Premiership winners in the event of any disputes resulting from the finals, and any such decisions made, will be final and conclusive.

23. FIXTURES

(a) As soon as practicable after the close of nominations, the Management Committee will determine the gradings and complete round of fixtures.

(b) The Management committee will determine upon which grounds competition fixtures will be played, and no alteration of either fixture or ground therefore should be made except by the Management Committee.

Should any portion of any fixture be played upon any ground or at any other time other than that allotted to it, the team from the responsible club or clubs participating in such fixture will not be awarded any points for that fixture.

(c) Play will be deemed to commence when the umpires call "Play".

(d) In the event of a team, from a multi team club, withdrawing from the competition after the commencement of fixtures, the team withdrawing will be deemed to be lowest graded team from that club.

24. FITNESS OF GROUNDS

BEFORE PLAY

24.1 Before the start of play, any decision regarding the fitness of a ground for play will be made together by the captains of the teams drawn to play on that ground.

24.2 Such decision will be made after the Captains or their representatives have inspected the ground on the day of the match or waived their opportunity to do so.

24.3 If the day's play is called off then the Captains will tell the Umpires Coordinator for the association immediately.

24.4 If the day's play is called off then both Captains will tell their Club Secretaries.

24.5 If the day's play is called off when the match is to be played at a neutral ground Captains will contact the Club Secretary of the host ground's club also.

24.6 If the day's play is not called off then umpires and players will attend the ground at the normal time for play.

24.7 For any match played on a School wicket, the school's Principal or groundsman appointed by the Principal will have overriding authority to determine whether play will commence or continue.

DURING THE MATCH

24.8 After play has commenced all decisions concerning the fitness of the pitch, ground, weather and light for play will be made by the Umpire(s).

24.9 In the absence of official umpire(s) Captains will agree about fitness of the pitch, ground, weather and light for play.

24.9.1 When captains are unable to reach an agreement, the state of the match will continue unchanged until agreement can be reached.

SUSPENSION IN DANGEROUS OR UNREASONABLE CONDITIONS

24.10 Play will be suspended in Dangerous or Unreasonable Conditions

24.10.1 The following will apply in addition to Law 2.8 (2017 Code)

24.10.1.1 [30/30 Rule] If thunder follows a lightning flash by 30 seconds or less, play must cease immediately.

24.10.1.2 Players and umpires must leave the field immediately and must not return until 30 minutes after the initial lightning flash.

24.10.1.3 If during the suspension of play thunder follows a lightning flash by 30 seconds or less, the 30 minute suspension period is to recommence.

**25. CODE OF BEHAVIOUR, INTOXICATED PLAYER POLICY,
RACIAL AND RELIGIOUS VILIFICATION CODE**

Regulation 18 of QSDCA Playing Regulations Governing Competition Matches will apply.

26. NIL**27. NIL****28. BEHAVIOUR REPORTS AGAINST PLAYERS**

Regulation 20 of QSDCA Playing Regulations Governing Competition Matches will apply.

29. NIL**30. APPEALS OF PLAYER BEHAVIOUR FINDINGS**

Regulation 21 of QSDCA Playing Regulations Governing Competition Matches will apply.

31. SCOPE OF PENALTIES

Regulation 22 of QSDCA Playing Regulations Governing Competition Matches will apply.

32. BREACHES OF THE PLAYING REGULATIONS BY CLUBS

Regulation 24 of QSDCA Playing Regulations Governing Competition Matches will apply.

33. CONDUCT DETRIMENTAL TO THE SPIRIT OF THE GAME

Regulation 24A of QSDCA Playing Regulations Governing Competition Matches will apply.

34. POWER TO MAKE REGULATIONS

Regulation 25 of QSDCA Playing Regulations Governing Competition Matches will apply.

35. PLAYER PROTECTION

Regulation 19 of QSDCA Playing Regulations Governing Competition Matches will apply.

"QSDCA Playing Regulations Governing Competition Matches" is otherwise known as the Saturday playing regulations available at www.qsdca.com.au/play-regulations