

Queensland Sub Districts Cricket Association Inc.

SUPER 20 PLAYING REGULATIONS 2019-20

CONTENTS	page	CONTENTS	page
GLOSSARY	2	21. FINALS	16
1. APPLICATION	3	21.1 Qualifying For The Semi-Final	16
2. AFFILIATION OF CLUBS AND TEAMS	3	21.4 Qualifying For The Final	16
3. REGISTRATION OF PLAYERS	3	21.5 Venue For Semi-Final And Final	16
4. PLAYER CHANGING GRADES	4	21.6 Player Eligibility For Semi-Final & Final	16
5. HOURS OF PLAY	5	22. PREMIERS	17
5.5 Interval Between Innings	5	23. FORFEITS	17
5.7 Intervals For Drinks	5	23.1 Forfeit Conditions	17
5.8 Extra Time	5	23.3 Forfeit Caution	17
6. GRADING OF TEAMS, MATCHES AND GROUNDS	5	24. FITNESS OF GROUNDS	18
7. THE TEAM LIST	6	24.1 Before Play	18
8. CLOTHING	7	24.8 During the Match	18
9. KIT, BALLS AND EQUIPMENT	7	24.10 Suspension In Dangerous Or Unreasonable Conditions	18
10. LIQUOR	8	25. NOTIFYING SCORES AND MATCH RESULTS	19
11. LENGTH OF INNINGS	8	25.1 Notifying Scores After The Day's Play	19
11.1 In An Uninterrupted Match	8	25.4 Entering Match Results After The End Of The Match	19
In A Delayed Or Interrupted Match	8	25.8 Failure To Notify Scores Or Enter Match Results	19
11.11 The Team Batting First	11	26. CODE OF BEHAVIOUR, INTOXICATED PLAYER POLICY, RACIAL AND RELIGIOUS VILIFICATION CODE	20
11.16 The Team Batting Second	11	27. PLAYER PROTECTION	20
12. FIELDING RESTRICTIONS	12	28. BEHAVIOUR REPORTS AGAINST PLAYERS	20
13. NUMBER OF OVERS PER BOWLER	12	29. APPEALS OF PLAYER BEHAVIOUR FINDINGS	20
14 NO BALLS	13	30. SCOPE OF PENALTIES	20
14.1 Waist High Non-Pitching Balls		31. BREACHES OF THE PLAYING REGULATIONS BY CLUBS	20
14.4 Short Pitched Balls		32. CONDUCT DETRIMENTAL TO THE SPIRIT OF THE GAME	20
15 FREE HIT	13	33. POWER TO MAKE REGULATIONS	20
16. OVER-RATE PENALTIES	13	34. PLAYER ABSENCES	20
17. TIMED OUT	14	35. REQUEST FOR CHANGE OF PLAYING REGULATION	20
18. ONE DAY WIDES	14	36. RUNNERS SUBSTITUTING FOR INJURED BATSMEN	20
19. THE RESULT	15		
20. POINTS	15		
20.1 Preliminary Matches	15		
20.2 Bonus Points	15		
20.3 Points for Forfeited Matches	15		
20.4 Provisions for Team Withdrawals	15		
20.6 Net Run Rate	16		

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 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.
- 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 Super 20 Clubs will be regarded as 'Associate Members' of the Queensland Sub Districts Cricket Association Inc.
- 2.7 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. REGISTRATION OF PLAYERS

- 3.1 All players will be registered in MyCricket <http://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 31 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 players 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. HOURS OF PLAY

5.1 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.

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

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)

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)

INTERVAL BETWEEN INNINGS

5.3 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.

5.4 The time for the interval will be 10 minutes.

INTERVALS FOR DRINKS

5.5 No drinks intervals are permitted.

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>

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 Nil

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 this regulation 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. LIQUOR

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

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

10.3 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)

11. LENGTH OF INNINGS

IN AN UNINTERRUPTED MATCH

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

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

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

11.4 If the team fielding second fails to bowl 20 overs by the scheduled time for the end of the second innings, play will continue subject to conditions of ground, weather and light until the required number of overs has been bowled or a result has been achieved and Playing Condition 16 will apply.

IN A DELAYED OR INTERRUPTED MATCH

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

11.6 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.

11.7 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 11.8 and the innings of the team batting will continue from the point of the interruption.

11.8 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.

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

11.10 Interruptions to a Super 20 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 SUPER 20 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 170 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)	16 to 20	11 to 15	10
Max. overs each bowler	4	3	2

(I1)

Fielding Restriction Overs

(circle one)

Total overs	20	17-19	14 - 16	10-13
Overs for which fielding restrictions will apply	6	5	4	3

(I2)

Rescheduled Playing Hours

- Time first innings to start or restart _____ (J)
- LENGTH OF INNINGS [I x 4] _____ (K)
- NEW FIRST INNINGS END TIME [J + (K - B)] _____ (L)
- Length of interval 10 minutes (M)
- NEW SECOND INNINGS START TIME [L + M] _____ (N)
- NEW 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 close of play 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 SUPER 20 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)

Overs per bowler (circle one)	Total overs	16 to 20	11 to 15	10	(D1)
	Max. overs each bowler	4	3	2	

Fielding Restriction Overs (circle one)	Total overs	20	17-19	14 - 16	10-13	(D2)
	Overs for which fielding restrictions will apply	6	5	4	3	

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)	16 to 20	11 to 15	10	(M)
	Max. overs each bowler	4	3	2	

Fielding Restriction Overs (circle one)	Total overs	20	17-19	14 - 16	10-13	(M2)
	Overs for which fielding restrictions will apply	6	5	4	3	

THE TEAM BATTING FIRST

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

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

11.13 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.

11.14 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.

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

11.16 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.

11.17 If the team fielding first fails to bowl the revised number of overs by the New First Innings End 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.

THE TEAM BATTING SECOND

11.16 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.

11.17 If 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.

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

11.19 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.

11.20 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.

11.21 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.

11.22 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.

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

11.24 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.

11.25 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.

12. FIELDING RESTRICTIONS

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.

TEAM BATTING FIRST

12.4 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.

12.5 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	20	17-19	14 - 16	10-13
Overs for which fielding restrictions will apply	6	5	4	3

TEAM BATTING SECOND

12.6 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

13.1 In an uninterrupted innings no bowler will be permitted to bowl more than 4 overs.

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

Total overs	16 to 20	11 to 15	10
Max. overs each bowler	4	3	2

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

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

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

14. NO BALLS

WAIST HIGH NON-PITCHING BALLS

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

14.2 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.

14.3 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 DELIVERIES

14.4 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.

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

14.6 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.

PENALTY

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

15. FREE HIT

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

15.2 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 batsman is facing it.

15.3 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.

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

15.4.1 There is a change of striker or

15.4.2 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.

15.5 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.

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

16. OVER-RATE PENALTIES

16.1 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.

16.2 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.

16.3 This will apply to both innings of the match.

16.4 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.

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

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

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

16.8 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.

16.9 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).

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

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

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

17. TIMED OUT

17.1 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 90 seconds of the fall of the previous wicket.

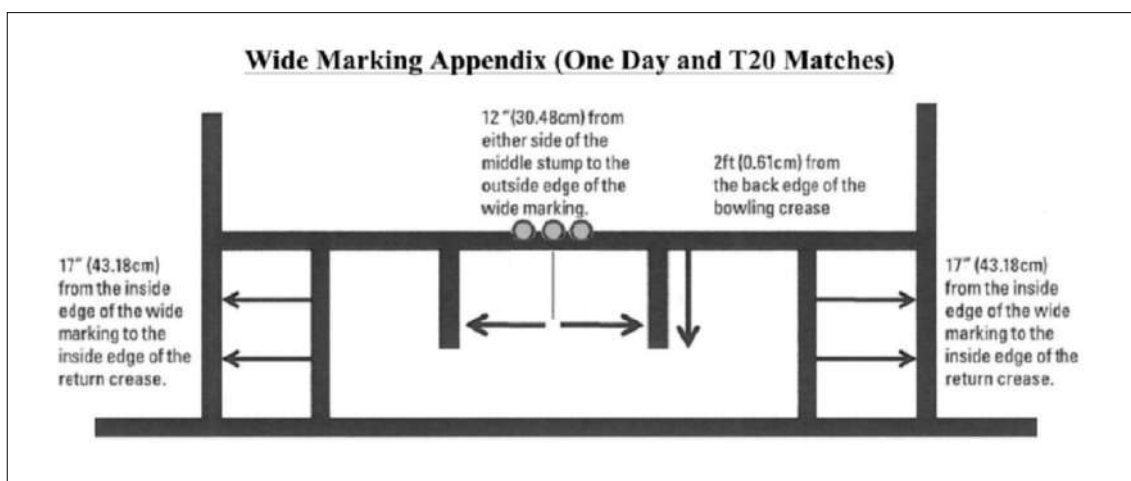
17.2 The incoming batsman is expected to be ready to make their way to the wicket immediately a wicket falls, and is expected to jog to the wicket.

18. ONE DAY WIDES

18.1 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.

18.2 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.

18.3 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>

19. THE RESULT

19.1 Unless either team is dismissed in less than 10 overs, to make a completed match each team must receive a minimum of 10 overs.

19.2 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.

19.3 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.

19.4 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.

For example:

Team A – scores 135 batting first (20 overs) Average Run rate 6.75

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

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

Team B requires 102 runs to win from 15 overs.

20. POINTS

PRELIMINARY MATCHES

20.1 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

BONUS POINTS

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

20.2.1 Batting – 0.01 of a point for every run made

20.2.2 Bowling – 0.15 of a point for every wicket taken

20.2.3 Bowling side will be awarded points for absent players from the batting side when all wickets have fallen.

20.2.4 Bowling bonus points will not be awarded for batsmen who are retired hurt.

POINTS FOR FORFEITED MATCHES

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

20.3.1 Maximum points means match points plus bonus incentive points.

PROVISIONS FOR TEAM WITHDRAWALS

20.4 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.

20.5 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.

20.5.1 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.

NET RUN RATE

20.6 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.

20.3.1 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.

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

20.3.3 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.

20.3.4 The Management Committee may inflict on any Club the penalty of forfeiture of points gained in a particular competition match or matches for any breach of Playing Regulations.

21. FINALS**QUALIFYING FOR THE SEMI-FINAL**

21.1 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.

21.2 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.

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

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

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

21.3.3 The team with the highest net run rate.

21.3.4 In a match declared no result, net run rate is not applicable.

QUALIFYING FOR THE FINAL

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

21.4.1 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 FOR SEMI-FINAL AND FINAL

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

PLAYER ELIGIBILITY FOR SEMI-FINAL AND FINAL

21.6 To be eligible to play in a semi-final or final match, a player must have appeared in at least three (3) matches in the current season in Super 20 matches, in that particular grade or a lower grade.

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

22. PREMIERS

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

22.2 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.

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

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

23. 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

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

23.2 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

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

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

23.5 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.

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. 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 play-offs and finals 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. CODE OF BEHAVIOUR, INTOXICATED PLAYER POLICY,
RACIAL AND RELIGIOUS VILIFICATION CODE**

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

27. PLAYER PROTECTION

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

28. BEHAVIOUR REPORTS AGAINST PLAYERS

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

29. APPEALS OF PLAYER BEHAVIOUR FINDINGS

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

30. SCOPE OF PENALTIES

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

31. BREACHES OF THE PLAYING REGULATIONS BY CLUBS

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

32. CONDUCT DETRIMENTAL TO THE SPIRIT OF THE GAME

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

33. POWER TO MAKE REGULATIONS

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

34. PLAYER ABSENCES

Regulation 9.21 of QSDCA Playing Regulations Governing Competition Matches will apply.

35. REQUEST FOR CHANGE OF PLAYING REGULATION

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

36. RUNNERS SUBSTITUTING FOR INJURED BATSMEN

Runners for batsmen will not be permitted.

“QSDCA Playing Regulations Governing Competition Matches” is otherwise known as the Saturday playing regulations available at <https://qsdca.com.au/05-playing-regulations>