

For Saturday Two Day Matches

20 HOURS OF PLAY

For Saturday Two Day Matches

- 20.1** In the early part of the season matches will commence at 12.30pm and finish at 5.30pm subject to conditions in **Playing Regulations 20 to 34.**
- 20.2** The transition date for the change of start of play time is expected to be 31 October but can be varied by a motion passed by the Management Committee.
- 20.3** Matches will commence at 1.00pm and finish at 6.00pm throughout the remainder of the season subject to conditions in **Playing Regulations 20 to 34.**
- 20.4** The following **Laws of Cricket (2017 Code 3rd ed.)** are suspended in all competitions in this association.
- 20.4.1 Law 12.6 Last Hour of Match – Number of Overs**
- 20.4.2 Law 12.7 Last Hour of Match – Interruptions of Play**
- 20.4.3 Law 12.8 Last Hour of Match – Intervals Between Innings**

21 PLAYING REGULATIONS FOR TWO DAY MATCHES

Applies for Saturday Two Day Matches

MINIMUM OVERS FOR TWO DAY MATCHES

Preamble:

The aim of this section is to promote good play as much as possible. It is not regarded as sporting or desirable that teams bowl overs slowly. Indeed high over-rates have repeatedly shown to promote exciting and enjoyable cricket.

- 21.1** On each day the initial minimum number of overs will be seventy five (75).
- 21.2** Play will not cease on any day unless the minimum number of overs has been bowled (as calculated in **Playing Regulation 21.4** below and subject to playing time lost due to weather, injuries or other reasons).
- 21.3** If playing time is lost due to weather, injuries, or other reasons the initial number of overs will be reduced at the rate of one over for every four (4) minutes of time lost.

RECALCULATION ON CHANGE OF INNINGS

- 21.4** When an innings ends and a new innings is to commence before the scheduled finishing time, the minimum number of overs remaining to be bowled will be calculated two ways.

METHOD 1

- 21.4.1** Method 1 is 75 overs less overs already bowled (part overs count as 1 over) less 3 overs for innings change.
- 21.4.2** For example: a team batting first is all out in 25.1 overs. Minimum overs to play method 1 is $75 - 26 - 3 = 46$ overs minimum to play.

METHOD 2

- 21.4.3** Method 2 is the number of minutes remaining to the scheduled finishing time less tea break and innings break divided by four (4).
- 21.4.4** For example: a team batting first is all out at 2.25pm. Minimum overs to play method 2 is $(6\text{pm} - 2.25\text{pm} \text{ less } 10 \text{ minute innings break less } 15 \text{ minute tea break}) = 190 \text{ minutes. } 190 / 4 = 47.5 \text{ --> } 48 \text{ overs minimum to play.}$
- 21.4.5** The method that gives the higher number of overs will be used.

- 21.5** The Umpire(s) will be responsible for determining the minimum number of overs to be bowled, and will advise both Captains and scorers of the number of overs required to be bowled.
- 21.6** If no official umpire is present, the Captains must agree before the next innings begins.
- 21.7** An over not completed at the end of play on the first day, and subsequently completed on the second day will be counted as a complete over on both days for the purpose of calculating minimum overs.
- 21.8** In two day match only, a fraction of an over is to be considered as a complete over in all calculations pertaining to minimum numbers of overs.
- 21.9** If minimum overs have not been completed at scheduled finishing time, then play will continue until the minimum number of overs have been completed.
- 21.10** When play continues after the scheduled finishing time, no reduction of minimum number of overs will be allowed for drink intervals or player injuries.
- 21.11** When play continues after the scheduled finishing time, the Umpire(s) will determine the minimum number of overs remaining to be bowled.
- 21.12** When play continues after the scheduled finishing time, the Umpire(s) will inform the fielding captain and the batters of the minimum number of overs remaining. This number will not be subject to reduction.
- 21.13** If minimum overs are completed before the scheduled finishing time then play will continue until the scheduled finishing time.

END OF PLAY ON DAY ONE

- 21.14** On day one of a match when minimum overs are complete, if a wicket falls within three minutes of normal finishing time the day's play will end.
- 21.15** On day one of a match when play continues after the normal finishing time, if a wicket falls during the last minimum over the day's play will end.
- 21.16** On day one of a match if play is under suspension for any reason such as unfit ground, weather or light at the normal finishing time then the day's play will end.
- 21.17** On day one of a match when play continues after the normal finishing time, if an innings ends after normal finishing time then the day's play will end.

THE BALL

- 21.18** In the second innings of a two day match the fielding team may choose to use a new ball or a previously used ball.
- 21.19** Any previously used ball must be playable in the opinion of the umpire(s).
- 21.20** The fielding team may choose to take a new ball after the completion of no less than 80 overs in any innings.
- 21.21** The fielding team will retain possession of the ball at the end of the first day's play.
- 21.22** If the ball is lost or damaged during the week it will be replaced by a ball with similar wear in the opinion of the umpire.

PLAY ABANDONED ON FIRST DAY

- 21.23** If the first day of a two day match in the regular competition rounds (not finals) is abandoned without any play for any reason then the second day will be played as a one day match according to **Playing Regulations 20 to 34** for Saturday One Day 35 Over Matches.
- 21.24** If the first day's play is abandoned without any play then any toss for innings is also abandoned.

22 INTERVALS

For Saturday Two Day Matches

- 22.1** For matches starting at 12.30pm a tea interval of 15 minutes will be taken at 2.30pm
- 22.2** For matches starting at 1.00pm a tea interval of 15 minutes will be taken at 3.00pm
- 22.3** If an innings ends or there is a suspension of play within thirty (30) minutes of the tea interval then tea interval will be taken immediately.
- 22.4** The immediately taken tea interval will include the ten (10) minute break between innings.
- 22.5** If an innings is nine (9) wickets down at the time for the tea interval then play will continue for a maximum of thirty (30) minutes or until the last wicket falls.
- 22.6** Note that retirements do not count in the nine (9) wickets down.

23 REPLACEMENT PLAYERS

For Saturday Two Day Matches

Preamble: Substitute Fielders are defined in Law 24 (2017 Code 3rd ed.) and should not be confused with Replacement Players.

- 23.1** For two day matches the Team List will include up to three Day One Replaced players and Day Two Replacement players.
 - 23.1.1** All Day One replaced players must be named in the Team List.
 - 23.1.2** All Day Two Replacement players must be named in the Team List.
 - 23.1.3** The Day One Replaced players can bat or bowl only on day one of the match.
 - 23.1.4** The Day Two Replacement players can bat or bowl only on day two of the match.
 - 23.1.5** If the Day One Replaced player is out in any continuing innings then the Day Two Replacement player is also out.
 - 23.1.6** If the Day One Replaced player is suspended from bowling in any continuing innings then the Day Two Replacement player is also suspended from bowling.
 - 23.1.7** If the Day One Replaced player is part way through an over in a continuing innings at stumps on Day One then the over may be completed by any member of the fielding team except the one who bowled the immediately previous over.
 - 23.1.8** If the Day One Replaced player is not out in a continuing innings at stumps on Day One then the batting innings can be resumed by any member of the batting team who is not out and subject to **Law 25.4 Batter Retiring (2017 Code 3rd ed.)**
 - 23.1.9** A Day Two Replacement player may continue batting or bowling in any unfinished innings or keep wickets and field as if named in the initial 11 players.
 - 23.1.10** The Day Two Replacement player(s) must be from the same or a lower grade team.
 - 23.1.11** The Day Two Replacement player(s) must not be from a higher grade team unless written approval is given by the Management Committee.
 - 23.1.12** Replacement player(s) may play in two different matches in the same round as long they comply with **Playing Regulations 4.6, 23.2** and all other parts of **Playing Regulation 23.1**.
 - 23.1.13** No more than 11 players may play on each day of a two day match.
 - 23.1.14** This rule may be exercised in SEMI FINAL AND GRAND FINAL MATCHES, or matches against non-Sub District teams.
 - 23.1.15** There will be no changes to Day One Replaced players or Day Two Replacement players following the toss.
 - 23.1.16** Substitute Fielders (such as a 12th man who may not bat or bowl) will not be entered on the team list.

23.2 REPLACEMENTS PLAYERS RESULTING FROM UNEXPECTED CIRCUMSTANCES

For Saturday Two Day Matches

Preamble: It is expected that in any situation where representative commitments are likely but unannounced that replacements will be arranged under Playing Regulations 23.1 rather than rely on this Playing Regulation 23.2

23.2.1 This regulation applies in addition to and not in substitution for **Playing Regulation 23.1**

23.2.2 If a player named on the team list becomes unavailable during the match because of unexpected:

- representative cricket duty
- premier cricket duty
- serious injury or illness
- work commitment
- financial reason
- personal crisis
- carer or family responsibility
- lawful reason

then that player may be replaced subject to the following regulations.

23.2.3 Unexpected circumstances player replacement does not apply in Semi Final and Grand Final matches.

QUALIFICATION CONDITIONS FOR REPLACEMENT PLAYER

23.2.4 The replacement player must:

23.2.5 be Registered and cleared in PlayHQ. (See **Playing Regulations 3 and 5**)

23.2.6 have their name added to the Team List

23.2.7 be subject to the conditions in **Playing Regulations 23.1.5 to 23.1.8**

23.2.8 be graded the same or lower grade. See **Playing Regulation 4.6.2**

23.2.9 Any player may act as a substitute fielder only (no batting, no bowling) if not qualified. See **Law 24.1 (2017 Code 3rd ed.)**

23.2.10 Substitute fielders require only the approval of the match umpire.

STEPS FOR THE CLUB SECRETARY (OR DEPUTY) OF A PLAYER TO BE REPLACED

23.2.11 The Injured Player's Club Secretary of the player to be replaced will make a written request to the Association Secretary.

23.2.12 The time limit for replacement requests is 8pm Friday prior to start of play day 2.

23.2.13 Note that a verbal request is not sufficient.

23.2.14 The request will include the following information about the replacement.

23.2.15 Name and PlayHQ or Cricket ID of the player to be replaced.

23.2.16 Description of the player's injury or illness, or description of the player's Premier Cricket duties, or description of the player's representative cricket duties.

23.2.17 In any case of illness or injury that the illness or injury first occurred after the start of the match.

23.2.18 Current Match grade, Current Match venue, Current Match opposition, Current Match Umpire's name.

23.2.19 Name and contact phone number of the player's team captain.

- 23.2.20** Opposition team captain's name.
- 23.2.21** The name and PlayHQ or Cricket ID of the replacement player.
- 23.2.22** Note that all information in 23.2.14 to 23.2.21 is required for approval of the replacement.
- 23.2.23** Note that a medical certificate or any other official or written authorisation is not required for approval of the replacement.

STEPS FOR THE ASSOCIATION SECRETARY (OR DEPUTY)

- 23.2.24** In response to a valid request the Association Secretary will issue a written approval to be sent to the replaced player's club secretary.
- 23.2.25** The Association Secretary will also notify the opposition team club secretary, the match umpire, the opposition team captain.

INJURED PLAYER SUSPENSION

- 23.2.26** The player to be replaced is to be added to an inactive list for a time period covering the next three weekends of scheduled competition rounds except in cases of
- Representative Cricket Duty
 - Premier Cricket Duty
- Note that this means weekends without scheduled competition rounds (e.g Christmas and New Year) will not be counted as part of the three weekends but rained out weekends will be counted as part of the three weekends.
- 23.2.27** No suspension applies to replacement players due to representative duty or Premier Cricket duty.
- 23.2.28** Any player on the inactive list will not play in any Association match until the inactive time period has expired.

ALLOWANCES

- 23.2.29** Consequential vacancies in lower grade teams must be filled in accordance with **Playing Regulation 23.2.4**
- 23.2.30** If any player selected for Replacement becomes injured and so is unable to play on a subsequent day of play, a different player may be nominated as a replacement subject to the deadline in **Playing Regulation 23.2.12**
- 23.2.31** Regarding eligibility for finals, any replaced or replacement player will be counted as appearing in the whole match in the grade in which that player commenced the match.
- 23.2.32** For the purposes of this regulation, "representative duty" and "Premier Cricket duty" includes: participation in any QC recognised carnival or district representative match
- Premier cricket duties through club membership
 - Premier cricket duties through a written player exchange agreement
 - State duties (all ages) and National duties

REPLACEMENTS CAUTION

- 23.2.33** The replacement may only proceed when written approval from the Association Secretary has been received.
- 23.2.34** If any replacement player plays in a match in contravention of **Playing Regulation 23.2** the Management Committee may impose on that player's Club a penalty in accordance with **Playing Regulations 46 and 47**.

23.3 – 23.13 NIL

24 - 28 NIL

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

For Saturday Two Day 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.

29.1.4 There will be no free hit ball following a no ball.

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

29.2 SHORT PITCHED BALLS

For Saturday Two Day 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 two such short pitched balls.

29.2.4 The third 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 Saturday Two Day Matches

29.3.1 There will be no free hit ball following a no ball.

29.4 NIL

29.5 PENALTY

For Saturday Two Day Matches

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

30 TIMED OUT

For Saturday Two Day Matches

30.1 Law 40 (2017 Code 3rd ed.) will apply.

31 RUNNERS FOR INJURED BATTERS

For Saturday Two Day 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).

32 DRINKS BREAKS

For Saturday Two Day 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:

Saturday Two Day 12.30pm start: 1.30pm, 3.40pm, 4.35pm

On a hotter day: 1.10pm, 1.50pm, 3.40pm, 4.35pm

Saturday Two Day 1pm start: 2.00pm, 4.10pm, 5.05pm

On a hotter day: 1.40pm, 2.20pm, 4.10pm, 5.05pm

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.

32.11 If extra breaks are not required they will not be taken simply because they were granted on a previous playing day.

33 RESULT OF THE MATCH

For Saturday Two Day Matches

33.1 **Law 16 (2017 Code 3rd ed.)** will apply.

34 POINTS

For Saturday Two Day Matches

34.1 MATCH POINTS

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

34.1.2 Outright win after leading on the first innings... 10 points

34.1.3 Outright win after tie on the first innings... 8 points

34.1.4 Outright win after trailing on the first innings... 6 points

34.1.5 Tie after winning on the first innings... 7 points

34.1.6 Tie after trailing on the first innings... 3 points

34.1.7 Win on the first innings... 4 points

34.1.8 Outright loss after leading on the first innings... 4 points

34.1.9 Tie on the first innings... 2 points

34.1.10 Draw (no play)... 3.5 points

34.1.11 Draw on the first innings (after play has started).. 2 points

34.1.12 Outright loss after tie on first innings... 2 points

34.1.13 Loss on first innings... 0 points

34.1.14 Outright loss after trailing on the first innings... 0 points

34.1.15 Match abandoned before any result... 2 points

34.2 BONUS POINTS

For Saturday Two Day Matches

34.2.1 In addition to above, bonus incentive points will be awarded for the whole 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.

34.2.6 - 34.2.8 NIL

34.3 NIL

35 SEMI FINAL AND GRAND FINAL MATCHES

For Saturday Two Day Matches (Finals)

- 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 played over two (2) days.
- 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) 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** Most number of wins (outright wins plus first innings wins)
- 35.8.2** Most number of outright wins
- 35.8.3** Least number of losses (outright losses plus first innings losses)
- 35.8.4** Best average ratio calculated by dividing the team's batting average by the team's the team's bowling average.

VENUES FOR SEMI FINALS AND GRAND FINALS

- 35.9** The venue for all SEMI FINAL and GRAND FINAL MATCHES will be determined by the Management Committee in a manner favouring the team finishing with the highest place according to **Playing Regulation 35.8**.
- 35.9.1** In some circumstances the Management Committee will determine the venues for the SEMI FINAL and GRAND FINAL MATCHES with respect to ground facilities and equipment.

HOURS OF PLAY

- 35.10** The hours of play for all SEMI FINAL and GRAND FINAL MATCHES will be:
Session 1 10am to 12 Noon, Session 2 12.40pm to 2.40pm, Session 3 3pm to 5pm

EXTENDED PLAYING HOURS

- 35.11** For playing time lost on any day of the final, play will be extended on that same day by a maximum of 30 minutes with a minimum of 7 overs.
- 35.11.1** If two hours or more playing time is lost on the first day then play will also commence at 9:30am on day 2 and be extended to 5:30pm on day 2.
- 35.11.2** When playing time on day 2 is added as in Playing Regulation 35.11.1, minimum overs for day 2 will be extended by 15 overs.
- 35.11.3** For example: 20 minutes lost due to rain at 3pm on either day, play extends to 5.20pm on the same day. Minimum overs for the day would be 90-5+5 less innings breaks.
- 35.11.4** For example: 88 minutes lost due to bad light from 10am on either day, play extends to 5.30pm on the same day. Minimum overs for the day would be 90-22+7 less innings breaks.
- 35.11.5** For example: 40 minutes lost at 3.30pm on either day, slow over rate means minimum overs completed at 5.15pm, play extends to 5.45pm on the same day. Minimum overs for the day would be 90-10+7 less innings breaks.
- 35.11.6** For example: 150 minutes lost due to bad light from 10am on the first day, play on day 1 extends to 5.30pm and play on day 2 extends from 9.30am to 5.30pm. Minimum overs for day 1 would be 90-37+7 less innings breaks. Initial minimum overs for day 2 is 105 overs.

MINIMUM OVERS

- 35.12** Play will not cease on any day unless the minimum number of overs has been bowled.
- 35.13** On each day the initial minimum of overs will be 90.
- 35.14** Minimum overs will be calculated as in two day matches in **Playing Regulation 21**.

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 Saturday competition a player must have appeared in 4 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 Saturday Two Day Matches (Finals)

- 36.1** The team finishing in first place according to **Playing Regulation 35.8** are the Minor Premiers.
- 36.2** The winner of the GRAND FINAL in each grade will be determined as the Premiers for each grade.
- 36.3** The team that wins a SEMI FINAL or GRAND FINAL MATCH will be the team that achieves the most match points according to **Playing Regulation 34**.
- 36.3.1** Note that this excludes bonus points.
- 36.3.2** For example: should the lower placed team score 160 runs in its completed first innings and the higher placed team score 120 runs in its completed first innings, then the higher placed team must win the match outright to be declared the winner.
- 36.4** In any SEMI FINAL or GRAND FINAL MATCH in which both teams achieve the same match points such as a draw, a tie or an abandoned match, winner will be as determined in **Playing Regulations 35.8**
- 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

For Saturday One Day 35 Over Matches

20 HOURS OF PLAY

For Saturday One Day 35 Over Matches

- 20.1 In the early part of the season matches will commence at 12.30pm and finish at 5.30pm subject to conditions in **Playing Regulations 20 to 34**.
- 20.2 The transition date for the change of start of play time is expected to be 31 October but can be varied by a motion passed by the Management Committee.
- 20.3 Matches will commence at 1.00pm and finish at 6.00pm throughout the remainder of the season subject to conditions in **Playing Regulations 20 to 34**.

21 NIL

22 INTERVALS

For Saturday One Day 35 Over Matches

- 22.1 The break between innings will be 15 minutes.

23 NIL

24 LENGTH OF INNINGS

For Saturday One Day 35 Over Matches

24.1 NUMBER OF INNINGS

- 24.1.1 A match will be one innings for each team.
- 24.1.2 Each team will take their innings alternately.
- 24.1.3 **Law 14 The Follow-On (2017 Code 3rd ed.)** will not apply.
- 24.1.4 **Law 15 Declaration And Forfeiture (2017 Code 3rd ed.)** will not apply.

IN AN UNINTERRUPTED MATCH

- 24.2 Each team will bat for 35 overs unless all out earlier.

25 INNINGS FINISH TIME

For Saturday One Day 35 Over Matches

- 25.1 For matches scheduled to begin at 12.30pm, the first innings will be completed by 2.55pm (referred to as the **Innings Finish Time**).
- 25.2 For matches scheduled to start at 1pm, the first innings will be completed by 3.25pm (referred to as the **Innings Finish Time**).
- 25.3 If overs in the first innings are not complete by the Innings Finish Time, the first innings will continue until 35 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 33 at Innings Finish Time. Overs 34 and 35 will be bowled, followed by a standard length innings break then Team B (batting second) will face up to 33 overs.
- 25.5 If the team batting first is all out in less than 35 overs, before the Innings Finish Time, the team batting second will be entitled to bat for 35 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 35 overs.
- 25.6 If the team batting first is all out in less than 35 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 32 at the Innings Finish Time. Team A (batting first) is all out in 34 overs, 10 minutes after the Innings Finish Time. Following a standard length innings break, Team B (batting second) will face up to 32 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 Saturday One Day 35 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
- 26.4** Unless either team is dismissed in less than 15 overs, to make a completed match each team must receive a minimum of 15 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 15 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** and the innings of the team batting will continue from the point of the interruption.
- 26.6** **Interruptions to a 35 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** Only for the purposes of calculations of overs and times in interrupted matches the scheduled close of play will be:
- 26.7.1** 5.35pm for matches starting at 12.30pm
- 26.7.2** 6.05pm for matches starting at 1pm

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 Saturdays the interval is always 15 minutes between innings. **Playing Regulation 22.1** for Saturday One Day Matches will apply.

- 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 10 overs and 40 minutes of play in the first innings, 60 minutes playing time is lost.
 - When play restarts, total remaining playing time is 190 minutes (with a 15 minute interval to be included.)
 - 48 overs can be bowled in the remaining time (round up calculations as in **Playing Regulation 26.11**).
 - The first innings will be 19 more overs and second innings will be 29 overs.
 - For a match which started at 1pm
 - play restarts 2.40pm
 - the new first Innings Finish Time will be 3.56pm
 - second innings will start 4.11pm
 - new second Innings Finish Time will be 6.07pm.
 - For a match which started at 1pm
 - play restarts 2.40pm
 - the new first Innings Finish Time will be 3.56pm
 - second innings will start 4.11pm
 - new second Innings Finish Time will be 6.07pm.
 - For a match which started at 12.30pm
 - play restarts 2.10pm
 - the new first Innings Finish Time will be 3.26pm
 - second Innings will start 3.41pm
 - new second Innings Finish Time will be 5.37pm.
 - After restart bowlers will be limited to 6 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 be rounded down.
- 26.21** Example:
- After 10 overs and 40 minutes of play in the second innings, 52 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 new target score will be calculated. See **Playing Regulation 33.4**
 - For a match which started at 1pm
 - Second innings will restart at 5.12pm
 - New second Innings Finish Time will be 6.04pm
 - For a match which started at 12.30pm
 - Second innings will restart at 4.42pm
 - New second Innings Finish Time will be 5.34pm.
 - 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 Second Innings Finish 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 Saturday One Day 35 Over Matches

- 27.1** In an uninterrupted innings no bowler will be permitted to bowl more than 7 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
31 to 35	7
26 to 30	6
21 to 25	5
16 to 20	4
15	3

- 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 so far as each bowler's limit is concerned.

28 ONE DAY WIDES

For Saturday One Day 35 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 Saturday One Day 35 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 Saturday One Day 35 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 ball.
- 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 Saturday One Day 35 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 NIL**29.5 PENALTY**

For Saturday One Day 35 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 TIMED OUT

For Saturday One Day Matches

- 30.1** Law 40 (2017 Code 3rd ed.) will apply.

31 RUNNERS FOR INJURED BATTERS

For Saturday One Day 35 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).

32 DRINKS BREAKS

For Saturday One Day 35 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:
Saturday One Day 35 Match: after 17 overs are completed in each innings.
On a hotter day after 12 and 24 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 Saturday One Day 35 Over Matches
- 33.1** Unless either team is dismissed in less than 15 overs, to make a completed match each team must receive a minimum of 15 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, the result will be decided on the average run rate throughout each innings.
- 33.5** For example:
- Team A – scores 120 runs batting first in 30 overs. (Rain stops play)
 - Average Run Rate is $120/30 = 4.00$
 - Team B – batting second scores 110 runs in 25 overs. (Rain stops play)
 - Average Run Rate is $110/25 = 4.40$
 - Team B batting second wins the match.
- 33.6** For example:
- Team A – scores 155 batting first in 25.5 overs (rain stops play and ends the innings). Average run rate is $155/(25+5/6) = 6.00$
 - Team B – batting second scores 49 runs in 6 overs. Avg Run Rate is $49/6 = 8.17$.
 - Match is a draw.
 - To win Team B must face at least 15 overs and score more than 6.00 runs per over, or score more than other team's score.
- 33.7** Note: When innings ends with a fraction of an over, the correct fraction will be used to calculate average run rate.

34 POINTS

For Saturday One Day 35 Over Matches (**regular Saturday competition**)

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 (no play)... 3.5 points

34.1.5 Draw (after play has started)... 2 points

34.1.6 Loss... 0 points

34.2 BONUS POINTS

For Saturday One Day 35 Over Matches (**regular Saturday competition**)

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.

34.2.6 SUPER BONUS POINT

For Saturday One Day 35 Over Matches (**regular Saturday competition**)

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**

34.3 NIL

35-39 NIL