

Queensland Sub Districts Cricket Association Inc.

REGULATIONS GOVERNING COMPETITION MATCHES

Also known as "The Playing Regulations"

Incorporating the "Playing Regulations Review 2024" and All Code of Behaviour and Player Protection Appendixes and Sunday 50 Over, Over 40's and Super 20 Regulations

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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 are terms that have been replaced by "Semi Finals and Grand Finals".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.

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** Any player who appears as a PlayHQ Fill-In player may do so on just one occasion.
- 3.7.1** It is the responsibility of Clubs to fully register fill-in players before any further appearance.
- 3.7.2** Any player who appears for a second or further appearance as a fill-in player in any match is in violation of this Playing Regulation.
- 3.8** 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.
- 3.8.1** Penalties may include:
- 3.8.2** Loss of points for the match or matches involved
- 3.8.3** A monetary penalty
- 3.8.4** Suspension of players
- 3.8.5** Suspension of the team captain.
- 3.8.6** Disqualification of the team
- 3.8.7** Disqualification or suspension of other teams from the same club.

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 C1 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

- 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.

7.1 The Team List means a written list of all players eligible to bat and bowl in the match.

7.2 Teams risk loss of match points or disqualification for failing to comply with this regulation.

ON MATCH DAY

7.3 On the first day of every match in all competitions, a paper Team List will be completed by each team.

7.4 Team Captains will exchange copies of the completed Team Lists before the toss.

7.5 When an Umpire is in attendance, Team Captains will give completed Team Lists to the umpire also.

7.6 Play will not begin until both Team Lists have been completed and exchanged.

COMPLETION OF THE TEAM LIST

7.7 Players will be listed on the Team List with their full name as shown in registration records.

7.8 Note this means no use of initials or familiar names.

7.9 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.

7.10 Note that PlayHQ allows not previously registered players to play one time and then they are required to be registered before playing a second time. This is called a "fill in".

7.11 Any player who appears more than one time as a "fill in" is in violation of **Playing Regulation 3**.

7.12 Each team captain is responsible for identifying the ages of players under 18 years on the Team List.

7.13 Both Team Captains are responsible for ensuring that the Team List is completed before the match begins.

REPLACEMENT PLAYERS

7.14 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.

7.15 The Team List must not be altered after the toss.

7.16 Note the permissions required in **Playing Regulation 23.2** to replace a named player in unexpected circumstances for a Two Day match.

7.17 Note the other provisions of **Playing Regulation 23 Replacement Players** as it applies to each different competition.

AFTER THE MATCH

7.18 After the match has been completed, the PlayHQ team lineup will match the Team List.

7.19 The Team List will show all unexpected replacement players and the players they replaced at any point in the match.

7.20 The Umpire's Team List will be kept by the umpire for a length of time which will exceed the possibility of dispute arising.

7.21 The Umpire's Team List may be used as evidence in any dispute which may arise.

7.22 See **FULL SIZE QSDCA TEAM LIST FORM in the DIAGRAMS APPENDIX** or at <https://qsdca.com.au/08f-forms-diagrams-for-match-day/>

7.23 See **Example Team Lists for each competition available at the website** <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.