

## QSDCA Bridging Competition 'Pilot' – Season 2021/22

### Structure & Rules Outline, Version 2

Element	Description
<b>Format</b>	
<b>Competition Rationale</b>	<p style="text-align: center;">Retaining teenagers.            Providing additional opportunities for families and friends to play together.            Connecting to senior Community Cricket.</p>
<b>Competitive basis</b>	<p style="text-align: center;">Competitive with participation element.</p>
<b>Indicative Age</b>	<p style="text-align: center;">Combination of u/20s and o/20s.            Up to 4 o/20s as a guide.            For the pilot, more o/20s can play if needed. Where this occurs teams are requested to avoid any major disparity in player standards.</p>
<b>Typical player</b>	<p style="text-align: center;">Players in mid-late teens not playing senior cricket.            Adults mentoring these players.</p>
<b>Typical player pre-requisite experience</b>	<p style="text-align: center;">Experienced junior / school cricketers (5+ years total exp.), plus senior players to mentor them.</p>
<b>Clothing</b>	<p style="text-align: center;">Whites.            Uniform Club shirts in accordance with QSDCA regulations (75% white).</p>
<b>Comp geographic spread</b>	<p style="text-align: center;">Brisbane Metro (incl. Logan)</p>
<b>Number of teams (Pre-Xmas)</b>	<p style="text-align: center;">6</p>
<b>Season structure (Pre-Xmas)</b>	<p style="text-align: center;">5 matches.            Teams play each other once.</p>
<b>Season dates (Pre-Xmas)</b>	<p style="text-align: center;">Oct 9 – Dec 11</p>
<b>Days played (Pre-Xmas)</b>	<p style="text-align: center;">Saturdays</p>

Element	Description
Hours of Play	12.45pm – 5.45pm
Match Type	Two Day 'Mini Test Match' ('Quarters')
Pitch	Turf
Rules	
Basis	<p><b>QSDCA Regulations Governing Competition Matches apply, except where varied in this document.</b></p> <p><b>Being a Pilot Competition, if there's uncertainty regarding the Regulations, the matter can be referred to the Captains to reach agreement with the Spirit of Cricket as the guiding principle.</b></p> <p><b>QSDCA Code of Behaviour and Player Protection Appendices apply.</b></p> <p><a href="https://qsdca.com.au/05-playing-regulations/">https://qsdca.com.au/05-playing-regulations/</a></p>
Player qualification for grade	Players in Fourth Grade Premier Cricket or higher not permitted without approval.
Team Size	12 (11 players on field at any time. All players can field and bowl. All players can bat until 10 wickets have fallen.)
Wickets per innings	10
Minimum number of players	7
Pitch length	20.1m
Ball	Kookaburra two-piece (provided by QSDCA).
Total Overs per side	70 per side across the two days.

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<b>Innings pause</b>	<p>After 35 overs, except when team is all out. Team that bats first on week one, bats second on week two and vice versa.</p> <p>Where an innings closure occurs before a 'quarter' is completed, the next team to bat will makeup the remaining overs in the day (e.g. team one is all out after 20 overs: team two can bat their 50 overs, then resumes their innings on day two to bat their remaining 20 overs)</p>																		
<b>Innings break</b>	<p>15 minutes, at the conclusion of the first 'quarter', or the close of the innings.</p> <p>10 minutes if there is a second innings closure in a day.</p>																		
<b>Delayed / interrupted matches</b>	<p>Calculate total number of overs per side at 4 minutes per over.</p> <p>If day one is a complete washout, a 35-over One Day game will be played on week two (further details will be provided in the umpiring guide).</p>																		
<b>Batting retirement</b>	<p>Any batter can be retired at the team's discretion, after facing a minimum of 25 balls.</p>																		
<b>Bowling restrictions</b>	<p>As per QSDCA Appendix E, for players 18 or younger.</p> <div data-bbox="767 1341 1291 1935" style="border: 2px solid black; padding: 10px;"> <p><b>BOWLING AGE RESTRICTIONS</b> <b>Two Day Matches</b></p> <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="text-align: left;">Under..</th> <th style="text-align: left;">Spell</th> <th style="text-align: left;">Day</th> </tr> </thead> <tbody> <tr> <td>19</td> <td>7 fast</td> <td>20 max</td> </tr> <tr> <td>17</td> <td>6 fast</td> <td>16 max</td> </tr> <tr> <td>15</td> <td>5 fast</td> <td>12 max</td> </tr> <tr> <td>13</td> <td>4 fast</td> <td>8 max</td> </tr> <tr> <td>11</td> <td>2 fast</td> <td>4 max</td> </tr> </tbody> </table> <p><b>Rest between spells will be the lesser of</b>  <b>* 1 hour of interruption to play OR</b>  <b>* the same no. of overs from the same end as the completed spell.</b></p> </div>	Under..	Spell	Day	19	7 fast	20 max	17	6 fast	16 max	15	5 fast	12 max	13	4 fast	8 max	11	2 fast	4 max
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LBW Rule	<p>Must be plumb.</p> <p>This means that the ball must pitch in line with the stumps, strike the batter without first contacting the bat, strike the batter in line with the stumps and be going on to hit the stumps.</p>
Slow over rate penalty	6 runs per over not bowled (flexibility for extenuating circumstances – e.g. injuries, lost balls)
<b>Administration</b>	
COVID Safety	<p>For all grounds, all players/umpires/visitors will:</p> <ul style="list-style-type: none"> <li>- Make sure they are recorded correctly on a QR Code based Contact Register</li> <li>- practice social distancing/not share equipment <ul style="list-style-type: none"> <li>- use face masks when required to do so</li> <li>- wash hands frequently and properly.</li> </ul> </li> <li>- Additionally any sick persons must stay away from the match.</li> </ul> <p>For more information see <a href="https://qsdca.com.au/covid-19-safety/">https://qsdca.com.au/covid-19-safety/</a></p>
Wet Weather	<p>As per QSDCA process, except that the Umpires’ co-ordinators will not to be notified at this stage (as teams will provide their own umpires).</p> <p><a href="https://qsdca.com.au/13-wet-weather-information/">https://qsdca.com.au/13-wet-weather-information/</a></p>
Umpires	One from each team, unless otherwise sourced by QSDCA (potential for ‘development’ umpires)
Live scored	Encouraged but optional.
Mycricket full match data.	Required by 11.59pm Wednesday.
<b>Incentives</b>	
Competition Points	<p>34.1 MATCH POINTS (as per Premier Cricket)</p> <p>34.1.1 Teams will be allocated the following points for two day matches.</p> <p>34.1.2 Outright win after leading on the first innings... 16 points</p> <p>34.1.3 Outright win after tie on the first innings... 10 points</p> <p>34.1.4 Outright win after trailing on the first innings... 9 points</p>

Element	Description
	<p>34.1.5 Tie after winning on the first innings... 13 points  34.1.6 Tie after trailing on the first innings... 3 points  34.1.7 Win on the first innings... 12 points  34.1.8 Outright loss after leading on the first innings... 7 points  34.1.9 Draw or tie on the first innings... 5 points  34.1.10 Outright loss after tie on first innings... 6 points  34.1.11 Loss on first innings... 0 points  34.1.12 Outright loss after trailing on the first innings... 0 points  34.1.13 Match abandoned before any result... 5 points</p> <p>34.2 BONUS POINTS (Second Innings only)</p> <p>34.2.1 In addition to above, bonus incentive points will be awarded for the match as follows.</p> <p>34.2.2 Batting... 0.01 of a point for every run made.  34.2.3 Bowling... 0.15 of a point for every wicket taken.  34.2.4 Bowling side will be awarded points for absent players from the batting side when all wickets have fallen.  34.2.5 Bowling bonus points will not be awarded for batsmen who are retired hurt.</p> <p>ONE DAY GAMES (Day one washed out) (equivalent to first innings points)</p> <p>34.1 MATCH POINTS  34.1.1 Win... 12 points  34.1.2 Tie... 5 points  34.1.3 Loss... 0 points</p> <p>34.2 BONUS POINTS  As above</p> <p>34.2.6 SUPER BONUS POINT  34.2.7 A super bonus point will be awarded for a win achieved by the end of 20 overs.  34.2.8 This will not apply in any match delayed, interrupted or rearranged as in Playing Regulation 26</p>
<p><b>Spirit of Cricket Points</b></p>	<p>Assessed by opposition at the conclusion of each match, utilising the rating guidelines below:</p> <p>5: Behaviour was impeccable and epitomised the true spirit, traditions and values of the game. It was evident at all times that upholding the Spirit of Cricket was the main priority.</p> <p>4: Behaviour was very good and the game was played in very good spirit with respect shown to all players and umpires.</p>

Element	Description
	<p>3: Behaviour was acceptable and incident free with no breaches of the Spirit of Cricket.</p> <p>2: Behaviour was unacceptable and fell significantly short of upholding the Spirit of Cricket with Code of Behaviour breaches and / or player(s) reported.</p> <p>1: Behaviour severely compromised the umpires ability to officiate the match and showed no regard to the Spirit of Cricket with constant breaches and multiple players reported.</p> <p>Submit ratings to <a href="mailto:michael.fisher@uqconnect.edu.au">michael.fisher@uqconnect.edu.au</a></p>
Prizes	<p>TBD - currently sourcing sponsorship for these.</p> <p><b>1<sup>st</sup> to 6<sup>th</sup> will be determined by an average of each teams placing on the competition ladder and the spirit of cricket ladder.</b></p>