

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.

For Saturday One Day 35 Over Matches (new Saturday 1 day competition)

20-33 SAME AS REGULAR SATURDAY 35 OVER COMPETITION

34 POINTS

For Saturday One Day 35 Over Matches (**new Saturday 1 day 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

34.2.1 – 34.2.5 NIL

34.2.6 SUPER BONUS POINT

For Saturday One Day 35 Over Matches (**new Saturday 1 day 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 NET RUN RATE

For Saturday One Day 35 Over Matches (**new Saturday 1 day competition**)

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.

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

35 SEMI FINAL AND GRAND FINAL MATCHES

For Saturday One Day 35 Over Matches (**new Saturday 1 day competition 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.

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 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 35.9 The venue and date for all Semi-Final and Final matches will be determined by the Management Committee.

35.10 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 Saturday 35 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 Saturday One Day 35 Over Matches (**new Saturday 1 day competition FINALS**)

- 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 Premiership 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