

Queensland Sub Districts Cricket Association Inc.

REGULATIONS GOVERNING COMPETITION MATCHES

Also known as "The Playing Regulations"

Incorporating the "Playing Regulations Review 2023" and

All Code of Behaviour and Player Protection Appendixes and

Sunday 50 Over, Over 40's, Futures League and Super 20 Regulations

Note: The transition from MyCricket to PlayHQ may mean that some parts of these regulations have not yet been modified correctly to implement the change. If any such parts are discovered then they must be interpreted in a way that makes sense for the use of PlayHQ.

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GLOSSARY

Applies to All Competitions

"**CCC**"... means Community Cricket Championships.

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

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

"**match abstract**"... means a report of all players' names, all team scores, all individual scores and umpire assessments by the captains, submitted by participating teams at the conclusion of each match.

"**Match points**" means points awarded to each team for the result of a match as in **Playing Regulation 34**.

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

"**Play HQ**"... an modern online database of cricket match results used by many associations throughout Australia

<https://www.playhq.com/cricket-australia/>

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

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

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

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

"**Innings finish time**"... a new term which replaces various terms such as cut-off time, Compulsory Closure time, end time of innings in Playing Regulations about limited over matches.

"**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.

"**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.

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

"**Super 20 competition**"... a Twenty 20 competition organised by this association.

"**Team uniform**"... a new term which encompasses an approved team playing shirt plus trousers.

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

"**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.

"**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 (Law 41.7 2017 Code 3rd ed.)**

"**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

1 APPLICATION

Applies to All Competitions

- 1.1 Matches will be played under the Laws of Cricket as recognised by Cricket Australia.
- 1.2 These playing regulations will apply to matches played under management of this association.
- 1.3 New laws recognised 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

Applies to All Competitions

- 2.1 Clubs nominating teams for all competitions will submit details in a format approved by this Association.
- 2.2 Nominations are due at the Club Secretaries meeting held prior to the start of each new season.
- 2.3 Each team nominated must have 11 or more playing members.
- 2.4 All fees and fines (including outstanding and past due) must be paid before any nomination will be accepted.
- 2.5 A meeting of affiliated clubs will be held on the first Monday of September.
- 2.6 The final nomination date will be 12 days before the first day's play of the season.
- 2.7 Affiliated clubs may nominate extra teams or withdraw teams by 7pm on the final nomination date.
- 2.8 Any club which withdraws a team or teams after the final nomination date may be liable for all fees, as if matches had been played by the withdrawn team or teams during the season.
- 2.9 Acceptance of nominations will be at the discretion of the Management Committee.
- 2.10 Nominations will not be accepted on the condition that any club or team plays in a particular grade.
- 2.11 Any other competitions organised by this association will be subject to team nomination procedures determined by the Management Committee.
- 2.12 NIL

3 REGISTRATION OF PLAYERS

Applies to All Competitions

- 3.1 All players will be registered in PlayHQ <https://www.playhq.com/cricket>
- 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 **Playing Regulation 3** the Management Committee may impose a penalty in accordance with **Playing Regulation 46 and 47** on that player's team.

4 PLAYERS CHANGING GRADES

Applies to All Competitions

Preamble: The aim of this section is to promote fair and matched play between teams of comparable ability as much as possible. While it is desirable that all players in a club get an opportunity to play as much as they can it is also desirable that the enjoyment of the game is not hampered by sides with players of mismatched ability dominating.

AT THE START OF THE SEASON

- 4.1** Clubs with more than one team will be allowed to play any registered players in any grade for the first 4 matches.

THE ROUND 5 FINAL GRADING

- 4.2** After the completion of match 4 and before the beginning of match 5, Clubs with more than one team will finalise player gradings.

4.2.1 The finalised player gradings will be sent in writing to the Management Committee.

4.2.2 Finalised player gradings will be examined by the Management Committee.

4.2.3 Failure to register such player gradings will automatically register players in the grade played in match 5.

4.2.4 If an ungraded player does not play in match 5 then that player will be registered in the grade first played in after match 5.

PLAYING IN A HIGHER GRADE

- 4.3** Any previously graded player can play in a higher grade.

DOWNGRADE STEPS FOLLOWING AUTOMATIC UPGRADE

- 4.4** Any previously graded player who plays three matches in a higher grade is automatically upgraded.

4.4.1 Any automatically upgraded player may seek permission from the Management Committee for a downgrade.

4.4.2 The player's club will seek permission from the Management Committee by submitting in writing details of the player's performances in those three matches.

4.4.3 Management Committee will decide permission based on the player's performances in those matches played in the higher grade.

4.4.4 The Honorary Secretary of the Association will advise the player's Club of any decision prior to the match following the Management Committee Meeting at which the decision is reached.

4.5 No permission is required for a player downgrade within grades (such as from A1 to A2, B2 to B3, or C3 to C4) in regular competition rounds.

4.5.1 **Playing Regulation 4.5** does not apply in SEMI FINAL and GRAND FINAL MATCHES.

4.5.2 See **Playing Regulation 35** for additional finals player eligibility conditions.

GENERAL DOWNGRADE STEPS

- 4.6** No previously graded player may play in a lower grade without the consent of the Management Committee.

4.6.1 Any previously graded player may seek permission from the Management Committee for a downgrade.

4.6.2 The player's club will seek permission from the Management Committee by submitting in writing details of the player's performances and reasons supporting the downgrade.

4.6.3 If a previously graded player plays in a lower grade match without permission (against **Playing Regulations 4.6 to 4.6.2**), the Management Committee may impose a penalty in accordance with **Playing Regulations 46 and 47** on that player's team.

4.6.4 That penalty will be loss of match points for the player's team and the award of maximum points for the round to the opposing team as described in **Playing Regulations 11.6 and 11.7**.

CHANGING GRADES FOR SAME CLUB, DIFFERENT COMPETITION

- 4.8** Any club in the Association that also has teams in the Community Cricket Championship will transfer players subject to **Playing Regulations 4.1 to 4.6**.
- 4.8.1** Any club in the Association that also has teams in other QC affiliated competition(s) or has a written player exchange agreement with a club in another QC affiliated competition may register any of their players in any grade in this Association without the approval of the Management Committee.
- 4.8.2** Any player who has played third grade or higher in QC Premier Cricket in the current or immediately previous season may not play unless granted approval by the Management Committee.
- 4.8.3** The Management Committee reserves the right to veto clearances from any player who has a record of appearing in Premier Cricket (QC or otherwise e.g. Sydney)
- 4.8.4** In such cases, the decision of the Management Committee will be final.

5 CLEARANCES FOR PLAYERS CHANGING CLUBS

Applies to All Competitions NOW Applies Sunday 50/Super 20 too

- 5.1** No player will be free to leave one Club and join another during the same season without clearance from the first club and the consent of the Management Committee.
- 5.2** Players may play for another club in an alternative competition administered by this association (such as Super 20) without the consent of the Management Committee.
- 5.3** Consent of the Management committee may be granted when the player is qualified under these regulations and is clear of any valid financial obligation (such as subscriptions, fees, fines or penalties from any previous club, organisation or association).
- 5.4** If any player plays in a match without clearance in accordance with **Playing Regulation 5** the Management Committee may impose a penalty in accordance with **Playing Regulation 46 and 47** on that player's team.

6 GRADING OF TEAMS, MATCHES AND GROUNDS

Applies to All Competitions

- 6.1** The playing season will commence at the discretion of the Management Committee as soon as practicable to the 3rd weekend of September each year.
- 6.2** The format for the coming season and duration of matches will be decided at the Annual General Meeting prior to the start of the season.
- 6.3** Following the Annual Club Secretaries Meeting, the Management Committee will determine:
- 6.3.1** Which teams are placed in which competition grades
- 6.3.2** A complete draw of matches for the season.
- 6.3.3** On which grounds competition matches will be played.
- 6.4** No alteration to grades, matches, hours of play, rounds or grounds will be made except by the Management Committee.
- 6.5** 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.
- 6.5.1** 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

Applies to All Competitions

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 or electronic list of all players eligible to bat and bowl in the match showing all replaced players and the players who replaced them at any point in the match.
- 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 **Playing Regulation 3** and have clearance as in **Playing Regulation 5** before the start of play.
- 7.2.3** Both Captains will identify to the umpire(s) the ages of all players under 18 years.
- 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.
- 7.5.1** Teams entered electronically in PlayHQ for the match are considered exchanged for the purposes of **Playing Regulations 7.5 to 7.7**.
- 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 unless a replacement is authorised under **Playing Regulation 23.2**.
- 7.9** The Umpire's Team List will be used as a reference in any dispute which may arise.
- 7.10** Example Team Lists for each competition are available at the website shown below.

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

8 CLOTHING

Applies to All Competitions

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 A predominantly white cricket shirt

8.1.4 White socks

8.1.5 Cricket shoes

8.1.6 Players must wear cricket shoes with full metal spikes while bowling.
Spike length will be limited to 9mm.

8.1.7 Any bowler with shoes that do not comply with **Playing 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

8.2 TEAM UNIFORMS

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

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

8.2.3 Team uniform consists of coloured playing shirts and white or coloured playing trousers or pants.

8.2.4 All other player clothing including but not limited to hats, shoes, socks, jumpers and protective equipment must follow other parts of this regulation.

8.2.5 Team uniforms will match the diagrams displayed on the association team uniform website.
URL <https://qsdca.com.au/team-uniform-gallery/>

8.2.6 Team uniforms must conform to design specifications as published by Management Committee.

8.2.7 All members of a team will wear the uniform club team shirt on the field of play.

8.2.8 If there are any team members who are unable to wear the team uniform, whites as in **Playing Regulation 8.1** are the only permitted alternative.

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

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

8.2.11 All questions about the acceptability of a team uniform or a white shirt are for the Management Committee alone to decide.

8.3 PROTECTIVE EQUIPMENT

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

8.3.2 Use of non-white batting gloves and batting pads in red ball cricket matches is not permitted.

8.4 UMPIRES' CLOTHING

8.4.1 Player umpires will be reasonably clothed including a shirt and footwear when standing during matches. See **Appendix L Player Umpire Policy**.

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

8.5 REPORTING OF CLOTHING BREACHES

8.5.1 Breaches of **Playing Regulation 8** will be reported to the Management Committee by the match umpire(s).

8.5.2 If any team repeatedly breaches **Playing Regulation 8**, the Management Committee may impose a penalty on that team in accordance with **Playing Regulation 46 and 47**.

9 KIT, BALLS, AND EQUIPMENT

Applies to All Competitions

- 9.1 Each team will have 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 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 or approved material.
- 9.4 The fielding team will use a new leather cricket ball in each first innings.
See **Playing Regulation 21.18** for the second innings of Saturday Two Day Matches.
- 9.5 New balls will be of brand and type approved by the Management Committee.

10 FITNESS OF GROUNDS

Applies to All Competitions

BEFORE PLAY

- 10.1 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.
- 10.2 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.
- 10.3 If the day's play is called off then the Captains will tell the Umpires Coordinator for the association immediately.
- 10.4 If the day's play is called off then both Captains will tell their Club Secretaries.
- 10.5 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.
- 10.6 If the day's play is not called off then umpires and players will attend the ground at the normal time for play.
- 10.7 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

- 10.8 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).
- 10.9 In the absence of official umpire(s) Captains will agree about fitness of the pitch, ground, weather and light for play.
- 10.9.1 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

- 10.10 Play will be suspended in Dangerous or Unreasonable Conditions
- 10.10.1 The following will apply in addition to **Law 2.8 (2017 Code 3rd ed.)**
- 10.10.2 [30/30 Rule] If thunder follows a lightning flash by 30 seconds or less, play must cease immediately.
- 10.10.3 Players and umpires must leave the field immediately and must not return until 30 minutes after the initial lightning flash.
- 10.10.4 If during the suspension of play thunder follows a lightning flash by 30 seconds or less, the 30 minute suspension period is to recommence.
- 10.10.5 Refer to **Appendix G** Lightning Safety 30-30 Rule.

11 FORFEITS

Applies to All Competitions

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

- 11.1** Each team must have a minimum number of seven (7) registered playing members present at start of play on the first day.
- 11.2** 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

- 11.3** Players, captains and umpires are expected to make efforts to allow the match to proceed if at all possible.
- 11.4** There is no cut-off time for 'claiming' a forfeit.
- 11.5** 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.

POINTS FOR FORFEITED MATCHES

- 11.6** Teams receiving forfeits may be allocated the maximum number of points scored by any other team in that grade for the match.
- 11.7** Maximum points means match points plus bonus incentive points.

PROVISIONS FOR TEAM WITHDRAWALS

- 11.8** 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.
- 11.9** 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.
- 11.9.1** 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.

12 PLAYER ABSENCES

Applies to All Competitions

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.

- 12.1 Law 24.2 Fielder absent or leaving the field of play, Law 24.3 Penalty time not incurred and Law 25.3 Restriction on batter commencing an innings (2017 Code 3rd ed.)** will not apply and will be replaced by the following:
- 12.2** 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

- 12.3** 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.
- 12.4** If no umpire is present, the absent player's captain will advise the opposing captain.
- 12.5** Acceptable reasons for player absences include illness, injury or any other unavoidable cause such as heavy traffic, car breakdown, family illness, work commitments.
- 12.6** 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.
- 12.7** Fielders who leave the field will not be restricted from batting in any following innings.

NOTIFICATION PROCEDURE NOT FOLLOWED

- 12.8** If the above procedure is not followed then:
- 12.9** 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.
- 12.10** The absent player can bat at the fall of the next wicket (subject to any other relevant Laws of Cricket).
- 12.11** For example, match commences at 1.00pm, absent player arrives late at 1.30pm with no advice from captain prior to start of play.
- 12.12** The absent player cannot bowl until 2.00pm because of the 30 minutes that they were late.
- 12.13** Other parts of **Law 24 (2017 Code 3rd ed.)** (namely 24.1 Substitute fielders and 24.4 Player returning without permission) will still apply.

13 NOTIFYING SCORES AND MATCH ABSTRACTS

Applies to All Competitions

Note: 'match abstract'... means a report of all players' names, all team scores, all individual scores and umpire assessments by the captains, submitted by participating teams at the conclusion of each match.

NOTIFYING SCORES AFTER THE DAY'S PLAY

13.1 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.

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

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

ENTERING MATCH ABSTRACTS AFTER THE END OF THE MATCH

13.4 Both teams will enter match abstracts into PlayHQ by 11.59pm of the Wednesday following the end of each match.

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

13.6 Entry of match abstracts is required for any match abandoned due to weather or forfeit.

13.7 Players listed for abandoned or forfeited matches count toward qualification for SEMI FINAL and GRAND FINAL matches. See **Playing Regulation 35.15 to 35.22**

FAILURE TO NOTIFY SCORES OR ENTER MATCH ABSTRACTS

13.8 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 abstracts.

13.8.1 Such penalties will be determined at an Annual General Meeting of the Association.

13.8.2 If any team repeatedly contravenes **Playing Regulation 13.4** the Management Committee may impose a penalty on that team in accordance with **Playing Regulations 46 and 47**.

14 LIQUOR

Applies to All Competitions

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

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

14.3 The Intoxicated Player Policy in **Appendix B** forms part of these Playing Regulations.

15 – 19 NIL

For Sunday Over 40's - 40 Over Matches

20 HOURS OF PLAY

For Sunday Over 40's - 40 Over Matches

20.1 Morning Session 9.30 to 12.15pm.

20.2 Interval 12.15pm to 12.45pm.

20.3 Afternoon Session 12.45pm to 3.30pm.

21 NIL

22 INTERVALS

For Sunday Over 40's - 40 Over Matches

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

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

22.2 If the innings of the team batting first ends before 11.00 am, then the innings of the team batting second will start after a 10 minute innings break.

22.3 If the innings of the team batting first ends after 11.00 am, the lunch interval will be taken immediately after the close of the innings.

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

23 REPLACEMENT PLAYERS

For Sunday Over 40's - 40 Over Matches

Preamble: Substitute fielders are defined in Law 24.1 (2017 Code). Eligibility to bat is defined in Law 25.1 (2017 Code). The "Super Sub Rule" applies only to the Sunday 50 over competition.

23.1-23.5 NIL

23.6 Each team may consist of 12 players. In such event, the 12th person shall be permitted to bowl, and bat provided there is at least one retiree.

23.7 If either team has only 11 players, then both teams can only bat 11 players.

23.8 The 12th player must bat before any retired batter is recycled.

23.9 The bowling team needs to take a maximum of 10 wickets to dismiss the batting team.

23.10 To play in the Over 40's competition, a player must have reached 40 years of age or be turning 40 before 30 June of the last year the competition is running in. For example in the 2021/22 season the cut off date is 30 June 2022.

23.11 Each team may be permitted to play two under-age players who must be turning 38 or 39 in accordance with **Playing Regulation 23.10**

23.12 Any exceptions to **Playing Regulation 23.11** must be submitted to the Management Committee for approval prior to the start of the match.

23.13 NIL

24 LENGTH OF INNINGS

For Sunday Over 40's - 40 Over Matches

AN UNINTERRUPTED MATCH

24.1 Each team will bat for 40 overs unless all out earlier.

25 INNINGS FINISH TIME

For Sunday Over 40's - 40 Over Matches

- 25.1** The first innings will be completed by 12.15pm (referred to as the Innings Finish Time).
- 25.2** NIL
- 25.3** If overs in the first innings are not complete by the Innings Finish Time, the first innings will continue until 40 overs have been bowled or until 10 wickets have fallen.
- 25.4** When the team bowling first comes to bat, they will receive the number of overs bowled including the one in progress at the Innings Finish Time.
- 25.4.1 For example,** Team B (bowling first) is part way through over 38 at Innings Finish Time. Overs 39 and 40 will be bowled, followed by a standard length innings break then Team B (batting second) will face up to 38 overs.
- 25.5** If the team batting first is all out in less than 40 overs, before the Innings Finish Time, the team batting second will be entitled to bat for 40 overs.
- 25.5.1 For example,** Team A (batting first) is all out after 29.2 overs before the Innings Finish Time. First innings will close followed by a standard length innings break then Team B will face up to 40 overs.
- 25.6** If the team batting first is all out in less than 40 overs, after the Innings Finish Time, the team batting second will be entitled to bat for the number of overs bowled including the one in progress at the Innings Finish Time.
- 25.6.1** For example, Team B (bowling first) is part way through the over 37 at the Innings Finish Time. Team A (batting first) is all out in 39 overs, 10 minutes after the Innings Finish Time. Following a standard length innings break, Team B (batting second) will face up to 37 overs.
- 25.7** Batters, Captains and all other participants are reminded that **Law 41.10 Batter Wasting Time (2017 Code 3rd ed.)** will apply at all times in matches.
- 25.8** Change to Innings Finish Time is only allowed under circumstances due to interruptions as in **Playing Regulations 26.15 and 26.22.**

26 IN A DELAYED OR INTERRUPTED MATCH

For Sunday Over 40's - 40 Over Matches

- 26.1** Delayed means a match which does not begin at the scheduled time for reasons of weather, light, or other conditions.
- 26.2** 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 (2017 Code 3rd ed.)**
- 26.3** If play is delayed or interrupted the match may be shortened by:
- * reducing the number of overs for both teams
 - * reducing the number of overs for the team batting second
 - * moving Innings Finish Times
 - * reducing over limits for bowlers.
- 26.3.1** In addition for Sunday Over 40's - 40 matches only, intervals may be shortened. See **Playing Regulation 22.1** for Sunday Over 40's - 40 Over Matches.
- 26.4** Unless either team is dismissed in less than 20 overs, to make a completed match each team must receive a minimum of 20 overs. See **Playing Regulation 33.**
- 26.4.1 For example,** if the team batting first completes its innings then the team batting second (unless all out or having passed the first team's score) must face at least 20 completed overs to achieve a result.
- 26.5** In the event of a suspension occurring in the middle of an over, the number of total overs lost will be calculated as in **Playing Regulation 26.6** and the innings of the team batting will continue from the point of the interruption.

26.6 Interruptions to a 40 Over One Day Match Calculation Sheets 1A, 1B, 2A and 2B may be used to determine the match progress.

SEE FORM in the DIAGRAMS APPENDIX
or at <https://qsdca.com.au/05-playing-regulations>

26.7 NIL

THE TEAM BATTING FIRST

- 26.8** If play is suspended and time is lost before the end of the first innings the number of overs remaining in the match will be the remaining amount of available playing time in minutes divided by four.
- 26.9** When calculating the remaining playing time available for the match the duration of the interval between innings will be taken into account.
- 26.10** On Sundays the interval is varied as shown in **Playing Regulation 22** for Sunday Over 40's - 40 Over Matches.
- 26.11** In the first innings calculations resulting in a fraction of an over the fraction will be rounded up.
- 26.12** If the total number of overs in the match (remaining plus completed) results in an odd number, then one over will be added.
- 26.13** Remaining overs in the match will be split so that both teams have the opportunity to bat for the same number of overs.
- 26.14** Example:
- * After 15 overs and 60 minutes of play in the first innings, 161 minutes time is lost.
 - * The interval is reduced to 10 minutes.
 - * Playing time lost reduces to 141 minutes.
 - * When play restarts, total remaining playing time is 129 minutes.
 - * 33 overs can be bowled in the remaining time (round up calculations as in **Playing Regulation 26.11**).
 - * The first innings will be 9 more overs and second innings will be 24 overs.
 - * First innings will restart at 1.11pm
 - * New first Innings Finish Time will be 1.47pm.
 - * Second innings will start 1.57pm
 - * New second Innings Finish Time will be 3.33pm.
 - * After restart bowlers will be limited to 5 overs each.

NEW FIRST INNINGS FINISH TIME

- 26.15** When playing time is lost in the first innings a new First Innings Finish Time will be calculated by multiplying remaining first innings overs by four minutes and adding to the restart time.
- 26.16** If new required number of overs in the first innings are not completed by the new Innings Finish Time, play will continue until the new required number of overs has been bowled or the innings is completed in the same manner as in **Playing Regulations 25**.
- 26.17** All relative delays, interruptions in play, and the duration of the interval will be taken into account.
- 26.18** If there is more than one interruption to the innings of the side batting first, calculations will be based on the original scheduled close of play, rather than any rescheduled close resulting from the previous interruption.

THE TEAM BATTING SECOND

- 26.19** If play is suspended and time is lost after the end of the first innings the number of overs remaining in the match will be the remaining amount of available playing time in minutes divided by four.

26.20 In the second innings calculations resulting in a fraction of an over will rounded down.

26.21 Example:

- * After 10 overs and 40 minutes of play in the second innings, 72 minutes playing time is lost.
- * When play restarts, total remaining playing time is 53 minutes.
- * The second innings will be 13 more overs to play. (Round down calculations as in **Playing Regulation 26.20**).
- * A DLS target par score will be calculated. See **Playing Regulation 33.4**
- * Second innings will restart at 2.37pm
- * New second Innings Finish Time will be 3.29pm
- * After restart bowlers will be limited to 5 overs each.

NEW SECOND INNINGS FINISH TIME

26.22 When playing time is lost in the second innings a New End Time of Innings Time will be calculated by multiplying remaining second innings overs by four minutes and adding to the restart time.

26.23 For any match not completed by scheduled close of play, play may continue subject to conditions of weather, round and light until required overs have been bowled or the innings is complete.

26.24 If the innings of the team batting first has been completed prior to the Innings Finish Time or new Innings Finish Time (see **Playing Regulation 25 and 26.15**), 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.

26.25 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.

26.26 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.

27 NUMBER OF OVERS PER BOWLER

For Sunday Over 40's - 40 Over Matches

27.1 In an uninterrupted innings no bowler will be permitted to bowl more than 8 overs.

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

Total Overs	Max. overs each bowler
36 to 40	8
31 to 35	7
25 to 30	6
20 to 25	5

27.3 Note: **Playing Regulation 27.2** does not apply in uninterrupted matches in which Innings Finish Time has made an innings shorter. See **Playing Regulation 25**.

27.4 Any bowler who has exceeded the new maximum over limit prior to an interruption has finished their overs.

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

27.6 If any bowler is unable to complete an over, the remaining balls will be bowled by another bowler.

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

28 ONE DAY WIDES

For Sunday Over 40's - 40 Over Matches

- 28.1** Official Umpires and player umpires are instructed to apply very strict and consistent interpretation of **Law 22 Wide Ball (2017 Code 3rd ed.)** in order to prevent negative bowling wide of the wicket.
- 28.2** Any off side or leg side delivery that in the opinion of the umpire does not give the batter a reasonable opportunity to score will be called a Wide.
- 28.3** 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 DIAGRAM in the DIAGRAMS APPENDIX
or at <https://qsdca.com.au/05-playing-regulations>

29 NO BALLS**29.1 WAIST HIGH NON-PITCHING BALLS**

For Sunday Over 40's - 40 Over Matches

- 29.1.1** Waist high non-pitching balls are considered dangerous and unfair.
- 29.1.2** 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.
- 29.1.3** 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.

SEE DIAGRAM in the DIAGRAMS APPENDIX
or at <https://qsdca.com.au/05-playing-regulations>

29.2 SHORT PITCHED BALLS

For Sunday Over 40's - 40 Over Matches

- 29.2.1** A short-pitched ball is any ball which after bouncing on the pitch passes or would have passed above the shoulder height of the batter standing upright at the batting crease.
- 29.2.2** The umpire at the bowler's end will advise the bowler and the batter on strike when each short pitched delivery has been bowled.
- 29.2.3** In any one over there will be a limit of one such short pitched balls.
- 29.2.4** The second and any subsequent short pitched balls will be called a no ball by the bowler's end umpire.
- 29.2.5** **Law 21.10 (2017 Code 3rd ed.)** will be replaced by the following.
- 29.2.6** The bowler's end umpire will call and signal Wide for any ball which after pitching passes over head height of the batter standing upright at the batting crease.
- 29.2.7** For the avoidance of doubt any short pitched delivery that is called a Wide under **Playing Condition 29.2.6** will also count as one of the short pitched deliveries in that over.

SEE DIAGRAM in the DIAGRAMS APPENDIX
or at <https://qsdca.com.au/05-playing-regulations>

29.3 FREE HIT

For Sunday Over 40's - 40 Over Matches

- 29.3.1** The delivery following a no ball called (all modes of no ball) will be a free hit for whichever batter is facing it.
- 29.3.2** 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.

- 29.3.3** 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.
- 29.3.4** Neither field changes nor the exchange of individuals between fielding positions are permitted for free hit deliveries unless:
- * There is a change of striker or
 - * 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.
- 29.3.5** For clarity, the bowler can change their mode of delivery for the free hit delivery. In such circumstances **Law 21.1.1 (2017 Code 3rd ed.)** will apply.
- 29.3.6** 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.

29.4 FIELDING RESTRICTIONS

For Sunday Over 40's - 40 Over Matches

- 29.4.1** At the instant of delivery there will not be more than five fielders on the leg side.
- 29.4.2** For the purposes of this rule the bowler is not counted as a fielder.
- 29.4.3** On infringement of the above fielding restriction, either umpire will call and signal 'No Ball'.

29.5 PENALTY

For Sunday Over 40's - 40 Over Matches

- 29.5.1** **Law 21.15 (2017 Code 3rd ed.)** will apply. The penalty for a no ball will be 1 run.

30 NIL

31 RUNNERS FOR INJURED BATTERS

For Sunday Over 40's - 40 Over Matches

Preamble:

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

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

BATTERS RETIRE AT 50

- 31.6** Batters will retire on scoring 50 runs in Over 40's matches.
- 31.7** Subject to the dismissal of all other batters, retired batters must return to the crease in the order that they retired.
- 31.8** Any batters retiring due to genuine injury or illness with the umpires agreement before being compulsory retired under **Playing Regulation 31.6**, may continue their innings as per normal "retired hurt" rules. See **Law 25.4 (2017 Code 3rd ed.)**

32 DRINKS BREAKS

For Sunday Over 40's - 40 Over Matches

- 32.1** Drinks breaks will be taken off the field.
- 32.2** Each Drinks break will be limited to as short a time as possible.

- 32.3** No time or minimum overs will be deducted from the day's play to make up for drinks breaks.
- 32.4** On playing days the time and frequency of drinks breaks will be agreed prior to the start of play between captains and umpires.
- 32.5** 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.
- 32.6** Extra drinks breaks on hot weather days are encouraged.
- 32.7** See Appendix H Hot Weather Guidelines.
- 32.8** Suggested times for drinks breaks are:
Sunday 40 over: after 13 and 27 overs are complete in each innings.
 On a hotter day after 10, 20, and 30 overs are complete.
- 32.9** If there is an innings change within 30 minutes of a drinks break then skip the drinks break.
- 32.10** A recommended safe maximum time between drinks breaks is 75 minutes however circumstances such as mild weather might cause this to be extended.

33 RESULT OF THE MATCH

For Sunday Over 40's - 40 Over Matches

- 33.1** Unless either team is dismissed in less than 20 overs, to make a completed match each team must receive a minimum of 20 overs.
- 33.2** 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.
- 33.3** 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.
- 33.4** 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 and
 * both teams have had the opportunity to bat for at least 20 overs,
 the target score will be calculated by club officials or scorers representing both clubs (or player scorers as the case may be) using Duckworth Lewis Stern method using the DLS calculator function in the PlayHQ scoring software.
 (URL <https://ca.score.playhq.com/>)
- 33.4.1** The target score will be confirmed by the umpires and communicated and agreed to by both captains prior to the recommencement of the match.
- 33.4.2** Note the use of other DLS calculators is not permitted.
- 33.4.3** The Management Committee will have sole authority to determine winners in the event of any disputed result in matches
- 33.5** NIL
- 33.6** NIL

34 POINTS

For Sunday Over 40's - 40 Over Matches

34.1 MATCH POINTS

- 34.1.1** Teams in all grades will be allocated points for one day limited over matches as follows.
- 34.1.2** Win... 4 points
- 34.1.3** Tie... 2 points
- 34.1.4** Draw... 2 points
- 34.1.5** Loss... 0 points

34.2.1-34.2.5 NIL**34.2.6 SUPER BONUS POINT**

34.2.7 A super bonus point will be awarded for a win achieved by the end of 25 overs.

34.2.8 A super bonus point will be awarded if the team bowling second restricts the team batting second to less than 60% of the target score.

34.2.9 The maximum number of super bonus points awarded will be 1.

34.2.10 This will not apply in any match delayed, interrupted or rearranged as in **Playing Regulation 26**.

34.3 NET RUN RATE

For Sunday Over 40's - 40 Over Matches

34.3.1 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.

34.3.2 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.

34.3.3 In a match declared no result, net run rate does not apply.

35 SEMI FINAL AND GRAND FINAL MATCHES

For Sunday Over 40's - 40 Over Matches

35.1 After completion of the competition round of matches teams placed first to fourth in each grade will play in SEMI FINAL and GRAND FINAL MATCHES.

35.2 In grades with small numbers of teams the Management Committee may elect to dispense with SEMI FINALS and proceed directly to a GRAND FINAL MATCH between teams placed first and second.

QUALIFYING FOR FINALS

35.3 The team with the highest placing in each grade at the completion of the preliminary matches will play the fourth placed team in SEMI FINAL No. 1.

35.4 The team with the second highest placing in each grade at the completion of the preliminary matches will play the third placed team in SEMI FINAL No. 2.

35.5 The winner of SEMI FINAL No.1 will play the winner of SEMI FINAL No.2 in the GRAND FINAL.

35.6 Any team playing in a SEMI FINAL OR GRAND FINAL MATCH whose club is not in good financial standing may be excluded by the Management Committee from playing in SEMI FINAL AND GRAND FINAL MATCHES.

35.7 Any team(s) that are excluded from playing in SEMI FINAL AND GRAND FINAL MATCHES will be replaced by the next highest placed team(s) in that Grade as determined in **Playing Regulation 35.8**

DETERMINATION OF PLACINGS

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

35.8.1 The team with the highest net run rate.

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

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

VENUE AND DATE FOR SEMI-FINAL AND FINAL

- 35.9** The venue and date for all Semi-Final and Final matches will be determined by the Management Committee.
- 35.10** Finals will be played with same playing conditions as other round matches.
- 35.11-35.14** NIL

PLAYER ELIGIBILITY FOR SEMI FINAL AND GRAND FINAL MATCHES

- 35.15** To be eligible to play in a SEMI FINAL or GRAND FINAL MATCH of the Sunday 50 over competition a player must have appeared in 3 matches of the current season
- * for the same club
 - * in the same grade (or a lower grade)
 - * for the same team (or the same club in a lower grade)
- 35.16** Note: in the case of clubs with more than one team in a single grade this means that players can not become eligible using games played in the other team in that grade.
- 35.17** Any exceptions to **Playing Regulation 35.15** must be submitted to the Management Committee for approval.
- 35.18** Request for exception of a player who has appeared in two or less matches in the current season in that particular grade or a lower grade will be denied in all cases.
- 35.19** Players listed for abandoned or forfeited matches count toward qualification for SEMI FINAL and GRAND FINAL MATCHES. See **Playing Regulation 13**.
- 35.20** When a club has consecutive teams in SEMI FINAL AND GRAND FINAL MATCHES a maximum of 2 eligible players may be downgraded from the higher grade team to the next lower grade team without approval.
- 35.21** Any player downgraded as in **Playing Regulation 35.19** for a SEMI FINAL MATCH will become ineligible for the GRAND FINAL MATCH if the higher grade team is eliminated.
- 35.22** All other player downgrades in SEMI FINAL AND GRAND FINAL MATCHES are not permitted unless approval is granted by the Management Committee.
- 35.23** See **Playing Regulation 4.5** for additional finals eligibility conditions.

UMPIRES IN SEMI FINAL AND GRAND FINAL MATCHES

- 35.24** Official umpires will stand in all SEMI FINAL and GRAND FINAL MATCHES.
- 35.25** If official umpires are not available, neutral umpires who have passed umpire training examinations approved by the Management Committee will stand.

36 DETERMINATION OF WINNERS

For Sunday Over 40's - 40 Over Matches

- 36.1** NIL
- 36.2** The winner of the GRAND FINAL in each grade will be determined as the Premiers for each grade.
- 36.3** NIL
- 36.4** If any SEMI FINAL or GRAND FINAL MATCH 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 winners.
- 36.5** The Management Committee will have the sole authority to determine winners in the event of any disputes resulting from SEMI FINAL or GRAND FINAL MATCHES.
- 36.6** Any such decisions made will be final and conclusive.
- 37-39** NIL

Futures League

Structure & Rules Outline, Version 2.2

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
Competition geographic spread	Brisbane Metro (incl. Logan)
Season structure	5 matches, Teams play each other once Dates Oct to Dec. (Pre-Xmas)
Hours of Play	Saturdays 12.45pm – 5.45pm
Match Type	Two Day 'Mini Test Match' ('Quarters')
Pitch	Turf

Rules

Basis	QSDCA Playing Regulations for Saturday Two Day Matches apply except where varied in this document. If there's uncertainty regarding the Playing 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-L) apply._ https://qsdca.com.au/05-playing-regulations/
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.)
Minimum number of players	7

Wickets per innings	10
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 the 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.

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

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: - 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.
PlayHQ full match data.	Required by 11.59pm Wednesday.

Points

TWO DAY MATCHES for Futures League

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 batters 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**

Applies to All Competitions

40 SEASON'S AWARDS

Applies to All Competitions

- 40.1 Premierships** – All grades will compete for a shield as an award for winning the GRAND FINAL MATCH.
- 40.2 Batting Awards** There will be a batting award for best average in each separate grade.
- 40.3** To qualify for the batting award, the winner must have scored at least 200 runs and have batted in at least nine innings in the preliminary rounds of the season.
- 40.4 Bowling Awards** There will be a bowling award for best average in each separate grade.
- 40.5** To qualify for the bowling award, the winner must have taken at least 25 wickets and bowled at least 360 balls in the preliminary rounds of the season.
- 40.6 Batting Aggregate** – There will be an award for the player who scores the most number of runs for the season including SEMI FINAL MATCH and GRAND FINAL MATCHES, regardless of grade.
- 40.7 Bowling Aggregate** – There will be an award for the player who takes the most number of wickets for the season including SEMI FINAL MATCH and GRAND FINAL MATCHES, regardless of grade.
- 40.8 Wicket-keeping Award** – There will be an award for the player who makes the highest number of dismissals regardless of grade.
- 40.9 Best Performance in a 2 Day match** – There will be an award for the best performance in a 2 Day match in each combined grade (A, B and C).
- 40.10** Best Performance in a match selection will be decided by the Management Committee.
- 40.11 Best Performance in a 1 Day match** – There will be an award for the best performance in a 1 Day match in each combined grade (A, B and C).
- 40.12** Best Performance in a 1 day match selection will be decided by the Management Committee.
- 40.13 Best Under 21 player** – There will be an award for the best player under 21 years of age at 1st October that season.
- 40.14** Best Under 21 player selection will be decided by the Management Committee.
- 40.15 Representative Player of the Year** – There will be an award for the Representative Player of the Year.
- 40.16** Representative Player of the Year selection will be decided by the Management Committee.
- 40.17 Most Points in a Season** – There will be an award for the Saturday team achieving the most points in the season.
- 40.18 Spirit of Cricket Award** – There will be a Spirit of Cricket Award.
- 40.19** Spirit of Cricket Award team selection will be decided by the Management Committee.
- 40.20 Best Umpire Award** – There will be an award for best umpire.
- 40.21 Most Improved Umpire Award** – There will be an award for most improved umpire.
- 40.22** Umpires Award selection will be determined by the Management Committee.
- 40.23 Batting Aggregate in Sunday 50 Over Cricket** – There will be an award for the player who scores the most number of runs for the season in each grade.
- 40.24 Bowling Aggregate in Sunday 50 Over Cricket** – There will be an award for the player who takes the most number of wickets for the season in each grade.
- 40.25 Batting Aggregate in Over 40's - 40 Over Cricket** – There will be an award for the player who scores the most number of runs for the season in each grade.
- 40.26 Bowling Aggregate in Over 40's - 40 Over Cricket** – There will be an award for the player who takes the most number of wickets for the season in each grade.

- 40.27 President's Achievement Award** – There will be an award recognising long term achievement by an individual.
- 40.28** President's Achievement Award selection will be determined by the Management Committee.
- 40.29** Except where indicated SEMI FINAL MATCH and GRAND FINAL MATCH performances will not be considered in determining any award.
- 40.30** The Management Committee will have the right to vary the conditions of any award should circumstances prevent the qualification for any award being met.
- 41 CODE OF BEHAVIOUR**
Applies to All Competitions
- 41.1** The Policies Appendix "Behaviour" as approved by the Board of Directors of Queensland Cricket and as set out in Appendix A forms part of the Playing Regulations of this Association.
- 41.2** The Policies Appendix "Intoxicated Player Policy" as approved by the Board of Directors of Queensland Cricket and as set out in Appendix B forms part of the Playing Regulations of this Association.
- 41.3** The Policies Appendix "Racial and Religious Vilification Code" as approved by the Board of Directors of Queensland Cricket and as set out in Appendix C forms part of the Playing Regulations of this Association.
- 41.4** **Law 42 Player Conduct (2017 Code 3rd ed.)** will not be used in any competition in this association.
- 41.5** In the Policies Appendixes enabled in **Playing Regulations 41.1 to 41.3** the use of the term "Grade committee" is taken to include the Management Committee of this association and the use of the term "Grade Secretary" or "Premier Cricket Officer" is taken to mean the Secretary of this association.
- 42 PLAYER PROTECTION**
Applies to All Competitions
- 42.1** The Policies Appendix "Community Cricket Concussion & Head Trauma Guidelines" as approved by the Board of Directors of Queensland Cricket and as set out in Appendix D forms part of the Playing Regulations of this Association.
- 42.2** The Policies Appendix "Bowling Injury Prevention" as approved by the Board of Directors of Queensland Cricket and as set out in Appendix E forms part of the Playing Regulations of this Association.
- 42.3** The Policies Appendix "Suspect Bowling Actions" as approved by the Board of Directors of Queensland Cricket and as set out in Appendix F forms part of the Playing Regulations of this Association.
- 42.4** The Policies Appendix "Lightning Safety 30-30 Rule" set out in Appendix G forms part of the Playing Regulations of this Association.
- 42.5** The Policies Appendix "Hot Weather Guidelines" set out in Appendix H forms part of the Playing Regulations of this Association.
- 42.6** The Policies Appendix "National Club Risk Protection Program" set out in Appendix I forms part of the Playing Regulations of this Association.
- 42.7** The Policies Appendix "Child Protection Queensland Cricket" as approved by the Board of Directors of Queensland Cricket and as set out in Appendix J forms part of the Playing Regulations of this Association.
- 42.8** The Policies Appendix "Playing Condition—Helmets" as approved by the Board of Directors of Queensland Cricket and as set out in Appendix K forms part of the Playing Regulations of this Association.

43 BEHAVIOUR REPORTS AGAINST PLAYERS

Applies to All Competitions

- 43.1 Any report on player behaviour whether by an umpire, player, captain or other person must be received by the Secretary of this Association by 4.30pm Monday after the completion of the match.
- 43.2 The Secretary of the Association may lodge a report with Queensland Cricket or instigate an investigation by Queensland Cricket within 48 hours of becoming aware of any facts, which are capable of substantiating a breach under the Queensland Cricket Code of Behaviour.
- 43.3 A report is expected to be signed by the person submitting it and a contact number provided.
- 43.4 If a behaviour report against a player is received by the Secretary of the Association, it will be referred to the Queensland Cricket Conducts Commissioners to investigate whether the Code of Behaviour has been breached
- 43.5 The Queensland Cricket Code of Behaviour will be followed with regards to the process involved.
- 43.6 The decision of the Commissioner will be forwarded to the Secretary of this Association by the next day and the player and their club will be advised of the result within twenty four hours notice of that advice.

44 APPEALS OF PLAYER BEHAVIOUR FINDINGS

Applies to All Competitions

- 44.1 The Management Committee will create an Appeals Committee.
- 44.2 A player is entitled to appeal the following decisions to an Appeals Committee:
 - 44.2.1 A decision of a Commissioner under **Playing Regulation 43.6**; or
 - 44.2.2 A decision of a Conducts Committee.
- 44.3 The player must lodge the appeal to the Secretary within seven (7) days of the decision which is being appealed.
- 44.4 The Appeals Committee will consist of three players:
 - 44.4.1 from clubs not in the same grade or club as the reported player/s; and
 - 44.4.2 that were not involved in the decision being appealed.
- 44.5 An appeal to the Appeals Committee from a decision of a Conducts Committee cannot include new evidence.
- 44.6 The Appeals Committee has the power to:
 - 44.6.1 uphold the decision of the Commissioner or Conducts Committee; or
 - 44.6.2 set aside the decision of the Commissioner or Conducts Committee and make their own decision.
- 44.7 The decision of the Appeals Committee is final.

45 SCOPE OF PENALTIES

Applies to All Competitions

- 45.1 The Association will take all reasonable steps to ensure that penalties imposed by a Conducts Committee or Appeals Committee pertain to all cricket matches and competitions conducted or participated in by Queensland Cricket and any of its affiliates for the duration of the penalty.
- 45.2 The Association will take all reasonable steps to ensure that players suspended for breaches of Cricket Australia or ICC codes are also suspended from all matches and competitions conducted under the jurisdiction of or participated in by Queensland Cricket and any of its affiliates for the duration of the penalty.

46 BREACHES OF THE PLAYING REGULATIONS BY CLUBS

Applies to All Competitions

- 46.1** In the event of an alleged breach of the Playing Regulations governing Association Competition matches (other than a behaviour report) the management committee has the power to take all reasonable steps to determine whether the playing regulations have been breached by a club.
- 46.2** The management committee will take reasonable steps to ensure that any players, teams or clubs affected have a reasonable opportunity to explain their actions prior to making a determination.
- 46.3** The management committee may refer an alleged breach to a Conducts Committee to investigate, however the ultimate decision with respect to breaches of the playing regulations remains with the management committee.
- 46.4** If it is determined that a breach of the Regulations Governing Competition Matches has occurred, the Management Committee may impose on a club such a penalty as it considers appropriate in the circumstances in accordance with the Association's regulations.
- 46.5** Without limiting the generality of **Playing Regulation 46.4**, the penalty may include any of, or any combination of, the following:
- 46.5.1** Forfeiture of the match points and/or incentive points gained by the club in the particular competition match or matches
- 46.5.2** In the event of a SEMI FINAL or GRAND FINAL, forfeiture of the match.
- 46.5.3** A monetary penalty.
- 46.6** The decision of the management committee under **Playing Regulation 46** may only be overturned by a meeting of Delegates.

47 CONDUCT DETRIMENTAL TO THE SPIRIT OF THE GAME

Applies to All Competitions

- 47.1** Notwithstanding anything else in these playing regulations, if a report is received against a club, player, official or other representative of a club that, if substantiated, would constitute action detrimental to the spirit of the game, the management committee may consider possible penalties against the club.
- 47.2** The management committee will take reasonable steps to ensure that any players, teams or clubs affected have a reasonable opportunity to explain their actions prior to making a determination.
- 47.3** The management committee may refer an alleged breach to a Conducts Committee to investigate, however the ultimate decision with respect to whether the allegation of conduct detrimental to the spirit of the game is substantiated remains with the management committee.
- 47.4** If it is determined that conduct detrimental to the spirit of the game has occurred, the management committee may impose on a club such a penalty as it considers appropriate in the circumstances in accordance with the Association's regulations.
- 47.5** Without limiting the generality of **Playing Regulation 47.4**, the penalty may include any of, or any combination of, the following:
- 47.5.1** Forfeiture of the match points and/or incentive points gained by the club in the particular competition match or matches
- 47.5.2** In the event of a SEMI FINAL or GRAND FINAL, forfeiture of the match.
- 47.5.3** A monetary penalty.
- 47.6** The decision of the management committee under **Playing Regulation 47** may only be overturned by a meeting of Delegates.

48 POWER TO MAKE REGULATIONS

Applies to All Competitions

- 48.1** No existing regulation will be repealed or altered, nor will any regulation be added without the concurrence of two-thirds of the members of the Association present and entitled to vote, voting at an Extraordinary Meeting of the Association called for the purpose in accordance with the Rule governing the calling of such meetings.
- 48.2** The Management Committee may from time to time make Playing Regulations for the governing of competition matches, but no Playing Regulation so made will take effect until approved by the Association.
- 48.3** Such amendment or new Playing Regulation to apply from the commencement of the Playing Season.
- 48.4** Every member will be bound by and submit to the Playing Regulations of the Association.

49 REQUEST FOR CHANGE OF PLAYING REGULATION

Applies to All Competitions

- 49.1** Playing Regulations can be changed. Fill out this form, write down what's wrong and how to fix it and send it to the Management Committee.
- 49.2** Download the form here. www.qsdca.com.au/08f-forms-diagrams-for-match-day

Qld Sub Districts Cricket Association Inc.	
Request For Change Of Playing Regulations	
Person or group making request	
Name: <input type="text"/>	Club <input type="text"/>
Preferred contact	
phone <input type="text"/>	email <input type="text"/>
address <input type="text"/>	
Name/Number of Playing Regulation requiring modification	
<input type="text"/>	
Please detail the problem	
<i>Please include any specific instances where this has caused a problem. If you need more room attach extra pages.</i>	
photos diagrams whatever you have	
<input type="text"/>	
Proposed new regulation	
<i>This does not have to be in final rule form. Just write what it has to say to do what you want.</i>	
<input type="text"/>	
Please present at next AGM <input type="checkbox"/>	
Please present at a Special General Meeting <input type="checkbox"/>	
Email this to secretary@qsdca.com.au	
or post it to The Secretary, Qld Sub-Districts Cricket Association, PO Box 1460, Milton Q 4064	

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

Policies Appendixes

Appendix A. BEHAVIOUR

Traditionally, Cricket has been the one sport to maintain and promote the highest levels of conduct and sportsmanship. While always a competitive sport, its continued strength and its image relies on the acceptance of the Umpire's decision and a preparedness to play within the "spirit of the game".

ALL PLAYERS AND OFFICIALS SHOULD BE WELL AWARE OF THE STANDARDS EXPECTED AND CONSEQUENTLY ANY PLAYER OR OFFICIAL WHO BREACHES THIS CODE CAN EXPECT LITTLE SYMPATHY IF FOUND GUILTY.

It is the responsibility of everyone associated with QC Grade Cricket – Club Officials, Team Captains and especially the Players – to ensure the level of conduct and sportsmanship traditionally inherent in the Game is observed.

CODE OF BEHAVIOUR

Note: This policy applies to all competitions.

This Code applies to any player or official representing Queensland Cricket, including participating in any competition, tour or training camp, from the time of departure from the player's or official's usual private residence prior to the tour or camp until return to that residence after the tour or camp.

"Official" means the manager or a member of the coaching, medical or fitness staff of a team; the selectors of a team; any other person acting in an official capacity for Queensland Cricket or a Premier Cricket Club in relation to a team; or an umpire of a match.

1. CODE OF BEHAVIOUR

[a] The captains are responsible at all times for ensuring that play is conducted within the spirit of the game as well as within the Laws.

[b] This Code applies to all registered players and officials. Sections 1[b][v], 1[b][vii], 1[b][viii] of this Code apply at any time. Sections 1[b][i], 1[b][ii], 1[b][iii], 1[b][iv], 1[b][vi] apply whether participating or spectating at any match or event under the auspices of Cricket Australia or Queensland Cricket, including matches sanctioned by Queensland Cricket Affiliates. This Code applies in addition to and not in substitution for the ICC Code of Conduct and the Cricket Australia Code of Behaviour, Racial and Religious Vilification Code and the Anti Harassment Policy, [the Codes]. Specifically:

[i] Players and officials must not abuse cricket equipment or clothing, ground equipment or fixtures and fittings.

[ii] Players and officials must not assault or attempt to assault an umpire, a player, an official or spectator.

[iii] Players and officials must not react with unnecessary obvious dissension, displeasure or disapproval either towards an umpire, his decision, or generally, following an umpiring decision.

[iv] Players and officials must not use crude or abusive language, or otherwise engage in conduct detrimental to the spirit of the game. An umpire would be expected to caution the player and advise the captain of his concern before reporting any player for this type of behaviour.

[v] Players and officials must not indulge in conduct detrimental to the game.

[vi] Players and officials must in no way use crude or abusive hand signals.

[vii] Players and officials must not engage in any form of racial or religious abuse or harassment as defined in the Queensland Cricket Racial and Religious Vilification Code, the Cricket Australia Racial and Religious Vilification Code or Anti-Harassment Policy.

[viii] Without limiting any other rule, players and officials must not make public or media comment which is detrimental to the interests of the game.

Note: Public comment includes comment on Club websites and other electronic media.

2. CONDUCTS COMMISSIONERS

[a] The Queensland Cricket Board of Directors will appoint at least four persons to the position of Queensland Cricket Conducts Commissioner who will be responsible for receiving, investigating and dealing with any alleged breach of the Code of Behaviour.

[b] Any alleged breach of the Code of Behavior will in the first instance be heard and determined by a Queensland Cricket Conducts Commissioner unless the Commissioner decides to refer the matter to a Conducts Committee hearing;

[c] The Commissioner will conduct a hearing, when possible to be held on a Tuesday evening:

[i] in private unless all parties to the report and the Commissioner agree otherwise; and

[ii] in other respects as the Commissioner determines;

- [iii] with as little formality and technicality as reasonable; and
 - [iv] as quickly, as proper consideration of the report or complaint permits.
- [d] The Commissioner:
- [i] may conduct the hearing by telephone or other conference facility;
 - [ii] may themselves and may permit the person alleged to have breached the Code and the person who lodged the report to examine and cross-examine witnesses;
 - [iii] may appoint another person to assist with the hearing; and
 - [iv] may allow the person alleged to have breached the Code to be assisted by another person [such as a Club representative].
- [e] All people attending a hearing before the Commissioner must:
- [i] dress in a manner acceptable to the Commissioner;
 - [ii] behave with due decorum;
 - [iii] comply with the directions of the Commissioner as to the manner in which the hearing will be conducted; and
 - [iv] any person who fails to comply may be ejected from the hearing room and sanctioned under this Code
- [f] The Commissioner may impose any penalty thought fit in accordance with this Code or may refer the matter to a Conducts Committee hearing. Where a player or official rejects a penalty offered by a Commissioner the matter shall be referred to a Conducts Committee.
- [g] In the event that a hearing cannot be completed before the start of a relevant match the Commissioner may make such interim ruling as deemed appropriate including the interim suspension of a Player pending completion of the hearing.
- [h] The Commissioner shall ensure that a completed Findings Sheet is lodged with Queensland Cricket.
- [i] Any person aggrieved by a finding of the Commissioner or as to the penalty imposed may appeal to the Conducts Committee by giving notice to the Chief Executive Officer within 24 hours of the decision by the Commissioner.

3. CONDUCTS COMMITTEE

- [a] The Queensland Cricket Board of Directors will appoint a Panel of suitable persons, including Conducts Commissioners who may be called to sit on a Conducts Committee.
- [b] Each Conducts Committee will consist of three persons selected from this Panel, one of whom must be a Conducts Commissioner, which will hear matters brought before them by Queensland Cricket's Conducts Commissioners.
- [c] The Conducts Committee shall hear appeals from a decision of a Commissioner. Such appeal may be by way of re-hearing, but the onus shall be on the appellant to show error in the decision, the subject of the appeal.
- [d] The Commissioner who made the original decision may appear to assist at the hearing of the appeal.
- [e] Members of the Conducts Committee shall not be representative of the Club or Clubs involved in the Hearing.
- [f] The Conducts Committee may conduct a hearing or may make a decision based on written submissions, including the Findings Sheet and summary of outcomes from the original decision.
- [g] The Conducts Committee will conduct hearings, when possible to be held on a Thursday evening:
- [i] in private unless all parties to the report and the Commissioner agree otherwise;
 - [ii] in other respects as the Conducts Committee Chairman determines;
 - [iii] with as little formality and technicality as reasonable; and
 - [iv] as quickly, as proper consideration of the report or complaint permits.
- [h] The Conducts Committee:
- [i] may conduct the hearing by telephone or other conference facility;
 - [ii] may itself and may permit the person alleged to have breached the Code and the person who lodged the report to examine and cross-examine witnesses through the Chairman;
 - [iii] may appoint another person to assist it; and
 - [iv] may allow the person alleged to have breached the Code to be assisted by another person [such as a Club representative].
- [i] All people attending a hearing before the Conducts Committee must:
- [i] dress in a manner acceptable to the Conducts Committee;
 - [ii] behave with due decorum;
 - [iii] comply with the directions of the Conducts Committee Chairman as to the manner in which the hearing will be conducted;
 - [iv] any person who fails to comply may be ejected from the hearing room and sanctioned under this Code;
- [j] All parties except the Conducts Committee must leave the room when the Conducts Committee is deliberating on its decision;
- [k] The Conducts Committee may impose any penalty it thinks fit in accordance with this Code.
- [l] In the event that a Conducts Committee hearing cannot be completed before the start of a relevant match the Conducts Committee may make such interim ruling as it deems appropriate including the interim suspension of a player pending completion of the hearing.

[m] The Conducts Committee Chairman shall ensure that a completed Findings Sheet is lodged with the Chief Executive Officer of Queensland Cricket. The Chief Executive will distribute copies of the Findings Sheet to the accused player/official, the Clubs involved, the Umpires Association and the Conducts Commissioner or any other relevant party.

[n] Any player or official who was a party to a hearing before the Conducts Committee has a right of appeal against the decision of the Conducts Committee to the Queensland Cricket Appeals Tribunal.

4. METHOD OF HANDLING BREACHES OF THE CODE OF BEHAVIOUR

[a] An alleged breach of the Code of Behaviour may be reported by:

- [i] Either or both Umpires;
- [ii] The Secretaries of the Clubs participating in the match in which the alleged breach occurred;
- [iii] A Player participating in the particular match in which an alleged breach occurs;
- [iv] A Queensland Cricket Conducts Commissioner;
- [v] Any member of the Grade Committee; or
- [vi] The Chief Executive Officer of Queensland Cricket.

[b] For umpires there are two processes for reporting an alleged breach of the Code of Behaviour:

[i] Level 1 Offences: Where the umpires doesn't consider that the alleged breach exceeds Level 1, they will speak to the player regarding his/her behaviour, the incident will be noted on the umpire's Report Form and the player will receive a caution. The umpire[s] must also inform captains of the caution of his/her player as soon as practical, either on the field or at the close of a day's play. The umpire[s] must complete the prescribed umpire's Report Form and forward a copy of the Report, together with any further written submission to the Premier Cricket Officer of Queensland Cricket by 4.30pm Monday after the completion of the match.

NOTE: If a player receives two such cautions in a season, they will be reported by the Premier Cricket Officer and have the matter heard by a Conducts Commissioner. All Level 1 cautions will also be subject to Clause [h] below.

[ii] Serious breaches (Levels 2 & 3): Where an umpire is considering or wishes to report an alleged breach of the Code of Behaviour (Level 2 or 3), the umpire[s] must inform captains of the lodgment or pending lodgment of a report of his/her player as soon as practical, either on the field or at the close of the day's play. The umpire[s] must complete the prescribed umpire's Report Form and forward a copy of the Report, together with any further written submission to the Premier Cricket Officer of Queensland Cricket by 4.30pm Monday after the completion of the match.

NOTE: Umpire[s] must nominate the grade of offence on the report.

[c] The Chief Executive Officer of Queensland Cricket may lodge a report or instigate an investigation within 48 hours of becoming aware of any facts, which are capable of substantiating a breach under this Code.

[d] Where a Player or Official as outlined above wishes to report an alleged breach of the Code of Behaviour, he shall forward a written submission to the Chief Executive Officer of Queensland Cricket by 4.30pm Monday after the completion of the match. The Chief Executive Officer shall refer the matter to a Queensland Cricket Conducts Commissioner[s] for further investigation and determination.

[e] The Queensland Cricket Conducts Commissioner may refer any matter to the Queensland Cricket Conducts Committee for determination.

[f] There are three [3] levels of Grading of Offences to apply:

Level 1: The Commissioner or Conducts Committee may invoke any of the following options:

- [i] official reprimand
- [ii] a suspended sentence
- [iii] a one [1] match suspension or,
- [iv] refer the report to the Conducts Committee.
- [v] refer the report to the Conducts Committee who may impose any penalty as it sees fit.

Level 2: The Commissioner or Conducts Committee may invoke any of the following options:

- [i] official reprimand
- [ii] a suspended sentence
- [iii] may impose up to a two [2] match suspension or,
- [iv] refer the report to the Conducts Committee.
- [v] refer the report to the Conducts Committee who may impose any penalty as it sees fit.

Level 3: The Commissioner may offer a penalty to a player or official that pleads guilty or refer the matter to a Conducts Committee who may impose any penalty as it sees fit.

[g] If found guilty of a second Level 1 offence/caution, a player would ordinarily expect to receive a minimum one [1] multi-day match suspension [or equivalent]. If found guilty of a Level 2 offence, a player would ordinarily expect to receive a minimum two [2] multi-day match suspension [or equivalent].

[h] The Conducts Commissioner may vary the level of offence [higher or lower]

[i] A breach of the Code of Behaviour will be graded and the penalty determined within the three [3] levels as outlined.

[j] For level 2 or level 3 offences, the Commissioner or Conducts Committee has discretion to determine whether a suspension applies for representative matches

[k] The findings of the Conducts Commissioner or Conducts Committee should clearly define the suspension, be it for one day match[es], two day match[es] or a time frame.

[l] Each of the rules for behaviour has a guideline. The guidelines are intended as an illustrative guide only and in the case of any doubt as to the interpretation of the Rule, the provisions of the Rule itself shall take precedence over the provisions of the guidelines. The guidelines should not be read as an exhaustive list of offences or prohibited conduct.

[m] In considering a penalty to be imposed in each case, the Conducts Commissioner or the Conducts Committee must first consider whether the player or official has previously been found guilty of any offences under the Code of Behaviour (or any predecessor regulations that may have applied) within a period of eighteen months prior to the date on which the proven offence took place.

GUIDELINE OFFENCES

1. LEVEL 1 OFFENCES

The Offences set out at 1 to 6 below are Level 1 Offences. Players and, where applicable, officials must not:

1.1 Abuse cricket equipment or clothing, ground equipment or fixtures and fittings

Includes actions outside the course of normal cricket actions such as hitting or kicking the wickets and actions which intentionally or negligently result in damage to the advertising boards, boundary fences, dressing room doors, mirrors, windows and other fixtures and fittings.

1.2 Show dissent at an umpire's decision by action or verbal abuse

Includes excessive, obvious disappointment with an umpire's decision or with an umpire making the decision and obvious delay in resuming play or leaving the wicket.

This Rule does not prohibit the bowler involved in the decision or a team captain from asking an umpire to provide an explanation for a decision or a Team official from making a formal complaint.

1.3 Use language that is obscene, offensive or insulting and/or the making of an obscene gesture

This includes swearing and offensive gestures which are not directed at another person such as swearing in frustration at one's own poor play or fortune.

This offence is not intended to penalise trivial behaviour. The extent to which such behaviour is likely to give offence shall be taken into account when assessing the seriousness of the breach.

1.4 Engage in excessive appealing

Excessive shall mean repeated appealing when the bowler/fielder knows the batter is not out with the intention of placing the umpire under pressure. It is not intended to prevent loud or enthusiastic appealing.

However, the practice of celebrating or assuming a dismissal before the decision has been given may also come within this Rule.

1.5 Point or gesture towards the pavilion in an aggressive manner upon the dismissal of a batter

Self explanatory.

1.6 Breach any regulation regarding approved clothing or equipment

This includes regulations regarding bat logos and regulations regarding other logos or advertising which may be worn or displayed.

2. LEVEL 2 OFFENCES

The Offences set out at 2.1 to 2.8 below are Level 2 Offences. Players and, where applicable, officials must not:

2.1 Show serious dissent at an umpire's decision by action or verbal abuse

Dissent should be classified as serious where the dissent is expressed by a specific action such as the shaking of the head, snatching cap from umpire, pointing at pad or inside edge, other displays of anger or abusive language directed at the umpire or excessive delay in resuming play or leaving the wicket.

This Rule does not prohibit the bowler involved in the decision or a team captain from asking an umpire to provide an explanation for a decision or a Team official from making a formal complaint.

2.2 Engage in inappropriate and deliberate physical contact with other players or officials in the course of play

Without limitation, players will breach this regulation if they deliberately walk or run into or shoulder another player, official or match official.

2.3 Charge or advance towards the umpire in an aggressive manner when appealing.

Self explanatory.

2.4 Deliberately and maliciously distract or obstruct another player or official on the field of play

Without limitation, players will breach this rule if they deliberately attempt to distract a striker by words or gestures or deliberately shepherd a batter while running or attempting to run between wickets.

2.5 Throw the ball at or near a player or official in an inappropriate and/or dangerous manner

This Rule will not prohibit a fielder or bowler from returning the ball to the stumps in the normal fashion.

2.6 Use language that is obscene, offensive or of a seriously insulting nature to another player, official or spectator.

This refers to language or gestures which are directed at another person. See comments under Rule 3 above in relation to the seriousness of the breach.

2.7 Attempt to manipulate a Match in regard to the result, net run rate, bonus points or otherwise. The captain of any team guilty of such conduct shall be held responsible.

Prohibited conduct under this rule will include incidents where a team bats in such a way as to either adversely affect its own, or improve its opponent's, bonus points, net run rate or quotient.

2.8 Seriously breach any regulation regarding approved clothing or equipment.

See guideline for Rule 1.6 above. Without limitation, a breach will be considered serious if it is done in bad faith or where it has serious commercial consequences (eg display of logo of competing CA or State sponsor)

3. LEVEL 3 OFFENCES

The Offences set out at 3.1 to 3.7 below are Level 3 Offences. Players and, where applicable, officials must not:

3.1 Intimidate an umpire or referee whether by language or conduct.

Includes appealing in an aggressive or threatening manner.

3.2 Threaten to assault another player, Team official or spectator

Self explanatory.

3.3 Use language or gestures that offend, insult, humiliate, intimidate, threaten, disparage or vilify another person on the basis of that person's race, religion, colour, descent or national or ethnic origin

Self explanatory.

3.4 Physically assault another player, umpire, referee, official or spectator

Self explanatory

3.5 Engage in any act of violence on the field of play

Self explanatory

3.6 Change the condition of the ball in breach of Law 41.3 (2017 Code 3rd ed.)

Prohibited behaviour includes picking the seam or deliberately throwing the ball into ground for the purpose of roughening it up and the application of moisture to the ball, save for perspiration and saliva.

3.7 Make public or media comment detrimental to the interests of the game

Prohibited conduct under this rule includes:

- Denigrating or criticising any player, umpire, official, team, Cricket Australia, Queensland Cricket or any Commercial Partner of Cricket Australia, Queensland Cricket or the respective Grade Clubs;
- Denigrating or criticising any player, umpire or official by inappropriately commenting on any aspect of his or her performance, abilities or characteristics;
- Commenting on the likely outcome of or criticising the outcome of a hearing, report or any appeal; or
- Criticising any evidence, submission, or comment made by any person at the hearing of a report or any appeal.

NOTE: 3.7 includes comment on Club websites and other electronic media. Each Club shall be responsible for advising Queensland Cricket of the Club Official that is responsible for monitoring their website.

QUEENSLAND CRICKET APPEALS TRIBUNAL

There shall be an Appeals Tribunal appointed by the Queensland Cricket Board of Directors (Board).

[a] The membership of the Appeals Tribunal shall be determined by the Queensland Cricket Board of Directors at its first meeting following the Annual General Meeting.

[b] Members of the Tribunal must be fit and proper persons as determined by the Board but must not be current members of the Board.

[c] A member of the Tribunal need not be a member of Queensland Cricket, its affiliates or associated clubs.

[d] The Tribunal shall consist of five members. Three members will sit on each hearing of the Tribunal, one of whom shall Chair the Tribunal.

[e] The chairperson for each hearing shall be appointed from their number by the members of the Tribunal or if they cannot agree, shall be appointed by the Board.

[f] A member of the Tribunal must not sit on a hearing/determination involving a player from the same club or affiliate as the Tribunal member.

[g] Subject to (l), the Appeals Tribunal shall be responsible for receiving all appeals from decisions of the Conducts Committee and from Affiliates Codes of Conducts processes as the case may be.

[h] Any appeal against the decision of the Conducts Committee must be lodged within 7 Days of the Hearing with the Chief Executive Officer, Queensland Cricket. The suspended Player or Players shall not be permitted to participate in the Grade or other Competitions until the penalty has been met or an appeal against such finding and/or severity of the sentence has been adjudged by the Appeals Tribunal.

[i] The Appeals Tribunal shall hear and determine each appeal by reference only to all documentary and written evidence presented to the hearing before the Conducts Committee together with the Findings Sheet and summary of outcomes from that hearing and shall receive from all interested parties written submissions only with respect to the evidence and submissions presented before that initial hearing.

[j] Subject to [l] the appeal shall not constitute a re-hearing.

[k] Subject to [m], there shall be no right of appearance before the Appeals Tribunal by any of the parties or their representatives who appeared before the initial hearing of the Conducts Committee or Grade Committee.

[l] Any new or additional evidence shall be received by the Appeals Tribunal only at the discretion of the Appeals Tribunal.

[m] Where the matter under appeal is regarded by a majority of the Appeals Tribunal as sufficiently serious, leave may be given by the Chairman of the Appeals Tribunal to permit appearance by any or all of the interested parties and/or their representatives.

[n] The Appeals Tribunal shall be furnished with all information and documentation relevant to the hearing of the Appeal including information on prior offences, the Register of Penalties and Findings Sheet/s. The Secretary of the Conducts Committee from which the appeal originates should furnish this information to Queensland Cricket. The papers should be bound in chronological order with a List of Contents appended.

[o] Unless special circumstances are demonstrated, the appellant's Affiliate body and/or Club should present any appeal made to the Appeals Tribunal;

[p] The Appeals Tribunal may order a re-hearing if, in their opinion, sufficient anomalies exist in the process followed by a Conducts Committee. At its discretion, the Appeals Tribunal may designate the membership of the Conducts Committee to re-hear the case.

[q] The Appeals Tribunal shall, in each case, be the final arbiter and its decision absolutely final.

[r] Should an appeal subsequently be upheld any suspension or penalty previously served shall nevertheless be deemed to be valid.

[s] An appeal may be withdrawn at any time, except that once the hearing of the appeal has commenced the appeal may be withdrawn only with the Appeals Tribunal's approval.

[t] As a matter of procedure only, a report of each determination of the Appeals Tribunal shall be provided to the Board for its noting but the failure to provide such a report shall not affect the final and binding nature of each decision of the Tribunal.

Appendix B. INTOXICATED PLAYER POLICY

Note: This policy applies to all competitions.

A player under the influence of alcohol or a drug poses a potential risk to themselves and to other players, spectators and officials. An intoxicated player is not permitted to participate in a Q.C.A. sanctioned match. Umpires have the authority to exclude the participation of intoxicated players from a match and will exercise that authority where appropriate to facilitate the continued safe conduct of matches.

POSITION STATEMENT

The players of a match of cricket have an obligation to be in a condition suitable for effective and safe play. Queensland Cricket wants to promote sobriety in the game and all players and their clubs are to support this policy.

SCOPE

All participants (players and umpires) in matches under the management of Queensland Cricket.

AIMS

1. Improve player safety and sobriety.
2. Reduce the risk of injury to players, officials and spectators.
3. Assist umpires to determine the standard required of players.

ASSOCIATED DOCUMENTS

"The Laws of Cricket" Marylebone Cricket Club 2000
"Regulations governing Grade Competition Matches" QCA.

PRINCIPLES

The following principles apply to the application of this policy:-

1. Umpires have a discretion to apply the policy;
2. The use of a direction is likely to be a rare event;
3. Incidents to which the policy will apply are likely to be obvious;
4. Mere intoxication is not considered to be an automatic breach of this policy or the Code of Behaviour.

DEFINITIONS

'Intoxicated' – visibly or demonstrably adversely affected by alcohol, drugs, or other agents, (whether prescribed or not) or any other condition, to a degree that would -

1. Apparently affect the overall ability to play and behave in a normally acceptable manner on the field of play; or
2. Endanger their own safety or others, or
3. Cause to bring the game into disrepute.

APPLICATION

GENERAL – OPINION, EXPLANATION AND DIRECTION

If an umpire forms the opinion that a player is intoxicated the umpire shall advise the player and the player's captain or club of that opinion and require the player, captain or the club to explain why the player should be allowed to participate in that day's play.

If an umpire is not satisfied with the explanation the umpire will maintain the opinion that the player is intoxicated and direct the player to be stood down from the match ["a direction"].

On receipt of a direction from an umpire, the captain or the club shall stand down the intoxicated player from the match

for the duration of that day's play.

A failure to stand down the intoxicated player after a direction shall render both a player and a club liable to such sanctions as are stated in this policy and any other sanction as determined by the governing body responsible for the match.

UMPIRE'S DIRECTION GIVEN PRIOR TO PLAY

Where a direction is given prior to the exchange of teams and the toss for choice of innings, the club so affected shall be entitled to nominate a replacement player with full playing rights for the duration of that day's play.

Until the nominated replacement arrives a substitute player may field under the twelfth man rule. [Law 24]

UMPIRE'S DIRECTION GIVEN AFTER PLAY COMMENCES

Where a direction is given after the exchange of teams and toss for choice of innings, the intoxicated player shall not take the field, or shall leave the field immediately and a club representative shall be notified.

An intoxicated player not taking the field, or leaving the field, may not participate in the match for the duration of that day's play. The club so affected shall not be entitled to a replacement player, although a substitute may field, if required, for the duration of that day's play. The twelfth man rule will apply. [Law 24]

An intoxicated player who is a batter leaving the field, or not commencing his innings shall be recorded as "Retired – Out", and shall not bat again for the duration of that day's play. [Law 25.4.3 (2017 Code 3rd ed.)]

MATCH DURATION OF MORE THAN ONE DAY

In matches of more than one day, any intoxicated player stood down under this policy may return to the match on the next scheduled day of play with full playing rights, provided they present themselves in a condition suitable for effective participation in the match and no further playing restriction has been imposed on the player, either by the player's club or the governing body responsible for the match.

NO UMPIRES – CAPTAINS' RESPONSIBILITY

In the event that no official umpires are in attendance at the match, the captains shall assume the role of the umpires for the purposes of this policy. If a captain is one of the concerned players, the affected team shall nominate a senior player to act in the captain's place.

SANCTIONS

PLAYER – EXCLUSION

If the intoxicated player accepts the direction then the only penalty is exclusion from the day's play.

If the intoxicated player refuses the direction and insists on playing, then that action is to be regarded as a breach of the Code of Behaviour and a report must be made by the umpire.

CLUB AND TEAM – FORFEIT

If the intoxicated player refuses to adhere to the direction, the player's club and team captain must show responsibility and follow the umpires' direction and exclude the player from the day's play.

If the intoxicated player's club and team captain do not support the direction, the umpire will enter a forfeit by the intoxicated player's team as the outcome of the match and a report will be made by the umpires on the club, captain and player.

APPEAL

The intoxicated player, or club can appeal under the Queensland Cricket Appeals Tribunal procedures.

Appendix C. RACIAL AND RELIGIOUS VILIFICATION CODE

Note: This policy applies to all competitions.

1. PURPOSE OF CODE

The purpose of this Code is to:

1. Recognise the commitment of the Queensland Cricket ("QC") to the elimination of racial and religious vilification of player, umpire or official.
2. Establish a framework for handling complaints made by players, umpires and officials who believe they have been subjected to racial or religious vilification by another player, umpire or official.

2. CONDUCT COVERED BY THE CODE

A player, umpire or official who is participating in a match under the jurisdiction or auspices of QC will not engage in any conduct, act towards or speak to any other player, umpire or official in a manner which offends, insults, humiliates, intimidates, threatens, disparages or vilifies the other player, umpire or official on the basis of that player, umpire or official's race, religion, colour, descent or national or ethnic origin ("the conduct").

3. THE INTERRELATIONSHIP OF THIS CODE WITH OTHER RULES AND REGULATIONS GOVERNING THE SPORT

This Code does not restrict any other action which may be taken in relation to the conduct covered by this Code under the Australian Cricket Board and International Cricket Council ("ICC") Code of Conduct.

4. HUMAN RIGHTS AND EQUAL OPPORTUNITY LEGISLATION

This Code does not restrict or prohibit any player from pursuing all other legal rights they may have in relation to racial and religious vilification.

5. LODGING A COMPLAINT

Where a player, umpire or official ("the Complainant") believes he/she has been subjected to vilification under this Code, or an officiating umpire in a match ["the umpire"] believes another player, umpire or official has breached the code, the complainant or umpire may lodge a complaint with the Grade Secretary of QC by 5pm on the first business day following the completion of the match in which the breach is alleged to have occurred.

6. WHAT MUST A COMPLAINT CONTAIN

A Complaint must:

- 6.1 be in writing;
- 6.2 outline the circumstances of the allegations made; and
- 6.3 if possible, be accompanied by any supporting documentation including witness statements or video evidence.

7. THE ROLE OF THE GRADE SECRETARY

7.1 The Grade Secretary shall upon receipt of a complaint:

7.1 inform the person alleged to have contravened the Code ("the Respondent") of the complaint and provide that person with both a copy of the complaint and an opportunity to respond in writing;

7.2 advise the Chief Executive Officer of QC, both team captains, the Secretary of the Club and or Association as applicable, the Secretary of the Umpires Association, the QC Commissioner, as appointed by the Queensland Cricket Board of Directors, of the complaint;

7.3 conduct an investigation into the allegations made in the complaint as he/she deems fit, which may include, but is not limited to:

7.3.1 compiling a list of witnesses;

7.3.2 obtaining a written statement from any available witness;

7.3.3 obtaining a report from the Club, Association and or Umpires Association officials, if applicable

7.3.4 obtaining a report from the officiating umpires and match referees, if applicable; and

7.3.5 obtaining video or other evidence.

7.2 The investigation should be completed within 48 hours of receipt of the complaint, unless the Grade Secretary, at his/her discretion, extends the time for investigation in the interests of fairness to all parties.

7.3 When the investigation is completed, the Grade Secretary shall arrange for the complaint to be referred to conciliation; or

7.4 The Chief Executive of Queensland Cricket may delegate to an officer of the QC any of the Grade Secretary's powers or functions under this Code.

8. CONCILIATION PROCEDURE

8.1 The Conciliator

Any conciliation referred to in clause 7.3 of this Code will be conducted by a nominee of the Queensland Cricket Board of Directors.

8.2 The Conciliation

8.2.1 The Complainant and the Respondent, should attend the conciliation. Both Team Captains, or Vice Captain if either are a party to the complaint, and a member of the Complainant and Respondent's Executive Committee.

8.2.2 The Grade Secretary must lodge with the Conciliator prior to conciliation:

8.2.2.1 a copy of the complaint;

8.2.2.2 the Respondents' response to the complaint; and

8.2.2.3 any evidence relevant to the complaint obtained during the course of the

8.2.3 Both parties and all those attending the conciliation must participate in good faith.

8.2.4 The Conciliator must adhere to and ensure the conciliation is conducted with reference to the principles of natural justice and procedural fairness.

8.2.5 The Complainant is the person who determines the course of redress to be pursued at any conciliation.

8.2.6 Except as stated in clause 8.3.4, both parties to the complaint and any other person aware of the details or circumstances of the conciliation, including the Grade Secretary, QC Officials, Club and Umpires Executive Committees, Umpires and Players, must at all times keep the particulars of the complaint and the conciliation confidential.

8.2.7 Except as stated in clause 8.3.4, no person referred to in clause 8.2.6 shall publicly comment on or disseminate any personal information concerning the complaint at any time prior to, during or after the conciliation.

8.2.8 Should a player, umpire or official breach Clause 8.2.6, the Conducts Committee may fine the offender, suspend him/her or otherwise deal with him/her at its discretion.

8.2.9 Any other person in breach of clause 8.2.6 shall be subject to a penalty to be determined by the QC Commissioner.

8.3 Resolution of the Complaint

8.3.1 If the complaint is resolved at the conciliation, the complaint will be deemed withdrawn and the Complainant cannot take any further action in respect of the complaint under this code.

8.3.2 Resolution of the complaint may be formalised by way of a verbal agreement or a formal written agreement signed by the parties.

8.3.3 The Conciliator must inform the Grade Secretary the complaint has resolved.

8.3.4 Where a complaint is resolved, the parties may agree with the consent of the ACB, to make a public statement concerning the resolution of the complaint.

8.4 If Conciliation is Unsuccessful.

Where the complaint has not been resolved successfully by conciliation, or where the conciliator believes that the complaint is not capable of successful resolution:

8.4.1 The Complainant, after notifying the Conciliator, may withdraw the complaint in which case no further

action will be taken; or

8.4.2 The Conciliator must inform the Grade Secretary that the conciliation has not been successful.

9. THE TIME LIMIT FOR CONCILIATION

An attempt to conciliate a complaint must occur within 72 hours of the Conciliator receiving notification from the Grade Secretary of the complaint.

10. REFERRAL TO CONDUCTS COMMITTEE

Upon notification of the failure of conciliation under Clause 8.4.2 the Grade Secretary must refer the complaint to the Conducts Committee who will then hear the complaint in accordance with Clause 12.

11 EVIDENCE OF THE CONCILIATION

In the event that a complaint is not successfully resolved and is referred to the Conducts Committee, no evidence will be given to or be accepted by the Conducts Committee in relation to anything said or done in any conciliation carried out pursuant to Clause 8.2.

12. THE CONDUCTS COMMITTEE

12.1 The Conducts Committee will:

12.1.1 receive all material arising from the investigation from the Grade Secretary upon referral of the complaint;

12.1.2 hold a hearing after considering the availability of the persons affected;

12.1.3 advise its decision to both parties on completion of the Hearing and to the other affected parties within 24 hours of the hearing.

12.2 Hearings conducted by the Conducts Committee into complaints will not be open to members of the public.

12.3 All persons required at the hearing shall attend punctually at the time and place designated.

12.4 The Conducts Committee may hear and decide the complaint in a manner to be determined by it.

12.5 After hearing the evidence, the Conducts Committee may

12.5.1 find the complaint or any part of it not proven;

12.5.2 find the complaint or any part of it proven and if so:

12.5.2.1 refer to the Association's code of conduct register to ascertain any previous breach by the player, umpire or official; and

12.5.2.2 direct the Respondent to attend an education program at the Respondent's cost; and

12.5.2.3 then determine a penalty which may include but which is not limited to:

12.5.2.3.1 the respondent to prepare a written apology;

12.5.2.3.2 a monetary fine; or

12.5.2.3.3 suspension.

13. REPRESENTATION

Parties may only be represented by a member of its Executive Committee, under this Code

14. APPEAL

Any player, umpire or official found to be in breach of the Code has the right of appeal against the decision of the Conducts Committee to an Appeals Committee, as appointed by the Queensland Cricket Board of Directors. Any appeal against the decision of the Conducts Committee must be lodged within 48 hours of the hearing with the Chief Executive Officer, Queensland Cricket. The player or umpire are not permitted to participate in any competition until the penalty has been met or an appeal against such finding and or severity of the sentence has been adjudged by the Queensland Cricket Board of Directors.

Appendix D. COMMUNITY CRICKET CONCUSSION & HEAD TRAUMA GUIDELINES

Version 1.0 Date last reviewed: 01 August 2017 Review frequency: Annual

1. EXECUTIVE SUMMARY

- 1.1 Community Cricket representatives and participants should take a conservative approach to managing concussion.
- 1.2 Participants in Community Cricket should wear appropriate and well fitted protective gear including helmets.
- 1.3 Any player or official that has a suspected concussion should:
 - 1.3.1 be immediately removed from the training and playing environment;
 - 1.3.2 not return on the same day without medical clearance; and
 - 1.3.3 be assessed by a qualified medical officer.
- 1.4 Any player or official with a confirmed concussion should:
 - 1.4.1 not return to play or train on the same day; and
 - 1.4.2 only return to play or train once cleared by a qualified medical officer.

2. INTRODUCTION

- 2.1 Australian Cricket considers it critical to pursue best practice in prevention and management of concussion and head trauma arising in the course of participating in organised cricket competitions and training sessions, including Community Cricket.
- 2.2 Cricket Australia (CA) endorses the 2016 Berlin Expert Consensus Statement on the management of Concussion (Berlin Guidelines) and aims for these Guidelines to be consistent with the Berlin Guidelines noting that the rules of cricket do not allow for the complete implementation of the Berlin Guidelines, mainly due to the inability to fully substitute players in First Class and International matches.

3. SCOPE

- 3.1 This Guideline applies to: (i) all male and female players and (ii) all umpires (collectively referred to as Participants):
 - 3.1.1 participating in any organised community (that is, non-elite) cricket competitions and matches or training for such competitions or matches (collectively, Community Cricket); and
 - 3.1.2 who receive a blow to the head or neck (either bare or while wearing protective equipment), whether by ball or otherwise.
- 3.2 Australian Cricket recommends Affiliated Clubs and Associations enforce these Guidelines for Participants taking part in Community Cricket training, matches and competitions.

4. RELATED DOCUMENTS

- 4.1 Club Assist Well Played Resource Guide (www.community.cricket.com.au/clubs/running-your-club/well-played)

5. PROTECTIVE EQUIPMENT REQUIREMENTS

- 5.1 Australian Cricket recommends that all players wear properly fitted BS7928:2013 compliant helmets when batting, fielding within seven meters of the bat (except for off-side slips and gully fielders) and when wicket-keeping up to the stumps (regardless of age).
- 5.2 Australian Cricket recommends that umpires wear properly fitted BS7928:2013 compliant helmets.
- 5.3 The use of products /attachments properly fitted to helmets that provide additional protection for the vulnerable neck/occipital area of the batter (Neck Guards) is also recommended.
- 5.4 Australian Cricket recommends that helmets should be replaced immediately following a significant impact (a blow to the helmet) in accordance with the manufacturer's recommendations.

6. HEAD AND NECK TRAUMA MANAGEMENT

- 6.1 If a Participant receives a blow to the head or neck (whether wearing protective equipment or not), follow the Guidelines below. If there is doctor or other medically trained person available, they should attend to the participant and use the process outlined below and in the Concussion Assessment Flowchart. If there is no doctor or medical trained person available, either a player, coach or administrator from the same team or match official should manage this process:
 - (a) Ask the Participant how they are feeling as soon as possible after the incident – preferably before play resumes;
 - (b) Assume that the Participant has sustained a concussion if the Participant reports any of the following symptoms;
 - a. dizziness;
 - b. headache;
 - c. nausea;
 - d. feeling vague; and / or
 - e. amnesia (ask the Participant a series of questions such as the name of the two teams playing the game, the day of the week, the month of the year and the current Australian Prime Minister).

If the Participant is suffering any of these symptoms, the Participant should seek further medical care at a local medical centre, hospital or general practitioner / medical doctor before resuming playing, training or umpiring.

- (c) If the Participant has any of the following signs and symptoms; an ambulance should be called by dialling 000.
- loss of consciousness for any time;
 - amnesia – inability to remember recent details;
 - inability to keep balance;
 - nausea or vomiting not explained by another cause, such as known gastroenteritis; and/or
 - fitting,

In no circumstance should the Participant resume playing, training or umpiring until an assessment is made by a qualified medical doctor. The Club or Association may request clearance by a qualified medical doctor prior to permitting the Participant to resume playing, training or umpiring.

6.2 If the Participant reports any of the symptoms above, the doctor (or medically trained person), the team (captain, coach, administrator or official) that attended to the participant should direct the Participant to stop playing, training or umpiring and the Participant must do so.

6.3 If the Participant is suspected, presumed or has an established concussion, the Club or Association should seek a clearance by a qualified medical person before the Participant be permitted to return to playing, training or umpiring, in line with Section 7 below.

6.4 More serious co-existing diagnoses (e.g. fractured skull, neck injury) should be managed as an emergency priority and once these are excluded then diagnosis of concussion can be considered. In all circumstances, an ambulance should be called.

7. RETURN TO PLAY

7.1 If a Participant has been diagnosed with a concussion, the final determination on whether the Participant may return to play, must be made by a qualified medical officer.

7.2 Participant must not return to play on the same day (i.e. for the match in a limited overs match) if the diagnosis of concussion is established.

7.3 The gradual return to play should be followed. An example of a gradual return to play program is outlined in Appendix 1. It should be noted that the activities are examples and a guide to return to play.

7.4 A Participant may be required to sit out the duration of a multi-day match and/or further matches if required through the medical review.

7.5 It is recommended that any player returning to play after a diagnosis of concussion should provide his/her club with a letter from a qualified medical officer stating that he/she has recovered from the concussion and is medically fit to return to play.

8. DOCUMENTATION

Cricket Australia recommends that all cases of concussion or suspected concussion (and all other head traumas) should be documented on an injury report. As a minimum, the injury report should record the date and time of the incident, the venue and how the incident occurred (e.g. batting, fielding) and any of the symptoms reported or signs observed.

Example of Gradual Return to Play after Concussion

STAGE	RECOMMENDED ACTIVITY
Complete physical & cognitive rest	Relative physical and cognitive rest for a minimum of 24hrs post incident, and until all symptoms & signs have resolved.
Light aerobic exercise	Walking, swimming or stationary cycling maintaining intensity around 70% estimated maximum heart rate. No resistance strength training.
Sport-specific exercise	Running drills e.g. 10 x 50m runs. Walk back to the start between repetitions. Not to exceed 80% estimated maximum heart rate. No cricket or strength resistance training activities.
Non-competitive skills training	Progression to more complex training drills e.g. bowling drills (no batters), fielding drills, batting drills throw-downs. Sub-maximal resistance strength training. No additional conditioning.
Full Training	Full participation in cricket and strength and conditioning training at a volume and intensity appropriate to the time lost to injury. Should include skills that challenge physical and cognitive capabilities.

Appendix E BOWLING INJURY PREVENTION

AGE BOWLING RESTRICTIONS FOR MATCHES

Age Group	Max. Overs Each Spell *	Max. Overs Each 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 <i>Allow 4-6 weeks gradual bowling preparation prior to the season</i>
Under 17	6	16	120 to 150 <i>Allow 6-8 weeks gradual bowling preparation prior to the season</i>
Under 19	7	20	150 to 180 <i>Allow 8-10 weeks gradual bowling preparation prior to the season</i>

*** 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.**

[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 F DOUBTFUL BOWLING ACTIONS PROCEDURES

Effective 1st September 2017 (v2)

1. Introduction

1.1 The aim of these procedures is to ensure that all bowlers playing cricket in Queensland have actions that comply with **Law 21.2 (2017 Code 3rd ed.)**

1.2 These procedures:

1.2.1 Detail the process for dealing with players bowling with a doubtful action in all competitions affiliated with Queensland Cricket

1.2.2 Provide for an additional mechanism for the reporting of players suspected of bowling with illegal bowling actions at Queensland Country Regional Championships and Under-Age Carnivals

1.3 Nothing contained herein shall override an umpire's responsibility and discretion to apply **Law 21 (2017 Code 3rd ed.)**

2. Umpires

2.1 Umpires have a duty to ensure the game is played within both the Laws and the Spirit of the game. Umpires must police Law 21.2 "Fair Delivery – The Arm, by notifying Queensland Cricket if they observe any bowler in a match situation who, in their opinion, possesses an action that may contravene these Laws.

2.2 Queensland Cricket has instructed umpires as follows:

2.2.1 There are three categories of delivery:

- a. Fair Delivery
- b. Illegal Delivery (Blatant Throw) and
- c. Doubtful Delivery

Illegal Delivery:

If an umpire believes a bowler has bowled a delivery that is clearly illegal (**i.e. deliberately and blatantly thrown**), the umpire shall call "no-ball" and Report the bowler on the Doubtful Bowling Action Report Form. To be considered an illegal delivery, the ball must be delivered with a markedly different action to the bowler's normal deliveries.

Doubtful Delivery:

If an umpire believes a bowler has bowled with an action that may be illegal, the umpire **should not "call"** the bowler, but record the bowler's name on the Doubtful Bowling Action Report Form. The Doubtful Bowling Action Report Form will offer the umpire two options;

Report: If an umpire believes that a bowler has bowled a ball with an action that *is illegal*, the umpire should **"Report"** that bowler on the **Doubtful Bowling Action Report Form**.

Mention: If an umpire is suspicious that a bowler has bowled a ball with an action that *may be illegal*, the umpire should **"Mention"** that bowler on the **Doubtful Bowling Action Report Form**.

Note: Umpires, in deciding whether to call or report a player under these regulations, should use the naked eye viewing the action live and/or on television at normal speed. Slow motion television replays should only be used to confirm initial suspicions.

2.3 If, in any of the competitions detailed in 1.2.1, a player is called by an umpire for throwing in accordance with Law 21.2 or is suspected by the umpire(s) for bowling with an action which contravenes Law 24.2 as read with Law 24.3 (a "Doubtful Bowling Action"), the following procedure shall apply.

2.4 "Umpire" in this procedure means a Cricket Australia accredited Umpire. Only a Cricket Australia accredited Umpire may "Mention" or "Report" a player under this procedure.

3. Reporting Procedure

3.1 At the conclusion of the match the umpires shall write a report (the Doubtful Bowling Action Report) detailing their concerns about the bowling action of the Player, including whether those concerns relate to the Player's bowling action generally or whether they relate to one or more specific types of delivery.

3.2 The umpires will notify the player, the Player's coach (if applicable), at the end of the days play on which the report is made or the Player is called and email Queensland Cricket a copy of the report form within 72 hours of the conclusion of the match.

3.3 Queensland Cricket will then write to the Secretaries of the Player's Club & Association to advise that the Player has been Mentioned or Reported, to include a copy of the Doubtful Bowling Action Report, and to describe the implications of this Mention or Report for the Player with respect to Queensland Cricket's Doubtful Bowling Action Procedures.

3.4 If a player is called for throwing, Reported or Mentioned by the umpire/s officiating in that match the following procedure will apply:

3.4.1 **A first mention** it is important the Club coach works with the bowler to rectify any doubtfulness in the bowler's action. Queensland Cricket will take no action at this stage.

3.4.2 **A second mention** of a bowler's action within the same season will automatically elevate the bowler to the next level in the procedure.

3.4.3 A first report will place the bowler at **Level 1**. The Club coach works with the bowler to rectify any doubtfulness in the bowler's action. Queensland Cricket will assist the Club coach with coaching methods and drills to assist in the rehabilitation of the bowler.

3.4.4 A second report will place the bowler at **Level 2**. At this level a Queensland Cricket representative will attend a training session and take video evidence of the bowler's action. The Queensland Cricket representative will then provide video analysis of the action with recommendations for remedial work to be done on the bowler's action. At this stage there will be an **8 week "intervention period"** following the analysis to allow the remedial work to be undertaken. During this intervention period the player will be permitted to bowl in matches. They may still be reported, however such reports will not increase the bowlers level. When the 8 week intervention period is completed the Queensland Cricket representative will attend another session and review the bowler's action. (Any further work completed by Queensland Cricket shall be charged to the club at \$165.00 plus GST per session). At no stage does the Queensland Cricket "clear" the bowler's action.

Should the bowler/club decide not to co-operate or participate in this part of the procedure the player will immediately be classified as Level 4, and will be suspended from bowling for 12 months.

3.4.5 A third report will place the bowler at **Level 3**. At this stage the bowler will **not be permitted to bowl** in any cricket matches for a period of 8 weeks from the date of the third report. This will allow any remedial work to be continued without the pressure of bowling in a match.

3.4.6 A fourth report will place the bowler at **Level 4**. At this stage the bowler will **not be permitted to bowl in any cricket matches for a period of 12 months** from the date of the third report.

"The procedure is ongoing and players do not return to Level 1 each season. Each report (or two mentions in one season, as the case may be) will progress the procedure, irrespective of time". This is the same for Junior and Senior players treated.



**QUEENSLAND
CRICKET**

DOUBTFUL BOWLING ACTION FORM (effective 1 September 2021)

UMPIRE/S MUST COMPLETE A SEPARATE FORM FOR EACH MENTION/REPORT

REPORT:	If an umpire believes that a bowler has bowled a ball with an action that is illegal, the umpire should Report that bowler on the Umpires' Doubtful Bowling Action Form		
MENTION:	If an umpire is suspicious that a bowler has bowled a ball with an action that may be illegal, the umpire should Mention that bowler on the Umpires' Doubtful Bowling Action Form		
MATCH DETAILS			
Home Team			
Away Team			
Round/Game		Date/s	
Venue:			
PLAYER DETAILS AND REPORT/ MENTION			
Name:			
Team:			
Do you wish to Report or Mention this player? Please tick <input type="checkbox"/> Report <input type="checkbox"/> Mention			
Please tick your concern with the Action			
General concern with action		Concern with specific deliveries	Concern with specific type of delivery
Suspect delivery/s	Over/s	Ball	
Comments			
REPORTING UMPIRE/S DETAILS			
Name	Signed		Date
Name	Signed		Date
Has the player/captain been advised?		Yes/No	Date Time
Emailed to Queensland Cricket		Matthew.Skinner@qldcricket.com.au	
Date		Time	

SEE FULL SIZE FORM at <https://qsdca.com.au/08b-forms-diagrams-for-umpires>

Appendix G LIGHTNING SAFETY 30-30 RULE

Play will be suspended in Dangerous or Unreasonable Conditions

The following will apply in addition to **Law 2.8 (2017 Code 3rd ed.)**:

- G1 [30/30 Rule] If thunder follows a lightning flash by 30 seconds or less, play must cease immediately.
- G2 Players and umpires must leave the field immediately and must not return until 30 minutes after the initial lightning flash.
- G3 If during the suspension of play thunder follows a lightning flash by 30 seconds or less, the 30 minute suspension period is to recommence.

Appendix H HOT WEATHER GUIDELINES**HYDRATION**

- H1.1 Due to the vast range of body composition, fitness, and states of acclimatisation represented in childhood and adolescence, no single recommendation on the volume of fluid to be consumed is appropriate.
- H1.2 Regular and effective drinking practices should become habitual to young athletes before, during, and after activity.

HEAT

- H2.1 Climatic conditions vary throughout Australia and individuals' tolerances of heat and humidity varies significantly. Cricket
- H2.2 Australia recommends that Clubs, schools and Associations apply common-sense guidelines to climatic conditions that exist within their respective regions and consult with the Sport Medicine Australia or health promotion organisation within their State or Territory to assist in the development of local policies.
- H2.3 Further information can be found at Sports Medicine Australia: www.sma.org.au

HOT WEATHER

- H3.1 Players' health must always be considered in the scheduling of matches.
- H3.2 Sports Medicine Australia recommends that for children and adolescents, activities should be postponed or cancelled if the temperature reaches the temperature as designated by the local or State Association.
- H3.3 Action should be taken promptly by umpires and officials to cease play under any conditions that may be dangerous to the players and officials.

GUIDELINES FOR FLUID REPLACEMENT

- H4.1 It is important that all involved with cricket take appropriate precautions to avoid sun damage.
- H4.2 Drinks breaks occur every 30 – 60 minutes in all matches (every 30 minutes in conditions of extreme temperature).
- H4.3 Water is the most appropriate drink for re-hydration. However, diluted cordial or sports drinks may be supplied.
- H4.4 Drinks should be available for individual players between drinks breaks. Umpires should be advised when additional drinks are sought and players should make every effort to ensure no time is wasted.
- H4.5 Players should be encouraged to have their own drink bottles.
- H4.6 This ensures that each player has access to an adequate level of replacement fluids and reduces the risk of contamination and viruses.
- H4.7 Where cups and a large container are supplied, cups should not be dipped into the container.
- H4.8 Used cups should be washed or disposed of after use.

From the Well Played booklet p62-63,

www.community.cricket.com.au/clubs/running-your-club/well-played

Appendix I NATIONAL CLUB RISK PROTECTION PROGRAM

The National Club Risk Protection Program is a joint initiative of Cricket Australia and the State/Territory Cricket Associations and has seen a number of financial benefits and savings provided to cricket Clubs across Australia.

The program was developed to help Clubs achieve appropriate and affordable insurance cover through a collective approach and greater purchasing power.

From season 2023/24 onwards the insurance premium is paid by the PlayHQ National Registration Fee. Coverage is 12 months and Expiry/Renewal is 30 June each year.

For further information, contact JLT Sport on 1300 130 373 for assistance. Or see their website <https://au.marsh.com/sport/cricket-australia/clubs.html>

COVERAGE	COVER	EXAMPLE
PUBLIC LIABILITY	\$50m \$500 excess	Slip and trip
ERRORS AND OMISSIONS LIABILITY (FOR COACHES & UMPIRES AND MANAGERS ONLY)	\$10m \$2500 excess	Negligent advice by coach/trainer
CLUB MANAGEMENT LIABILITY		Negligence in capacity of office bearers
Directors & Officers	\$10m nil excess	
Employment Practices	\$10m \$5k excess	
Employee Theft	\$1m \$7500 excess	
PERSONAL ACCIDENT		
Non-Medicare Medical Benefits	85 % costs \$5k max (\$10k for dental) \$50 excess	Injuries sustained during Club activities
Loss Of Income	85 per cent of net weekly income up to a maximum of \$500, 14 -day excess	Income lost due to injury during Club activity
Quad/Paraplegia Benefit	Up to \$250k	
Capital Benefits (death or permanent disability)	Up to \$100k	

CERTIFICATE OF CURRENCY

It is important that Clubs register for insurance with the National Club Risk Protection Program and complete the online risk management module, and download their Certificate of Currency to file with QSDCA before the start of the season.

<https://sport.marshadvantage.com.au/cricket/club/certificate-of-currency>

CLAIMS

Forms and Instructions for Personal Injury, Loss of Income, Liability claims here:

<https://au.marsh.com/sport/make-a-claim.html> (select Cricket Australia)

RISK MANAGEMENT

Risk Management is a process of systematically identifying risks and eliminating or reducing the likelihood and consequence to the participants, sport and Club should they occur.

The development and implementation of a risk management plan that is compliant with cricket laws and policies, and appropriate for the nature and scale of the cricket Club environment is recommended. A risk management plan should aim to: Reduce the frequency and severity of injuries; and Position cricket as a safe sport.

The following steps can assist a Club or Association to identify risks and help provide a safe environment for all participants:

Step 1 – Get support from committee and Club members/players

Step 2 – Appoint a Risk Management Officer

Step 3 – Identify potential risks (what could go wrong?)

Step 4 – Assess potential risks (what is the impact on the Club or Club members?)

Step 5 – Manage potential risks (what will the Club do?)

Step 6 – Monitor and review risks and procedures.

Clubs owe a duty of care to their players, officials and spectators to provide a safe environment in which to train for, play and watch cricket.

CRICKET MATCH DAY CHECKLIST

Online Match Day Checklist at <https://info-pacific.marsh.com/acton/media/44357/cricket-check-list-marsh>

Complete the Match Day Checklist

A pre-match inspection tool for evaluating potential injury and accident causes on and around the player and public areas. Designed to introduce and improve risk management processes, it allows Club Officials to identify safety concerns and record any actions required to address these concerns.

- Pre-formatted checklist
- Submit a checklist electronically
- Capture and attach photos
- Guidelines to help identify and address hazards

For more information: www.jltsport.com.au/cricketaustralia

A printable **GAME DAY CHECKLIST** of this is available at

<https://qsdca.com.au/wp-content/uploads/2023/08/Cricket-Match-Day-Checklist-2023-Marsh-1.pdf>

Appendix J CHILD PROTECTION POLICIES

- Cricket Australia's updated 2022 Safeguarding Children and Young People was adopted by QSDCA in 2023. This updates the previously adopted 2018 version.

<https://qsdca.com.au/12-safeguarding-children-and-young-people/>

- Policy, Member Protection Declaration form, Links to online Child Protection Training, Instructions on Reporting Allegations or Concerns of Child Abuse, QSDCA Member Protection Information Officer contact, Links to Australian Cricket Child Safety Officer Toolkit.

BLUE CARDS

- Volunteers need a blue card if their work in sport includes, or is likely to include, providing services that are directed mainly towards children, or conducting activities that mainly involve children, unless an exemption applies.

Required information can be found at <http://www.bluecard.qld.gov.au/>

- QSDCA maintains an online Blue Card Register database with Blue Card Services for all volunteers' Blue Cards.
- QSDCA maintains a no card, no start policy for all those who work for the association including umpires, committee members and office bearers.

Appendix K PLAYING CONDITION – HELMETS

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

KB Batting

KB1 A batter must wear a British Standard 7928:2013 compliant helmet at all times when batting

KK Wicketkeeping

KK1 At all times when wicket-keeping up to the stumps, the wicketkeeper must wear a British Standard 7928:2013 compliant helmet.

KJ Junior Wicketkeepers Playing in Senior Competitions

KJ1 Any wicket-keeper who is eligible to play junior cricket (under 18) must wear a British Standard 7928:2013 compliant helmet at all times when wicket-keeping within 7 metres of the stumps.

KJ2 The umpire(s) are the sole judges of the distance from the stumps in this clause.

KF Fielding Inside arc from gully to leg gully

KF1 Any fielder in a position closer than 7 metres of the stumps from the batter's position on the popping crease on a middle stump line must wear a British Standard 7928:2013 compliant helmet at all times when fielding, with the exception of any fielding position behind the stumps between the accepted position of off side gully to the accepted position of leg side gully.

KF2 The umpire(s) are the sole judges of the distance from the stumps in this clause.

KF3 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.

KF4 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.

KE Responsibility and Enforcement

KE1 In a match with official umpires, the umpire(s) is (are) responsible for ensuring that a helmet is worn when required by clauses **KB1, KK1, KJ1 and KF1** but are not responsible for ensuring that the helmet being worn by the batter, wicket-keeper or fielder is compliant with British Standard 7928:2013.

KE2 In a match with official umpires, the umpire(s) must not allow the match to continue during any period in which a batter, wicket-keeper or fielder fails to wear a helmet when required by clauses **KB1, KK1, KJ1 and KF1**.

KE3 In a match without official umpires, the captains of both batting and bowling teams are responsible for compliance with these clauses.

KE4 In a match without official umpires, the captains of both batting and bowling teams will not permit 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.

KE5 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 **Playing Regulation 46 and 47**.

KA For the avoidance of doubt

KA1 Caught: A batter can be out caught where the ball rebounds or ricochets directly or indirectly off the helmet worn by any player.

KA2 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.

KA3 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.

KA4 Replacement helmets: Helmets should be replaced immediately in accordance with the manufacturers recommendations following a significant impact.

KA5 7 metre distance: Research shows that the minimum distance for a fielder to react to a batter hitting the ball is 7 metres.

Appendix L QSDCA PLAYER UMPIRE POLICY

Applies to all Competitions

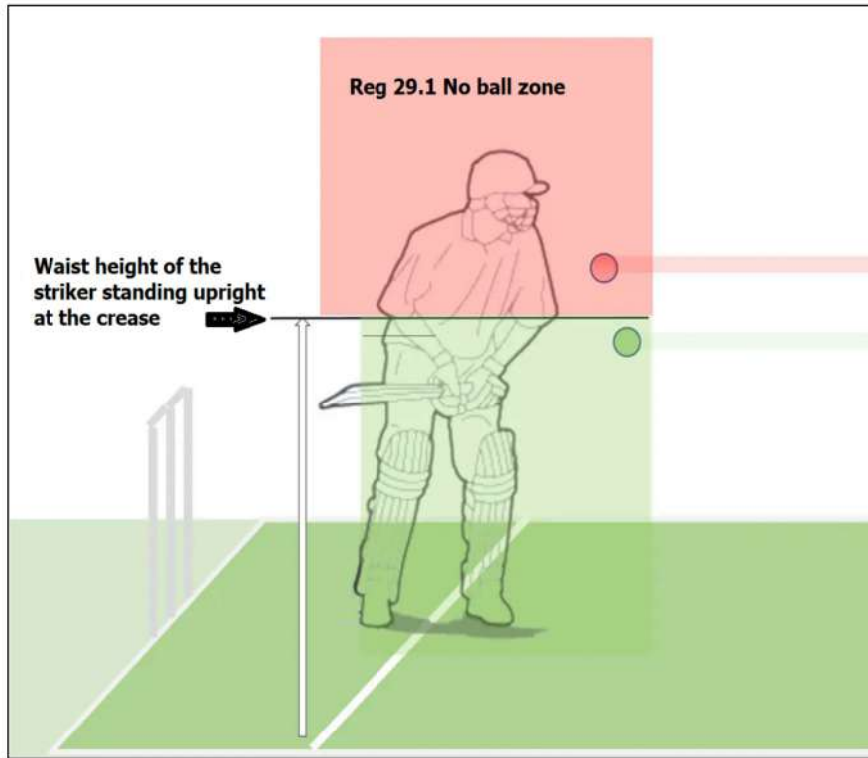
Preamble

The Association aims to appoint Cricket Australia accredited umpires for each and every match in all competitions. However there are many times when this is not actually possible due to shortages of umpires. Consequently the player umpire is a necessary part of most games whether standing at the square leg position or at both ends.

- L1** Any person appointed as a player umpire in QSDCA match is appointed under the Laws of Cricket (2017 Code 3rd ed) and by the consent of the two captains of the teams in the match and has the same status, rights, powers and responsibilities as any other umpire.
- L2** In accordance with the **Preamble - The Spirit of Cricket, Laws 1.4 and 41.1 (2017 Code 3rd ed.)**, Captains will be held responsible for both the conduct of and behaviour towards any person acting as a player umpire.
- L3** In addition to the Codes of Behaviour, The Spirit of Cricket and provisions of **Law 2 The Umpires(2017 Code 3rd ed.)**, the following statements are applicable to player umpires whether in partnership with a Cricket Australia accredited umpire or in Player Umpire only matches.
- L4** Player umpires will change over when needed without unnecessary delay or interruption to play.
- L5** Player umpires will be reasonably clothed including footwear and a shirt which is visually different to other player clothing when standing during matches.
- L6** Player umpires will be suitably equipped (eg. ball counters).
- L7** Player umpires will be familiar with suitable umpiring practices and the laws of the game including but not limited to:
- run out
 - stumped
 - hit wicket
 - short runs
 - creases
 - conditions of ground weather and light
 - wicket-keeper position
 - height of non-pitching and short pitched balls
 - boundaries
 - fair catches
 - signals to scorers
 - umpire to umpire signals
- L8** Player umpires will be expected to pay sufficient attention to the play so as to be able to give credible decisions.
- L9** Player umpires will limit conversation with other players to that which is necessary for the conduct of the game.
- L10** Player umpires will not coach members of either team on the field.
- L11** Player umpires will report to the other umpire any pitch damage made by batters or fielders. See **Laws 41.12 and 41.14 (2017 Code 3rd ed.)**
- L12** Player umpires do not need to explain their decisions nor should there be any expectation to do so.
- L13** All players and participants are expected to be sufficiently familiar with the **Laws of Cricket (2017 Code 3rd ed.)** and the Spirit of Cricket and the Codes of Behaviour as found in the QSDCA Playing Regulations.
- L14** Abuse of player umpires will not be tolerated.
- L15** Violations of the Codes of Behaviour are expected to be reported by any person specified in Appendix A Section 4(a) using the QC COB Report form at <http://www.qldcricket.com.au/cobreport>
- L16** If a member of either team wishes to make a comment about a player umpire they may do so ONLY via their Captain.
- L17** Either captain may discuss player Umpire performance with the Cricket Australia accredited umpire or, in their absence, the opposing captain at any time.
- L18** If the issue raised can be resolved by replacement of the player umpire with another person then both Captains will be expected to agree to such a change immediately.
- L19** All participants must behave at all times in a way that does not breach the Laws of Cricket (such as **Laws 41.09 and 41.10 (2017 Code 3rd ed.)**) or the Code Of Behaviour (such as Dissent and Conduct Detrimental to the Game).

Diagram Appendix

See **Regulation 29.1 Waist High Non-pitching Balls** (Applies to all competitions)



See **Regulation 29.2 Short Pitched Balls** (Applies to all Competitions) (Over the head is a wide. No ball limit is 2 per over in Two Day matches, 1 per over in One Day matches)

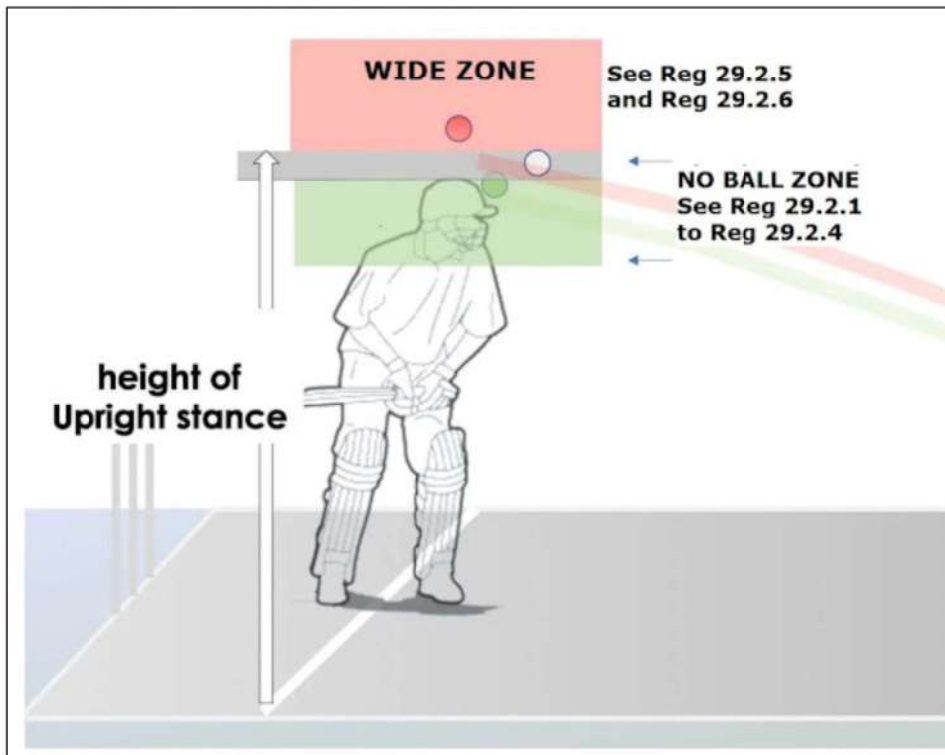


Diagram Appendix

See **Regulation 7 The Team List** (Applies to all competitions)

Queensland Sub Districts Cricket Association Inc.

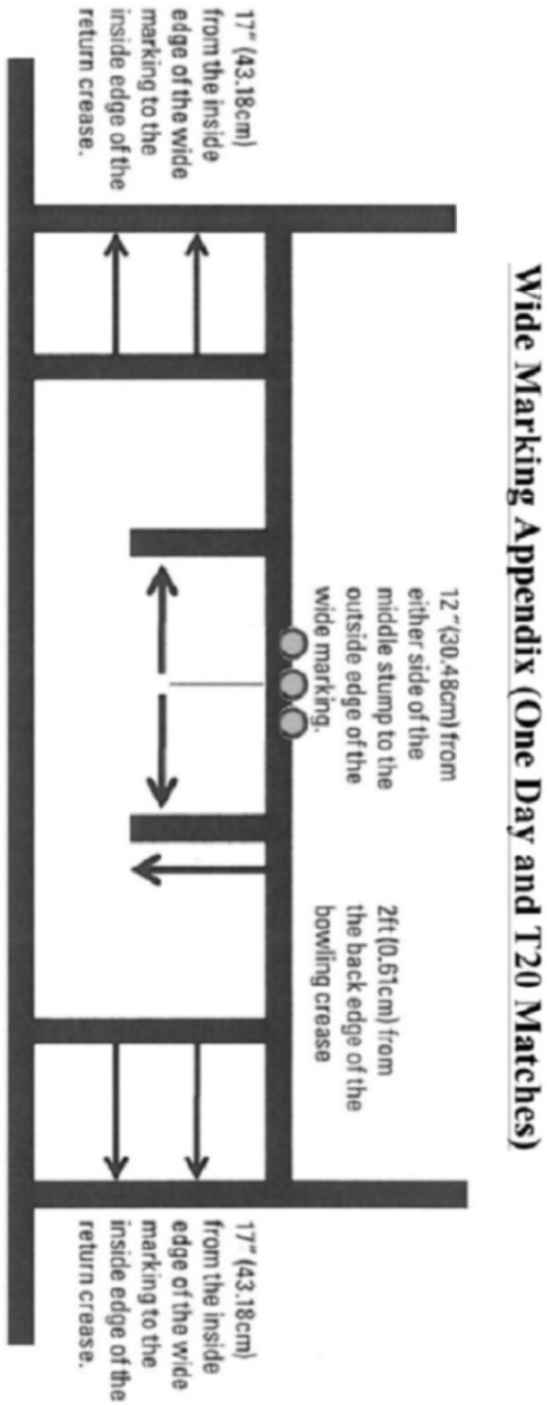
TEAM LIST

TEAM NAME					
ROUND		DATES			
GRADE		GROUND			
STARTING TEAM		AGE If U18	REPLACEMENTS		AGE If U18
			Saturdays Maximum 3 Sundays 1 x "Supersub" Over 40's Nothing in this column		
1			1		
2			2		
3			3		
4			4		
5			5		
6			6		
7			7		
8			8		
9			9		
10			10		
11			11		
12			← Over 40's Matches only		
CAPTAIN		PHONE NO.			
OPPOSITION TEAM NAME					
UMPIRE(S)					
For use only when PlayHQ is unavailable			COPY with mobile phone camera		

TEAM LIST ver 9.1

Diagram Appendix

See **Regulation 28.3 One Day Wide Markings** (Applies to Sat 35/Sun 50/Super 20/Over 40)



adapted from QLD Cricket Premier Grade Handbook 2012/13 p108

Diagram Appendix

Regulation 26.6 Calculation Sheet (Applies to Sunday Over 40 – 40 Over One Day matches)

<p style="text-align: right; font-size: small;">Queensland Sub Districts Cricket Association Inc.</p> <p style="text-align: center; font-weight: bold; font-size: small;">INTERRUPTIONS TO A 40 OVER ONE DAY MATCH</p> <div style="border: 1px solid black; padding: 5px; text-align: center; font-weight: bold; font-size: large;">2023/24</div> <p style="font-size: small;">Calculation Sheet 1A</p> <p style="font-size: x-small;">For use when a delay or interruptions occur in the FIRST INNINGS</p> <p>Time</p> <p>TOTAL PLAYING TIME AVAILABLE AT START OF THE MATCH _____ 330 minutes (A) mins</p> <p>ENTER TIME INNINGS HAS BEEN IN PROGRESS _____ (B) mins</p> <p>PLAYING TIME LOST _____ (C) mins</p> <p>LENGTH OF INTERVAL (select one)</p> <p>Time Lost Up to 60 min 60 to 120 min more than 120 min</p> <p>Interval 30 min 20 min 10 min</p> <p>TOTAL REMAINING PLAYING TIME AVAILABLE [A - B - C + (30 - C1)] _____ (D) mins</p> <p>Overs</p> <p>OVERS BOWLED AT TIME OF INTERRUPTION _____ (E) OVERS</p> <p>OVERS REMAINING IN MATCH [D + 4] (to 2 decimal places) _____ (F) OVERS</p> <p>MAX. OVERS PER TEAM [(F + E) + 2] (round up to even number) _____ (G) OVERS</p> <p>OVERS TO BE BOWLED AFTER RESTART [G - E] _____ (H) OVERS</p> <p>Overs per bowler (select one)</p> <table border="1" style="width: 100%; border-collapse: collapse; font-size: x-small;"> <tr> <td>Total Overs in Innings</td> <td>36 to 40</td> <td>31 to 35</td> <td>26 to 30</td> <td>20 to 25</td> </tr> <tr> <td>Max. Overs each bowler</td> <td>8</td> <td>7</td> <td>6</td> <td>5</td> </tr> </table> <p>_____ (I1) OVERS</p> <p>Rescheduled Playing Hours</p> <p>TIME FIRST INNINGS TO RESTART _____ (J) TIME</p> <p>REMAINING LENGTH OF INNINGS [H x 4] _____ (K) MINS</p> <p>NEW FIRST INNINGS FINISH TIME [J + K] _____ (L) TIME</p> <p>NEW SECOND INNINGS START TIME [L + C1] _____ (N) TIME</p> <p>NEW SECOND INNINGS FINISH TIME [N + G x 4] _____ (O) TIME</p> <p>Calculation Sheet 1B</p> <p style="font-size: x-small;">To check if an interruption during the FIRST INNINGS should close the innings</p> <p>TIME FIRST INNINGS TO RESTART _____ (P) TIME</p> <p>SECOND INNINGS FINISH TIME (3:30pm on standard schedule) _____ (Q) TIME</p> <p>TOTAL REMAINING TIME (minutes between P and Q) _____ (R) MINS</p> <p>LESS INTERVAL [R - C1] _____ (R1) MINS</p> <p>POTENTIAL OVERS TO BE BOWLED [R1 + 4] (round up fractions) _____ (S) OVERS</p> <p>OVERS BOWLED AT TIME OF INTERRUPTION _____ (T) OVERS</p> <p style="font-size: x-small;">If S is greater than T then First Innings will continue, go back to Calculation Sheet 1A</p> <p style="font-size: x-small;">If S is less than or equal to T, then First Innings is ENDED, go to Calculation Sheet 2A</p>	Total Overs in Innings	36 to 40	31 to 35	26 to 30	20 to 25	Max. Overs each bowler	8	7	6	5	<p style="text-align: right; font-size: small;">Queensland Sub Districts Cricket Association Inc.</p> <p style="text-align: center; font-weight: bold; font-size: small;">INTERRUPTIONS TO A 40 OVER ONE DAY MATCH</p> <div style="border: 1px solid black; padding: 5px; text-align: center; font-weight: bold; font-size: large;">2023/24</div> <p style="font-size: small;">Calculation Sheet 2A</p> <p style="font-size: x-small;">For the start of the SECOND INNINGS</p> <p style="font-size: x-small;">Maximum overs to be bowled:</p> <p>OVERS TO BE BOWLED (if first innings was terminated, 5 from Appendix 1B) _____ (a) OVERS</p> <p>SCHEDULED LENGTH OF INNINGS [a x 4] _____ (b) MINS</p> <p>TIME FOR SECOND INNINGS TO START _____ (c) TIME</p> <p>NEW SECOND INNINGS FINISH TIME [c + b] _____ (d) TIME</p> <p>Overs per bowler (select one)</p> <table border="1" style="width: 100%; border-collapse: collapse; font-size: x-small;"> <tr> <td>Total Overs in Innings</td> <td>36 to 40</td> <td>31 to 35</td> <td>26 to 30</td> <td>20 to 25</td> </tr> <tr> <td>Max. Overs each bowler</td> <td>8</td> <td>7</td> <td>6</td> <td>5</td> </tr> </table> <p>_____ (d1) OVERS</p> <p>Calculation Sheet 2B</p> <p style="font-size: x-small;">For use when interruption occurs after the start of the SECOND INNINGS</p> <p>Time</p> <p>TOTAL TIME AVAILABLE AT START OF INNINGS (165 minutes or reduced number) _____ (e) MINS</p> <p>ENTER TIME SECOND INNINGS HAS BEEN IN PROGRESS _____ (f) MINS</p> <p>PLAYING TIME LOST _____ (g) MINS</p> <p>TOTAL REMAINING PLAYING TIME AVAILABLE [e - f - g] _____ (h) MINS</p> <p>Overs</p> <p>TOTAL OVERS AVAILABLE AT START OF INNINGS (40 or reduced number) _____ (i) OVERS</p> <p>OVERS BOWLED AT TIME OF INTERRUPTION _____ (j) OVERS</p> <p>OVERS TO BE BOWLED AFTER RESTART [h + 4] (round down fractions) _____ (k) OVERS</p> <p>DLS Target Par Score</p> <p style="font-size: x-small;">The scorers will calculate using the PlayHQ DLS calculator. Make captains aware.</p> <p>Rescheduled Playing Hours</p> <p>TIME SECOND INNINGS TO RESTART _____ (m) TIME</p> <p>REMAINING LENGTH OF INNINGS [k x 4] _____ (n) MINS</p> <p>NEW SECOND INNINGS FINISH TIME [m + n] _____ (o) TIME</p> <p>Overs per bowler (select one)</p> <table border="1" style="width: 100%; border-collapse: collapse; font-size: x-small;"> <tr> <td>Total Overs in Innings</td> <td>36 to 40</td> <td>31 to 35</td> <td>26 to 30</td> <td>20 to 25</td> </tr> <tr> <td>Max. Overs each bowler</td> <td>8</td> <td>7</td> <td>6</td> <td>5</td> </tr> </table> <p>_____ (p1) OVERS</p>	Total Overs in Innings	36 to 40	31 to 35	26 to 30	20 to 25	Max. Overs each bowler	8	7	6	5	Total Overs in Innings	36 to 40	31 to 35	26 to 30	20 to 25	Max. Overs each bowler	8	7	6	5
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