

Queensland Sub Districts Cricket Association Inc.

SUNDAY 50 OVER PLAYING REGULATIONS 2019/20

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GLOSSARY

"this association" and **"association"** means Queensland Sub Districts Cricket Association Inc. (abbrev. QSDCA)

"Management Committee" means a group of office bearers elected at an Annual General Meeting of this association who have responsibility for the management and conduct of cricket matches played under the name of this association.

"Game", "fixture", "match" means games of cricket which have been organised under the management of the QSDCA. In this new edition the preferred term is **"match"**.

"Round" means matches played between all teams in the grade at the same time. e.g. Round 4 is a two day match played usually 5th and 6th Saturdays of the season.

'Umpires Coordinator for the Association'... a member (or members) of the management committee, who has responsibility for recruiting and appointing umpires and communicating urgent late messages about called off matches.

'Cricket Australia'... the major cricket authority in Australia with whom Qld Cricket is affiliated. (abbrev. CA)

'Queensland Cricket'... the major cricket authority in Queensland with whom this association is affiliated. (abbrev. QC)

'Super 20 competition'... a Twenty 20 competition organised by this association.

'Sunday 50 Over Competition'... a limited over competition organised by this association.

'MyCricket'... an online database of cricket match results used by many associations throughout Australia
www.mycricket.com.au

'match abstract'... a report of match scores and players' names submitted by participating teams at the conclusion of each fixture match.

"Play off and Premiership matches"... are terms that have been replaced by **"Semi Finals and Grand Finals"**. These are played at the end of the season over two days of 90 overs each.

"will" has replaced **"shall"** throughout this document. This is done to give modern and clear meanings to the regulations. In a modern context the meanings of these two are essentially the same.

www.oxforddictionaries.com/words/shall-or-will

"QSDCA Playing Regulations Governing Competition Matches" is otherwise known as the Saturday playing regulations. (Found at **<https://qsdca.com.au/05-playing-regulations>** or in any Saturday scorebook.)

"Waist high non-pitching balls" means the same as "waist high full pitch balls" in previous regulations. The term is taken from the Laws of Cricket (2017 Code Law 41.7).

"Match points" means points awarded to each team for the result of a match as in Saturday Regulation 10.29.

"Competition points" (also called "ladder points") means accumulated match points for all completed matches in a season before the start of the finals.

"Good financial standing" means a member of the association has no invoices outstanding for greater than 60 days.

1. APPLICATION

- 1.1 Matches will be played under the Laws of Cricket as recognized by Cricket Australia.
- 1.2 These playing regulations will apply to matches played under management of this association.
- 1.3 New laws recognized by Cricket Australia may be introduced at the discretion of the Management Committee at the start of each season.

2. AFFILIATION OF CLUBS AND TEAMS

- 2.1 Clubs nominating teams for Sunday 50 Over competition matches 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.
- 2.2 Any Club may be admissible which has not less than eleven (11) playing members for each team nominated.
- 2.3 All monetary obligations must be fulfilled before any Club will be accepted as affiliated.
- 2.4 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.
- 2.5 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.
- 2.6 Members of affiliated Sunday 50 Over Competition Clubs will be regarded as 'Associate Members' of the Queensland Sub Districts Cricket Association Inc.
- 2.7 Affiliated Sunday 50 Over Competition 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. REGISTRATION OF PLAYERS

- 3.1 All players will be registered in MyCricket **www.mycricketadmin.cricket.com.au**
- 3.2 Each club must register at least eleven (11) players for each grade in which the club has entered a team.
- 3.3 Deadline is no later than seven (7) days before the first day of play for the season.
- 3.4 Any team that cannot register eleven (11) players by the deadline may lose its nomination.
- 3.5 Any club may register additional players during the season.
- 3.6 The eligibility of any player for registration will at all times be the responsibility of the Club concerned.
- 3.7 If any player plays in a match without being registered in accordance with regulation 3 the Management Committee may impose a penalty in accordance with Regulation 35 on that player's team.

4. PLAYER CHANGING GRADES

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

4.2 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.

4.3 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.

4.4 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.

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

4.4.2 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.

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

4.6 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.

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

5. NIL

6. GRADING OF TEAMS, MATCHES AND GROUNDS

6.1 Following the Annual Club Secretaries Meeting, the Management Committee will determine:

6.1.1 Which teams are placed in which competition grades

6.1.2 A complete draw of matches for the season.

6.1.3 On which grounds competition matches will be played.

6.2 No alteration to grades, matches, hours of play, rounds or grounds will be made except by the Management Committee.

6.3 Should any match or any part of a match be played on any ground or at any time not as determined by the Management Committee, the teams may not be awarded any points for that match.

6.3.1 In case of any such incident there will be an investigation by and responsibility will be determined by the Management Committee.

7. THE TEAM LIST

Preamble: The Team List is a very important part of a competitive cricket match. Both Team Captains are responsible for ensuring that the Team List is completed with all replacement players correctly and fully named before the match begins. The Team List must not be altered after the toss. Teams risk loss of points or disqualification for failing to comply with this regulation.

- 7.1 The Team list means a written list of all players eligible to bat and bowl in the match showing all replaced players and the players who replaced them on day 2.
- 7.2 Players will be listed on the Team List with their full name as shown in registration records.
 - 7.2.1 This means no use of initials or familiar names.
 - 7.2.2 Players named on the Team List must be registered as in Regulation 3 and have clearance as in Regulation 5 before the start of play.
- 7.3 A Team List will be completed for each team for all matches.
- 7.4 The Team Lists will be entered in the match abstract.
- 7.5 Captains from each team will exchange completed Team Lists before the toss.
- 7.6 When an Umpire is in attendance, the Team List will be given to the umpires also.
- 7.7 The Umpire's Team List will be kept by the umpire.
- 7.8 The Team Lists will not be altered after the toss.
- 7.9 The Team List will be referred in any dispute which may arise.
- 7.10 An example of the team list.

Queensland Sub Districts Cricket Association Inc.

TEAM LIST

TEAM NAME					
DATES			ROUND		
GRADE		GROUND			
	DAY ONE PLAYERS	AGE if 18 or less		DAY TWO REPLACEMENT PLAYERS (maximum 3)	AGE if 18 or less
1			1		
2			2		
3			3		
4			4		
5			5		
6			6		
7			7		
8			8		
9			9		
10			10		
11			11		
TEAM CAPTAIN					
OPPOSITION TEAM NAME					
UMPIRE(S)					
TOP COPY (white) - HAND TO UMPIRE 2nd copy (pink) - Hand to Opposing captain 3rd copy (blue) - Keep Collect - Opposition Team List					

SEE FULL SIZE FORM at <https://qsdca.com.au/08f-forms-diagrams-for-match-day>

7.11-7.14 Nil for Sunday 50 Over Competition

7.15 REPLACEMENT PLAYER FOR SUNDAY 50 OVER COMPETITION

Preamble: Substitute fielders are defined in Law 24.1. Eligibility to bat is defined in Law 25.1. This "Super Sub Rule" applies only to the Sunday 50 over competition.

7.15 Prior to the toss a twelfth player name may be added to the Team List.

7.15.1 Directly following the toss, team captains will identify to the opposition captain and the umpire(s):

7.15.1.1 one player of their twelve who will be the replaceable player and

7.15.1.2 one player of their twelve who will be the replacement player.

7.15.2 The replaceable player may be replaced by the replacement player at any point in the match.

7.15.3 The umpire will be informed immediately or as soon as practicable when such replacement occurs.

7.15.4 After replacement, the replaceable player may not return to the match except as a substitute fielder.

7.15.5 If the replaceable player has already batted then the replacement player is not permitted to bat.

7.15.6 If the replaceable player has already bowled all permitted overs under Regulation 16 then the replacement player is not permitted to bowl.

7.15.7 Teams are also permitted to name and play eleven players in the normal way.

8. CLOTHING

8.1 Players must wear proper cricket clothing. This means:

8.1.1 Long white trousers or pants

8.1.2 Players under 17 years age may wear white short trousers or pants.

8.1.3 White cricket shirt

8.1.4 White socks

8.1.5 White cricket shoes

8.1.6 Players must wear cricket shoes with full metal spikes while bowling.

8.1.6.1 Spike length will be limited to 9mm.

8.1.7 Any bowler with shoes that do not comply with regulation 8.1.6 will not be allowed to bowl.

8.1.8 Recognised cricket hats including helmets either white or in recognised club colours.

8.1.9 White jumpers

TEAM SHIRTS

8.2 Teams may wear a uniform club team shirt provided the following conditions have been fully met:

8.2.1 The uniform club team shirt cannot be worn by a Club team until after the shirt has been approved by the Management Committee.

8.2.2 The uniform club team shirts MUST be 75% white above the waist on both front and rear and there must be no colour on the arms below the elbow.

8.2.3 ALL members of a team MUST wear the uniform club team shirt on the field of play.

8.2.4 Sponsorship or advertising on clothing must be referred to the Management Committee before use.

8.2.5 Sponsorship or advertising on attire will meet requirements specified by Cricket Australia.

PROTECTIVE EQUIPMENT

8.3 Fielders or batters may wear protective equipment such as shin guards, boxes, face guards, helmets.

UMPIRES' CLOTHING

8.4 Umpires

8.4.1 Player umpires will be reasonably clothed including a shirt and footwear when standing during matches.

8.4.2 Official umpires will wear the QSDCA badged umpiring shirt, long black trousers or pants, white shoes and an umpiring hat.

REPORTING OF CLOTHING BREACHES

8.5 Breaches of regulation 8 will be referred to the Management Committee.

9. KIT, BALLS, AND EQUIPMENT

9.1 Each team will have six (6) boundary markers available at the start of each day's play.

9.2 If a match is played at a ground which does not have defined boundaries the two Captains will agree the position of the boundaries and place the markers position prior to each day's play.

9.3 Each team will have six (6) stumps complete with bails available at the start of each day' s play.

9.3.1 Stumps and bails will be wholly made of wood.

9.4 The fielding team will use a new leather cricket ball in each innings.

9.5 New balls will be of brand and type approved by the Management Committee.

10. FORFEITS

Preamble: Sometimes a match cannot start on time due to incomplete teams.

In such circumstances Umpires and Captains are encouraged to delay the start of play in the hope that any team short of players might have some players arrive late so that the match can continue.

It is important that teams making a claim for a forfeit make no statement or action that might be taken to mean they refuse to play because they have 'won by forfeit'.

FORFEIT CONDITIONS

10.1 Each team must have a minimum number of seven (7) registered playing members present at start of play on the first day.

10.2 If the number of players is reduced below seven for any reason after the start of play on the first day, the match will continue.

FORFEIT CAUTION

10.3 Players, captains and umpires are expected to make efforts to allow the match to proceed if at all possible.

10.4 There is no cut-off time for 'claiming' a forfeit.

10.5 All claims for forfeit will only be confirmed if and when the circumstances and outcome of the match have been considered by the Management Committee.

11. LIQUOR

11.1 No alcohol will be consumed by any player during the playing time of any match organised by the Management Committee.

11.2 No alcohol will be consumed by any player or visitor in the grounds of a school.

11.3 The Intoxicated Player Policy in Appendix B of QSDCA Playing Regulations Governing Competition Matches will apply.

Note: QSDCA Playing Regulations Governing Competition Matches is otherwise known as the Saturday playing regulations.

(Found at <https://qsdca.com.au/05-playing-regulations> Or in any Saturday scorebook)

12. NIL**13. HOURS OF PLAY**

13.1 Morning Session 10.00am to 1.15pm.

13.2 Interval 1.15pm to 1.45pm.

13.3 Afternoon Session 1.45pm to 5.00pm.

13.4 When playing time is lost the length of the interval will vary as follows.

Time Lost	Up to 60 minutes	Between 60 & 120 minutes	More than 120 minutes
Interval	30 minutes	20 minutes	10 minutes

13.5 If the innings of the team batting first ends before 12.00 midday, then the innings of the team batting second will start after a 10 minute innings break.

13.6 If the innings of the team batting first ends after 12.00 midday, the lunch interval will be taken immediately after the close of the innings.

13.7 At the conclusion of the interval (maximum of 30 minutes), the team batting second, will commence its innings.

13.8 For any match not completed by scheduled close of play, 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.

14. LENGTH OF INNINGS UNINTERRUPTED MATCH

14.1 Each team will bat for 50 overs unless all out earlier.

COMPULSORY CLOSURE

14.2 If the team fielding first fails to bowl the required number of overs by the scheduled time for the end of the first innings, the first innings will close at the end of the over in progress at 1.15pm.

14.2.1 If the first innings is compulsorily closed, the team batting second will receive the same number of overs as the team batting first.

14.2.2 For example if the team bowling first has bowled 48 overs by the time for the interval, the innings is closed, lunch is taken and that team will face 48 overs.

14.3 If the team batting first is dismissed in less than 50 overs, the team batting second will be entitled to bat for 50 overs.

14.3.1 For example if the team batting first is all out after 29 overs then the team batting second will face up to 50 overs.

15. LENGTH OF INNINGS INTERRUPTED/DELAYED MATCH

15.1 Delayed means a match which does not begin at the scheduled time for reasons of weather, light, or other conditions.

15.2 Interrupted match means any suspension of play that has occurred under Law 2.7 Fitness for Play or Law 2.8 Suspension of play in dangerous or unreasonable circumstances.

15.3 In the event of a suspension occurring in the middle of an over, the number of total overs lost will be calculated as in regulation 15.4 and the innings of the team batting will continue from the point of the interruption.

15.4 If play is suspended and time lost, all recalculation of the number of overs to be bowled will be based on an average rate 15 overs per hour. Interruptions to a 50 Over One Day Match Calculation Sheets 1A, 1B, 2A and 2B may be used to determine the match progress.

Queensland Sub Districts Cricket Association Inc.

INTERRUPTIONS TO A 50 OVER ONE DAY MATCH

Calculation Sheet 1A

For use when a delay or interruptions occur in the FIRST INNINGS

Time

- Total playing time available at start of the match 390 minutes (A)
- Enter Time first innings has been in progress _____ (B)
- Playing time lost _____ (C)
- TOTAL PLAYING TIME AVAILABLE [A - C] _____ (G)
- G DIVIDED BY 4 (to 2 decimal places) _____ (H)
- MAX. OVERS PER TEAM [H ÷ 2] (round up fractions) _____ (I)

Overs per bowler

(circle one)

Total Overs (I)	46 to 50	41 to 45	36 to 40	31 to 35	25 to 30
Max. Overs Each Bowler	10	9	8	7	6

(I1)

Rescheduled Playing Hours

- Time first innings to start or restart _____ (J)
- LENGTH OF INNINGS [I x 4] _____ (K)
- NEW FIRST INNINGS COMPULSORY CLOSURE TIME [J + (K - B)] _____ (L)

Length of interval

(circle one)

Time Lost	Up to 60 min	Between 60 & 120 mins	More than 120 mins
Interval	30 min	20 min	10 min

(M)

- SECOND INNINGS COMMENCEMENT TIME [L + M] _____ (N)
- RESCHEDULED SECOND INNINGS END TIME [N + K] _____ (O)

Calculation Sheet 1B

To check if an interruption during the FIRST INNINGS should close the innings

- Proposed re-start time _____ (P)
- Second innings compulsory closure time _____ (Q)
- MINUTES BETWEEN P and Q _____ (R)
- LESS INTERVAL [R - M] _____ (R1)
- POTENTIAL OVERS TO BE BOWLED [R1 ÷ 4] (round up fractions) _____ (S)
- Number of complete overs faced to date in first innings _____ (T)

If S is greater than T then go back to Calculation Sheet 1A

**If S is less than or equal to T
Then first innings is terminated AND go to Calculation Sheet 2A**

Queensland Sub Districts Cricket Association Inc.

INTERRUPTIONS TO A 50 OVER ONE DAY MATCH

Calculation Sheet 2A

For the start of the SECOND INNINGS

- Maximum overs to be bowled: _____
- (If first innings was terminated, S from Appendix 1B) _____ **(A)**
- SCHEDULED LENGTH OF INNINGS [A x 4] _____ **(B)**
- Start time _____ **(C)**
- SCHEDULED END OF INNINGS [C + B] _____ **(D)**

Calculation Sheet 2B

For use when interruption occurs after the start of the SECOND INNINGS

Time

- Time at start of innings _____ **(A)**
- Time at start of interruption _____ **(B)**
- Time innings in progress _____ **(C)**
- Restart time _____ **(D)**
- TOTAL PLAYING TIME LOST [D - B] _____ **(G)**

Overs

- Maximum overs at start of innings _____ **(H)**
- Overs Bowled _____ **(H1)**
- OVERS LOST [G ÷ 4] (rounded down) _____ **(I)**
- ADJUSTED MAXIMUM LENGTH OF INNINGS [H - I] _____ **(J)**
- Overs to be bowled after restart [J - H1] _____ **(J1)**
- REMAINING LENGTH OF INNINGS [J1 x 4] _____ **(K)**
- NEW END TIME OF INNINGS [D + (K - C)] _____ **(L)**

Overs per bowler

(circle one)

Total Overs (J)	46 to 50	41 to 45	36 to 40	31 to 35	25 to 30	
Max. Overs Each Bowler	10	9	8	7	6	(M)

SEE FULL SIZE FORM at <https://qsdca.com.au/05-playing-regulations>

DELAY OR INTERRUPTION IN THE INNINGS OF THE TEAM BATTING FIRST

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

15.6 Calculations regarding numbers of overs resulting in a fraction of an over will be rounded up.

15.7 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.

15.8 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.

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

15.10 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.

15.11 If the team fielding first fails to bowl the revised number of overs by the Rescheduled First Innings Compulsory Closure Time, a compulsory closure will apply in the same manner as Regulations 14.2

DELAY OR INTERRUPTION IN THE INNINGS OF THE TEAM BATTING SECOND

15.12 When playing time has been lost and 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.

15.13 If the innings of the team batting first has been completed prior to the scheduled, or Rescheduled Compulsory Closure Time, 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.

15.14 Should the calculations result in a fraction of an over the fraction will be rounded down.

15.15 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.

15.16 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.

15.17 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.

16. NUMBER OF OVERS PER BOWLER

16.1 In an uninterrupted innings no bowler will be permitted to bowl more than 10 overs.

16.2 In an interrupted innings only, where the overs are reduced, each bowler is limited to the number of overs shown below.

Total overs	46 to 50	41 to 45	36 to 40	31 to 35	25 to 30
Max. overs each bowler	10	9	8	7	6

16.2.1 Note: Regulation 16.2 does not apply in uninterrupted matches in which the compulsory closure has happened.

16.3 When play is suspended mid-over and on resumption the bowler has exceeded the new maximum allocation, he/she will be allowed to finish the incomplete over.

16.4 In the event of a bowler being unable to complete an over, the remaining balls will be bowled by another bowler.

16.4.1 Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

17. NO BALLS

WAIST HIGH NON-PITCHING BALLS

17.1 Waist high non-pitching balls are considered dangerous and unfair.

17.2 Any delivery which passes or would have passed on the full above waist height of the striker standing upright at the crease will be a No Ball.

17.3 In the event of a bowler bowling a waist high non-pitching ball the umpire at the bowler's end will call and signal No Ball.

SHORT PITCHED BALLS

17.4 A short pitched ball is any ball which passes or would have passed over the batsman's shoulder while standing upright at the batting crease.

17.5 In a one day match in any one over there will be a limit of one short pitched ball.

17.6 In a one day match the second and any subsequent short pitched balls will be called a no ball by the bowler's end umpire.

18. FREE HIT

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

18.2 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 batter is facing it.

18.3 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.

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

18.4.1 There is a change of striker or

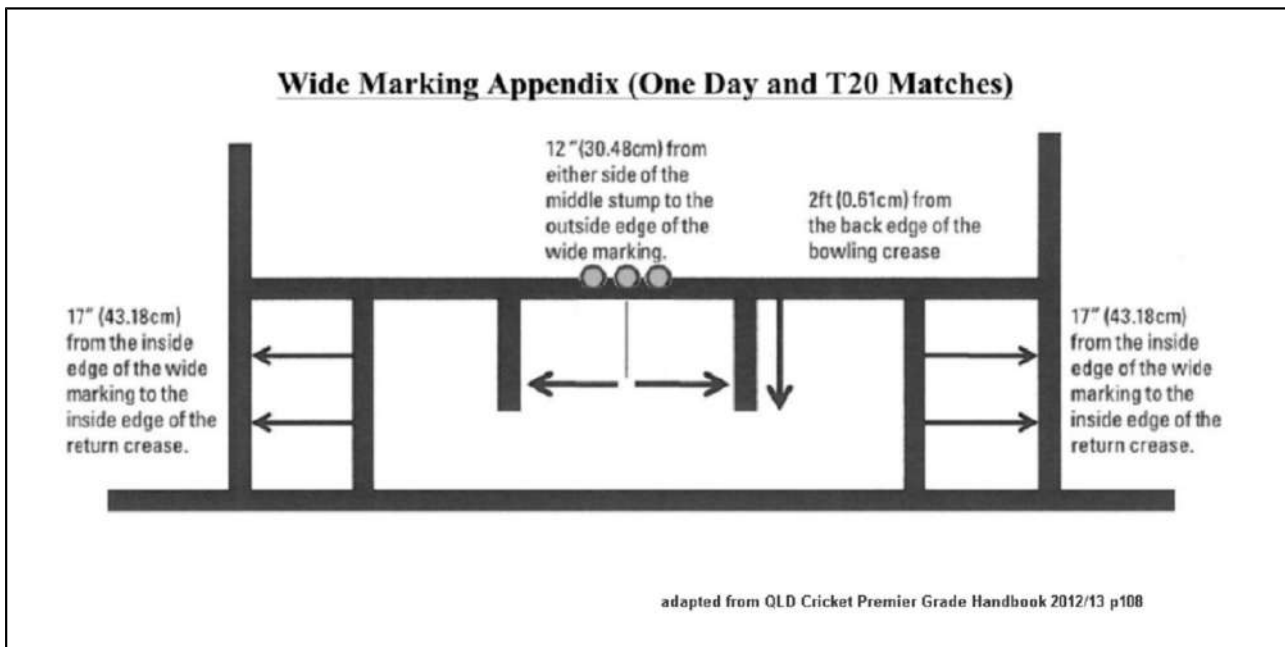
18.4.2 The No Ball was the result of a fielding restriction breach, in which case the field may be changed to the extent of correcting the breach.

18.5 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.

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

19. ONE DAY WIDES

- 19.1 Official Umpires and player umpires are instructed to apply very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket.
- 19.2 Any off side or leg side delivery that in the opinion of the umpire does not give the batsman a reasonable opportunity to score will be called a Wide.
- 19.3 As a guideline to the umpires for the calling of wides, the crease markings detailed in the Wide Marking Appendix will be marked in white at each end of the pitch.



SEE FULL SIZE FORM at <https://qsdca.com.au/08f-forms-diagrams-for-match-day>

20. NIL

21. THE RESULT

- 21.1 Unless either team is dismissed in less than 25 overs, to make a completed match each team must receive a minimum of twenty-five (25) overs.
- 21.2 If the required number of overs to be bowled to each team is completed and either or both teams have not been fully dismissed, the team having scored the greater number of runs will win the match.
- 21.3 If both innings of a match are completed and the number of runs scored by each team is the same even if the number of wickets is different then the result of the match is a tie.
- 21.4 In a match where the team batting second has not had the opportunity to bat for the target number of overs and has not been dismissed and has not passed its opponent's score, the result will be decided on the average run rate throughout each innings.

21.4.1 For example:

Team batting first scored 250 runs in 50 overs.

Average Run Rate is 5.00

Team batting second scored 130 runs in 25 overs.

Average Run Rate is 5.10

Team batting second wins the match.

21.4.2 For example:

Team batting first scored 180 runs all out in 30 overs.

Average Run Rate is 3.60

Team batting second scored 85 runs in 25 overs.

Average Run Rate is 3.40

Team batting first wins the match.

22. DRINKS BREAKS

- 22.1 Drinks breaks will be taken off the field.
- 22.2 Each Drinks break will be limited to as short a time as possible.
- 22.3 No time or minimum overs will be deducted from the day's play to make up for drinks breaks.
- 22.4 On playing days the time and frequency of drinks breaks will be agreed prior to the start of play between captains and umpires.
- 22.5 Captains will agree about the timing and frequency of extra drinks breaks in extreme heat conditions prior to the start of play on any playing day.
- 22.6 Extra drinks breaks on hot weather days are encouraged.
- 22.7 Refer to Appendix H Hot Weather Guidelines in QSDCA Playing Regulations Governing Competition Matches.

Note: QSDCA Playing Regulations Governing Competition Matches is otherwise known as the Saturday playing regulations.

(Found at <https://qsdca.com.au/05-playing-regulations> Or in any Saturday scorebook)

23. RUNNERS SUBSTITUTING FOR INJURED BATSMEN

Preamble: This competition will allow any injured batsman to have a runner since this is regarded as more desirable than forcing a player to stop playing if injured.

- 23.1 A batsman may have a runner provided:
 - 23.1.1 The batsman has become injured since the completion of the Team List.
 - 23.1.2 This does not apply when a batsman is already carrying an injury at the start of the match or if the batsman becomes tired.
 - 23.1.3 The runner must wear equipment matching the batsman's equipment including helmets and other protective equipment.
 - 23.1.4 Runners will only be allowed with the express permission of the umpire(s).

24. PLAYER ABSENCES

Preamble: Because QSDCA provides a competition for amateur players, the association will not strictly enforce the Penalty Time Laws. Players, captains and umpires are encouraged to communicate openly so as to not restrain any absent player's right to play.

24.1 Law 24.2 Fielder absent or leaving the field of play, Law 24.3 Penalty time not incurred and Law 25.3 Restriction on batsman commencing an innings (2017 Code) will not apply and will be replaced by the following:

24.2 An absent player means any player listed on the Team List for the current day's play who is not present or unable to take part in the match during playing hours.

NOTIFICATION PROCEDURE

- 24.3 The absent player's captain will advise the umpire of the player's name and the reason for absence prior to the start of play or as soon as practical.
- 24.4 If no umpire is present, the absent player's captain will advise the opposing captain.
- 24.5 Acceptable reasons for player absences include illness, injury or any other unavoidable cause such as heavy traffic, car breakdown, family illness, work commitments.
- 24.6 Subject to the above procedure being followed and any other relevant laws of cricket, on return to the field the absent player can bowl immediately and can bat at the fall of the next wicket.
- 24.7 Fielders who leave the field will not be restricted from batting in any following innings.

NOTIFICATION PROCEDURE NOT FOLLOWED

24.8 If the above procedure is not followed then:

24.9 The absent player will not be permitted to bowl until that player has been on the field for at least the length of playing time for which they were absent.

24.10 The absent player can bat at the fall of the next wicket (subject to any other relevant laws of cricket).

24.11 For example, match commences at 1.00pm, absent player arrives late at 1.30pm with no advice from captain prior to start of play.

24.12 The absent player cannot bowl until 2.00pm because of the 30 minutes that they were late.

24.13 Other parts of Law 24 (2017 Code) (namely 24.1 Substitute fielders and 24.4 Player returning without permission) will still apply.

25. NOTIFYING SCORES AND MATCH RESULTS

NOTIFYING SCORES AFTER THE DAY'S PLAY

25.1 Both teams will notify match scores at the end of each day's play whether or not play takes place, by a method as directed by the Management Committee.

25.2 Match scores will include at least total runs and two best individual batting scores and bowling figures for each innings.

25.3 No notifications are required when play is officially abandoned by the Management Committee.

ENTERING MATCH RESULTS AFTER THE END OF THE MATCH

25.4 Both teams will enter match results into MyCricket by 11.59pm of the Wednesday following the end of each match.

25.5 Match results will include all player names, all scores and Captain's Report (Umpire Assessment).

25.6 Entry of match results is required for any match abandoned due to weather or forfeit.

25.7 Players listed for abandoned or forfeited matches count toward qualification for SEMI-FINALS and GRAND FINAL matches.

FAILURE TO NOTIFY SCORES OR ENTER MATCH RESULTS

25.8 At the discretion of the Management Committee, fines or loss of points will apply for teams that fail to notify scores or to enter match results.

25.8.1 The amount of the fine will be determined at an Annual General Meeting of the Association.

26. POINTS

PRELIMINARY MATCHES

26.1 Teams in all grades will be allocated points for matches as follows.

- 26.1.1 Win..... 4 points
- 26.1.2 Tie..... 2 points
- 26.1.3 Draw..... 2 points
- 26.1.4 Loss..... 0 points

SUPER BONUS POINT

26.2 In addition to above, bonus points will be awarded for the match as follows.

- 26.2.1 A super bonus point will be awarded for a win achieved by the end of 30 overs.
- 26.2.2 This will not apply in any match delayed, interrupted or rearranged as in regulations 15 to 16.

POINTS FOR FORFEITED MATCHES

26.3 Teams receiving forfeits may be allocated the maximum number of points scored by any other team in that grade for the match.

- 26.3.1 Maximum points means match points plus bonus incentive points as in Regulation 26.2.
- 26.3.2 See Regulation 10 Forfeit conditions.

PROVISIONS FOR TEAM WITHDRAWALS

26.4 In the event of a team withdrawing from the competition after the commencement of the first match of the season, 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 match, in the particular grade.

26.5 If a team withdraws from the competition after the commencement of the first match of the season, the team withdrawing will be deemed to be lowest graded team from that club.

- 26.5.1 For example if there are two teams in different grades from the same club and the higher graded team withdraws, then the lower grade team will be promoted.
- 26.5.2 In the event of a team withdrawing from the competition after the commencement of the season, 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 round, in the particular grade.
- 26.5.3 If any player or team breaches any Playing Regulation the Management Committee may impose a penalty in accordance with Regulation 24.4 and 24.5 on that player's team.

NET RUN RATE

26.6 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.

- 26.6.1 If a team is 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.
- 26.6.2 In a match declared no result, net run rate does not apply.

27. FINALS

QUALIFYING FOR THE SEMI-FINAL

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

27.2 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.

DETERMINATION OF PLACINGS AND WINNERS

27.3 In the event of teams finishing on equal competition points, the placings will be determined as follows:

27.3.1 The team with the highest net run rate.

27.3.2 The team with the most number of wins and ties.

27.3.3 The team with the most number of wins over the other team(s).

QUALIFYING FOR THE FINAL

27.4 The winner of Semi-Final No.1 will play the winner of Semi-Final No.2 in the final.

27.4.1 If the semi-final ends in a tie, is abandoned or there is no result, the highest placed team of the semi-finalists at the end of the Preliminary Matches will advance to the Final.

VENUE AND DATE FOR SEMI-FINAL AND FINAL

27.5 The venue and date for all Semi-Final and Final matches will be determined by the Management Committee.

PLAYER ELIGIBILITY FOR SEMI-FINALS AND GRAND FINAL

27.6 To be eligible for a semi-final or final match, a player must have appeared in at least three (3) matches in the current season in Sunday 50 Over matches, in that particular grade or a lower grade.

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

28. PREMIERS

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

28.2 If the final ends in a tie, is abandoned or there is no result, the highest placed team of the finalists at the end of the preliminary matches will be determined as the Premiers.

28.3 The Management Committee will have the sole authority to determine Premiership winners in the event of any disputes resulting from the finals.

28.3.1 Any such decisions made, will be final and conclusive.

29. FITNESS OF GROUNDS

BEFORE PLAY

29.1 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.

29.2 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.

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

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

29.5 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.

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

29.7 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

29.8 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).

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

29.9.1 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

29.10 Play will be suspended in Dangerous or Unreasonable Conditions

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

29.10.1.1 [30/30 Rule] If thunder follows a lightning flash by 30 seconds or less, play must cease immediately.

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

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

30. CODE OF BEHAVIOUR/INTOXICATED PLAYER POLICY/RACIAL AND RELIGIOUS VILIFICATION CODE

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

31. PLAYER PROTECTION

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

(Appendix E Bowling Injury Prevention and Appendix K Playing Condition – Helmets are reproduced at the end of these regulations.)

32. BEHAVIOUR REPORTS AGAINST PLAYERS

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

33. APPEALS OF PLAYER BEHAVIOUR FINDINGS

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

34. SCOPE OF PENALTIES

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

35. BREACHES OF THE PLAYING REGULATIONS BY CLUBS

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

36. CONDUCT DETRIMENTAL TO THE SPIRIT OF THE GAME

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

37. POWER TO MAKE REGULATIONS

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

38. REQUEST FOR CHANGE OF PLAYING REGULATION

Regulation 26 of QSDCA Playing Regulations Governing Competition Matches will apply.

Note: QSDCA Playing Regulations Governing Competition Matches is otherwise known as the Saturday playing regulations.

(Found at <https://qsdca.com.au/05-playing-regulations> Or in any Saturday scorebook)

Appendix E BOWLING INJURY PREVENTION

AGE BOWLING RESTRICTIONS FOR MATCHES			
Age Group	Max. Overs Each Spell *	Max. Overs Day	Target Balls per week (match & training)
Under 11	2	4	
Under 13	4	8	100 to 120
Under 15	5	12	100 to 120
Allow 4-6 weeks gradual bowling preparation prior to the season			
Under 17	6	16	120 to 150
Allow 6-8 weeks gradual bowling preparation prior to the season			
Under 19	7	20	150 to 180
Allow 8-10 weeks gradual bowling preparation prior to the season			
<p>* Rest between spells should be the lesser of 1 hour of interruption to play OR the same number of overs from the same end as the completed spell.</p>			

[A] This policy applies to all competitions. For the purpose of this policy, a player’s status shall be determined by their age on the thirty first [31] day of August in the season in which the competition is played. For example, a player who is eighteen [18] on the thirty first day of August shall be deemed to be under nineteen for the duration of that season. These restrictions apply equally to male and female players.

[B] A bowler who has bowled a spell of less than the maximum overs per spell may resume bowling prior to the completion of the necessary break as defined below, but this will be considered an extension of the same spell, and the maximum limit of overs for the spell will still apply. Following the completion of the spell, the normal break between spells will apply – the break within the spell is disregarded.

[C] Definitions: This policy applies to bowlers of medium pace or faster (as determined by the umpires and broadly defined as one to whom the wicket-keeper would normally stand back, or one who is not considered a slow bowler). The umpires shall immediately notify the captains of both sides of each bowler who they determine should be treated differently to this broad definition.

[D] Change of Bowling Type: Where a bowler changes between medium pace (or faster) and slow bowling during a day’s play:

- (i) If the bowler begins with medium pace (or faster), the bowler is subject to the playing condition throughout the day.
- (ii) If the bowler begins with slow bowling and changes to medium pace (or faster), the playing condition applies from the time of the change, and all overs of slow bowling bowled prior to the change shall not be taken into account in either the current spell or the daily limit.

[E] Umpires shall monitor the overs bowled by players. In the event of a bowler attempting to bowl more than the permitted quota of overs relevant to his age group, the umpire[s] should advise the captain and/or coach that the permissible number of overs has been bowled. Umpires will record players that exceed the number of overs per match or per spell in a given match on the match report to Queensland Cricket. Should the bowler continue to bowl and exceed the relevant quota, the umpire[s] shall report the matter to Queensland Cricket. Umpires have no power to suspend a player who breaches this regulation from bowling.

Notes: Refer to the current Cricket Australia Playing Policy and Guidelines (“Well Played”) for further details in relation to bowling injury prevention.

Appendix K PLAYING CONDITION – HELMETS

In all Association competitions and training sessions the following regulations will apply:

Batting PC B

PC B1 A batter must wear a British Standard 7928:2013 compliant helmet at all times when batting against fast or medium-paced bowling.

PC B2 The umpire(s) are the sole judge of whether bowling is fast or medium-paced and will judge the pace of bowling against what is considered "fast", "medium-paced" or "slow" within the context of that particular match.

PC B2.1 The wicketkeeper standing either up to, or back from the stumps must not be the deciding factor in this decision.

PC B3 The umpire(s) are responsible for ensuring that a helmet is worn when required by clause PC B1 but are not responsible for ensuring that the helmet being worn by the batter is compliant with British Standard 7928:2013.

PC B4 The umpire(s) must not allow the match to continue during any period in which a batter fails to wear a helmet when required by this clause.

Wicketkeeping PC E

PC E1 At all times when wicket-keeping up to the stumps, the wicketkeeper must wear a British Standard 7928:2013 compliant helmet.

PC E2 The umpire(s) are responsible for ensuring that a helmet is worn when required by clause PCE1 but are not responsible for ensuring that the helmet being worn by the wicketkeeper is compliant with British Standard 7928:2013.

PC E3 The umpire(s) must not allow the match to continue during any period in which a wicketkeeper fails to wear a British Standard 7928:2013 helmet when required by clause PCE1.

Junior Wicketkeepers Playing in Senior Competitions PC G

PC G1 Any wicketkeeper who is eligible to play junior cricket (under 18) at all times when wicket-keeping within 7 metres of the stumps, must wear a British Standard 7928:2013 compliant helmet.

PC G2 The umpire(s) are responsible for ensuring that a helmet is worn when required by clause PC G1 but are not responsible for ensuring that the helmet being worn by the wicketkeeper is compliant with British Standard 7928:2013.

PC G3 The umpire(s) are the sole judges of the distance from the stumps in this clause.

PC G4 The umpire(s) must not allow the match to continue during any period in which a wicketkeeper fails to wear a helmet when required by clause PCG1.

Fielding Inside arc from gully to leg gully PC L

PC L1 At all times when fielding in a position closer than 7 metres of the stumps from the batter's position on the popping crease on a middle stump line, with the exception of any fielding position between the accepted position of off side gully to the accepted position of leg gully, must wear a British Standard 7928:2013 compliant helmet.

PC L2 The umpire(s) are responsible for ensuring that a helmet is worn when required by clause PC L1 but are not responsible for ensuring that the helmet being worn by the fielder is compliant with British Standard 7928:2013.

PC L3 The umpire(s) are the sole judges of the distance from the stumps in this clause.

PC L4 The umpire(s) must not allow the match to continue during any period in which a fielder fails to wear a helmet when required by this clause PCL1.

PC L5 The exchange of protective equipment between members of the fielding side on the field of play is permitted provided that the umpire(s) do not consider that it constitutes a waste of playing time.

Note: For the avoidance of doubt, any fielder within the prescribed distance regarded to be fielding wider than a standard "gully" or "leg gully" must wear a British Standard 7928:2013 helmet. But fielders fielding finer than gully or leg gully e.g. any slip or leg slip are not required to wear a British Standard 7928:2013 helmet.

Responsibility and Enforcement

E1 The match umpires will be responsible for ensuring that a helmet is worn when required but will not be responsible for ensuring that the helmet worn by any player is compliant with British Standard 7928:2013.

E2 In a match with Association appointed umpires, the umpires will not allow the match to continue during any period in which any batter, wicket keeper standing up to the stumps or fielder within the prescribed area fails to wear a helmet.

E3 In a match without Association appointed umpires, the captains of both batting and bowling teams are responsible for compliance with these clauses.

E4 The captains of both batting and bowling teams will not permit the match to continue during any period in which any batter, wicketkeeper standing up to the stumps or fielder within the prescribed area fails to wear a helmet.

E5 If any player plays in a match in contravention of clauses in Appendix K the Management Committee may impose on that player's Club a penalty in accordance with Regulation 24.4 and 24.5.

For the avoidance of doubt

K1 Caught: A batter can be out caught where the ball rebounds or ricochets directly or indirectly off the helmet worn by any player.

K2 Run Out: A batter can be out run out where the ball rebounds or ricochets directly or indirectly onto the stumps off the helmet worn by a fielder.

K3 Stumped: A batter can be out stumped where the ball rebounds or ricochets directly or indirectly onto the stumps off the helmet worn by a wicketkeeper.

K4 Replacement helmets: Helmets should be replaced immediately in accordance with the manufacturers recommendations following a significant impact.

K5 7 metre distance: Research shows that the minimum distance for a fielder to react to a batter hitting the ball is 7 metres.