

For Bridging Competition (to be renamed as of Aug 2022)

Structure & Rules Outline, Version 2.1

Element	Description
Format	
Competition Rationale	Retaining teenagers. Providing additional opportunities for families and friends to play together. Connecting to senior Community Cricket.
Competitive basis	Competitive with participation element.
Indicative Age	Combination of under 20's and over 20's. Up to 4 over 20's as a guide. For the pilot, more over 20's can play if needed. Where this occurs teams are requested to avoid any major disparity in player standards.
Typical player	Players in mid-late teens not playing senior cricket. Adults mentoring these players.
Typical player pre-requisite experience	Experienced junior / school cricketers (5+ years total exp.), plus senior players to mentor them.
Clothing	Whites OR Uniform Club shirts in accordance with QSDCA regulations (75% white).
Competition geographic spread	Brisbane Metro (incl. Logan)
Number of teams (Pre-Xmas)	6 (TBC)
Season structure (Pre-Xmas)	5 matches
Season dates (Pre-Xmas)	Teams play each other once. Oct 9 – Dec 11 (TBC)
Days played (Pre-Xmas)	Saturdays
Hours of Play	12.45pm – 5.45pm
Match Type	Two Day 'Mini Test Match' ('Quarters')
Pitch	Turf
Rules	
Basis	QSDCA Regulations Governing Competition Matches apply except where varied in this document. 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. QSDCA Code of Behaviour and Player Protection Appendices (A-K) apply.
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	7

players																									
Pitch length	20.1m																								
Ball	Kookaburra two-piece (provided by QSDCA).																								
Total Overs per side	70 per side across the two days.																								
Innings pause	After 35 overs, except when team is all out. Team that bats first on week one, bats second on week two and vice versa. 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)																								
Innings break	15 minutes, at the conclusion of the first `quarter`, or the close of the innings. 10 minutes if there is a second innings closure in a day.																								
Delayed / interrupted matches	Calculate total number of overs per side at 4 minutes per over. 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).																								
Batting retirement	Any batter can be retired at the team's discretion, after facing a minimum of 25 balls.																								
Bowling restrictions	As per QSDCA Appendix E , for players 18 or younger. <div><table><tr><th colspan="3">BOWLING AGE RESTRICTIONS</th></tr><tr><th colspan="3">Two Day Matches</th></tr><tr><th>Under..</th><th>Spell</th><th>Day</th></tr><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></table></div>	BOWLING AGE RESTRICTIONS			Two Day Matches			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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	Rest between spells will be the lesser of * 1 hour of interruption to play OR * the same no. of overs from the same end as the completed spell.																								
LBW Rule	Must be plumb. 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																								
Slow over rate penalty	6 runs per over not bowled (flexibility for extenuating circumstances - e.g. injuries, lost balls)																								

Administration (in summary)

COVID Safety	For all grounds, all players/umpires/visitors will:
(To be updated)	- practice social distancing/not share equipment - use face masks when required to do so - wash hands frequently and properly.
Wet Weather	As per QSDCA process, except that the Umpires' co-ordinators will not be notified at this stage (as teams will provide their own umpires).
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.

Prizes TBD - currently sourcing sponsorship for these.
 1st to 6th will be determined by an average of each teams placing on the competition ladder and the spirit of cricket ladder.

Incentives

TWO DAY MATCHES

34.1 MATCH POINTS (as per Premier Cricket)

34.1.1 Teams will be allocated the following points for two day matches.

34.1.2 Outright win after leading on the first innings... 16 points

34.1.3 Outright win after tie on the first innings... 10 points

34.1.4 Outright win after trailing on the first innings... 9 points

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

34.2 BONUS POINTS (Second Innings only)

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

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.

ONE DAY MATCHES (Day one washed out) (equivalent to first innings points)

34.1 MATCH POINTS

34.1.1 Win... 12 points

34.1.2 Tie... 5 points

34.1.3 Loss... 0 points

34.2 BONUS POINTS

As above but for first innings

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**