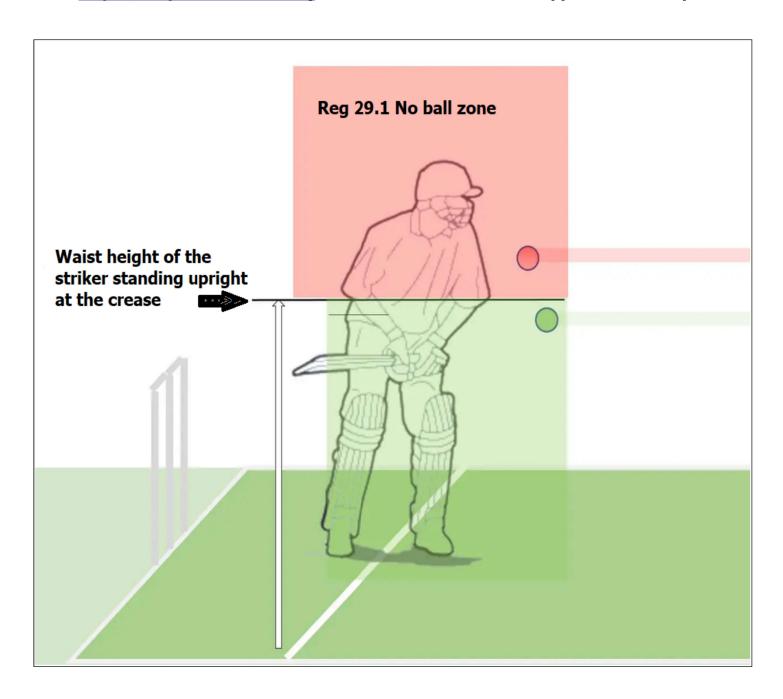
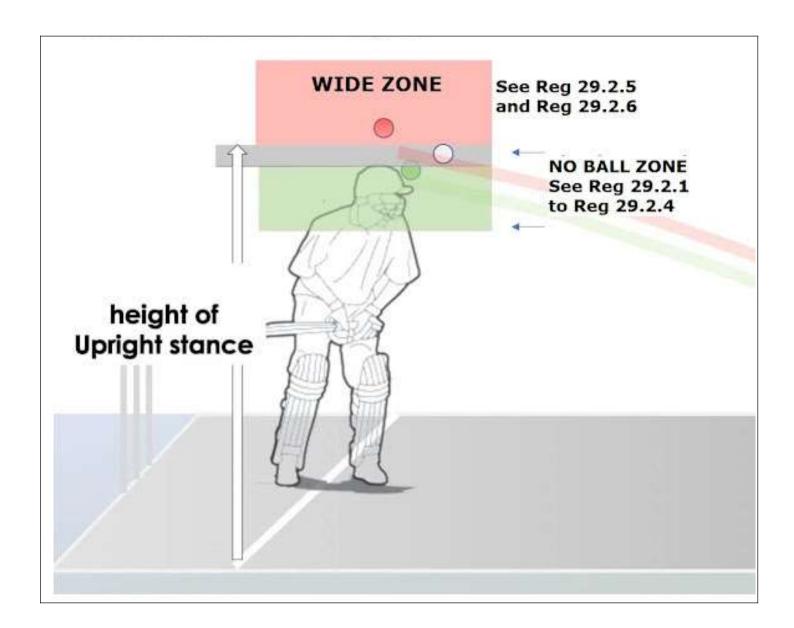
See Regulation 29.1 Waist High Non-pitching Balls

LINK <a href="https://tinyurl.com/nhfnd7fj">https://tinyurl.com/nhfnd7fj</a>



See Regulation 29.2 Short Pitched Balls (Over the head is a wide. No ball limit is 2 per over in <u>Two Day</u> matches, 1 per over in <u>One Day</u> matches)

LINK <a href="https://tinyurl.com/yc5nfpsp">https://tinyurl.com/yc5nfpsp</a>



**See Regulation 7 The Team List** 

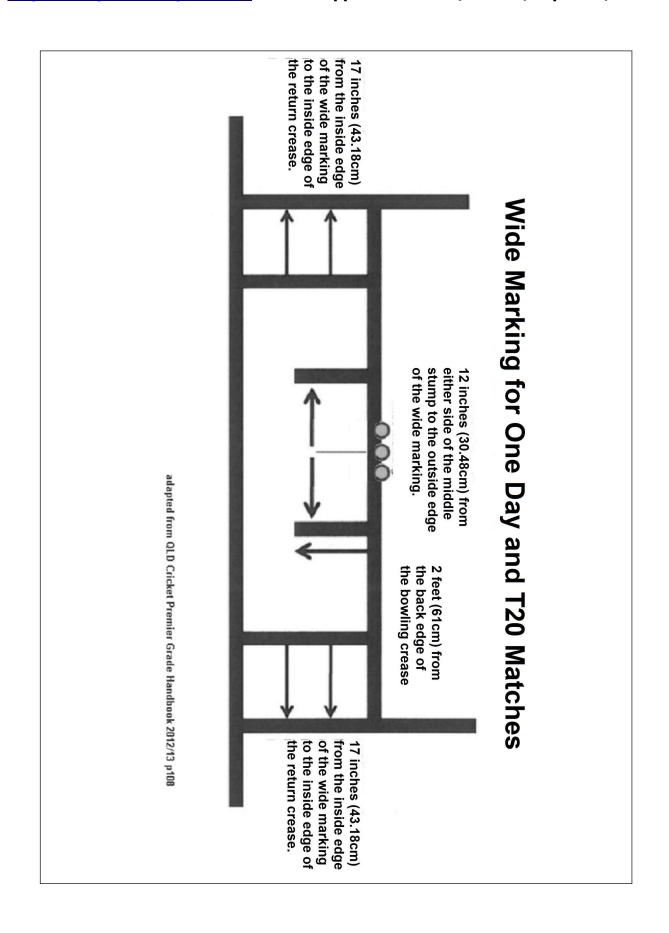
LINK <a href="https://tinyurl.com/26vkcak2">https://tinyurl.com/26vkcak2</a>

TEAM NAME	<b></b>				-
ROUND	DATES				
GRADE	GROUND				
STARTING TEAM	1 ,	AGE If 18 or Younger	EPLACEM Saturdays Ma Sundays 1 x Over 40's 1 x	ximum 4	AGE If 18 or younger
1		1			
2		2			
3		3			
4		4			
5		5			
6		6			
7		7			
8		8			
9		9			
10		10			
11		1:			
12		•	Over	40's Matches only	
CAPTAIN		P	HONE NO.		
OPPOSITION TEAM	NAME				
UMPIRE(S)					
			CORV with	mobile phone came	

See Regulation 28.3 One Day Wide Markings

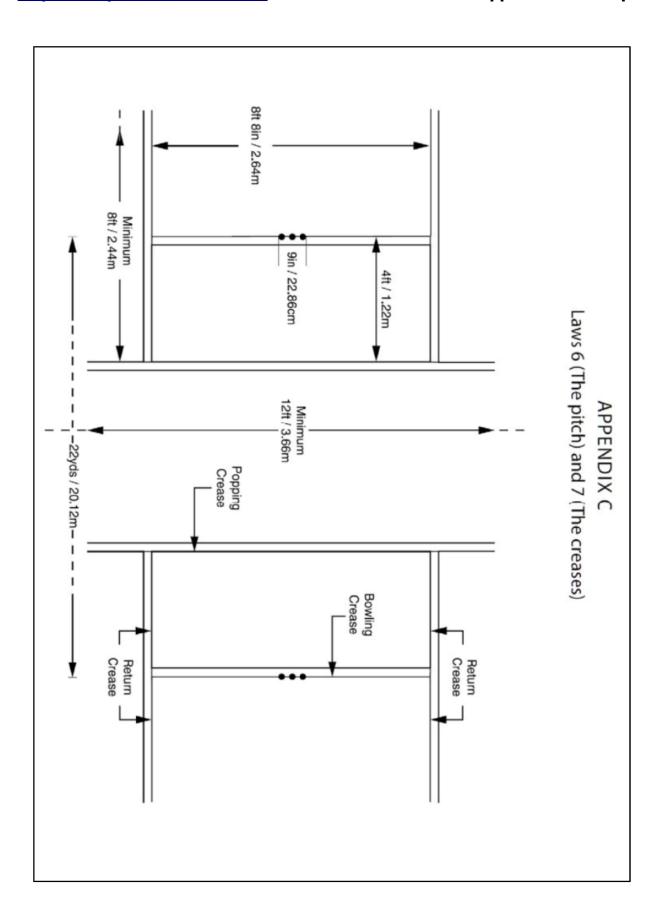
LINK <a href="https://tinyurl.com/yknxc22a">https://tinyurl.com/yknxc22a</a>

Applies to Sat 35/Sun 50/Super 20/Over 40



Pitch and Crease Markings from Laws of Cricket Appendix C

LINK <a href="https://tinyurl.com/w8za3a33">https://tinyurl.com/w8za3a33</a>



#### Appendix D On Field Concussion Management Form

LINK https://tinyurl.com/mpvacrf2

**Applies to all competitions** 



## CONCUSSION MANAGEMENT

Australian Cricket Community **Concussion and Head Impact Guidelines** 

It is important to Recognise and Remove Cricket Participants with suspected concussion after a head impact.

Any Cricket Participant who develops the symptoms or red flags outlined below should be immediately removed from play and training and referred to a qualified medical practitioner for assessment before being allowed to return.

#### RECOGNISE: SIGNS AND SYMPTOMS AFTER A HEAD IMPACT

#### Are symptoms of concussion present?

- Pale
- Nausea
- Difficulty concentrating disorientation
  Headache or • Behaviour or

- 'not right'
- Sensitivity to light/noise
- Dazed, blank/vacant stare
- Confusion
- 'pressure in the head' emotional changes, not themselves
- Feeling slowed or
   Memory impairment
  - Balance problems

#### **RED FLAG SYMPTOMS:**

- Neck pain or tenderness
- Seizure, 'fits', or convulsion
- Loss of
- conscious state
- Drowsy

- Weakness or numbness/tingling in the arms or legs
- Repeated vomiting
- Loss of vision or double vision

   Loss of vision or headache
- Increasingly restless, consciousness agitated or combative deteriorating Visible deformity of
  - the skull

CONCUSSION SUSPECTED REMOVE FROM PLAY OR TRAINING REMOVE FROM PLAY OR TRAINING **CALL FOR AMBULANCE** 000

#### REFER to a medical professional.

Any individual with a suspected concussion should be medically assessed (by a registered medical doctor) as soon as possible after the injury.

#### Where an individual has a suspected concussion, they should NOT:

- Be left alone initially (at least 3 hours).
  - Be sent home by themselves.
    - · Drink alcohol.
- Drive a vehicle until cleared to do so by a healthcare professional.

### If in doubt, sit them out

## Appendix D Head Injury Incident Report Form

LINK <a href="https://tinyurl.com/36y7ykkj">https://tinyurl.com/36y7ykkj</a>

Austr	ussi	on and Head	ımpac	t Gui	laelin	
	llision.					pected concussion after d as soon as practical
Participant Name			Da	ate of B	irth	
Club Name			Da	ate of In	ijury	
Location/Venue of Inci	dent					
Activity		□ Training □ Match	o other:			
Cause of Impact		□ Ball Strike □ Bod	y/Collision	□ Bat □	□ Other	:
Details of Injury/Incide	ent					
Details of Hijury/Hicide	116					
RED FLAG SYMP	<b>□</b> Drow	sy	□ Pale		CTED C	CONCUSSION SIGNS  Sensitivity to light/noise
Neck pain or tenderness Seizure, 'fits', or convulsion Loss of vision or double vision Loss of consciousness Confusion or deteriorating conscious state	Drow Weak numb the ai Repe Sever head; Increa agita Visibl skull	rsy rness or coness/tingling in rms or legs ated vomiting re or increasing ache asingly restless, ted or combative e deformity of the	☐ Pale ☐ Nausea ☐ Difficul ☐ Headar the hea ☐ Fatigur ☐ Feeling right'	a Ity conce che or 'p ad' e g slowed	entrating oressure i l or 'not	☐ Sensitivity to light/noise ☐ Dazed, blank/vacant stare ☐ Confusion, disorientation ☐ Behaviour or emotional changes, not themselves ☐ Memory impairment ☐ Other:
Neck pain or tenderness Seizure, 'fits', or convulsion Loss of vision or double vision Loss of consciousness Confusion or deteriorating	Drow Weak numb the ai Repe Sever head; Increa agita Visibl skull	rsy rness or coness/tingling in rms or legs ated vomiting re or increasing ache asingly restless, ted or combative e deformity of the	☐ Pale ☐ Nausea ☐ Difficul ☐ Headar the hea ☐ Fatigur ☐ Feeling right'	a Ity conce che or 'p ad' e g slowed	entrating oressure i l or 'not	☐ Sensitivity to light/noise ☐ Dazed, blank/vacant stare ☐ Confusion, disorientation ☐ Behaviour or emotional changes, not themselves ☐ Memory impairment
Neck pain or tenderness Seizure, 'fits', or convulsion Loss of vision or double vision Loss of consciousness Confusion or deteriorating conscious state	Drow Weak numb the al Repe Sever head: Increagita' Visibl skull	responder of the company of the comp	☐ Pale ☐ Nausea ☐ Difficul ☐ Headar the hea ☐ Fatigur ☐ Feeling right'	a lty conce che or 'p ad' e g slowed	entrating oressure i l or 'not	□ Sensitivity to light/noise □ Dazed, blank/vacant stare □ Confusion, disorientation □ Behaviour or emotional changes, not themselves □ Memory impairment □ Other:
Neck pain or tenderness Seizure, 'fits', or convulsion Loss of vision or double vision Loss of consciousness Confusion or deteriorating conscious state  IF YES, Consessment administer of there is doctor or other tenders or othe	Drow Weak numb the an Repe Sever head Increa gita Visibl skull ALL 00	sy kness or coness/tingling in rms or legs ated vomiting re or increasing ache asingly restless, ted or combative e deformity of the	□ Pale □ Nausea □ Difficu □ Headae the hea □ Fatigue □ Feeling right'	a lity conce che or 'p ad' e g slowed	entrating ressure i or 'not ER FOO	Sensitivity to light/noise Dazed, blank/vacant stare Confusion, disorientation Behaviour or emotional changes, not themselves Memory impairment Other:  R MEDICAL ASSESSMENT  Lired  gns/Symptoms of concussion
Neck pain or tenderness Seizure, 'fits', or convulsion Loss of vision or double vision Loss of consciousness Confusion or deteriorating conscious state  IF YES, C  Assessment administe If there is doctor or other available, assess using	Drow Weak numb the an Repe Sever head: Visibl skull CALL 00 red (If a	sy kness or cness/tingling in rms or legs ated vomiting e or increasing ache asingly restless, ted or combative e deformity of the  poo  applicable)  dically trained perso	□ Pale □ Nausea □ Difficu □ Headae the hea □ Fatigue □ Feeling right'	a lity conce che or 'p ad' e g slowed  6, REFE	entrating ressure i or 'not ER FOO rral requ None, Si not pres	Sensitivity to light/noise Dazed, blank/vacant stare Confusion, disorientation Behaviour or emotional changes, not themselves Memory impairment Other:  R MEDICAL ASSESSMENT  Lired  gns/Symptoms of concussion
Neck pain or tenderness Seizure, 'fits', or convulsion Loss of vision or double vision Loss of consciousness Confusion or deteriorating conscious state  IF YES, Consessment administer of there is doctor or other available, assess using	Drow Weak numb the an Repe Sever head: Visibl skull CALL 00 red (If a	sy kness or cness/tingling in rms or legs ated vomiting e or increasing ache asingly restless, ted or combative e deformity of the  poo  applicable)  dically trained perso	□ Pale □ Nausea □ Difficu □ Headae the hea □ Fatigue □ Feeling right'	a lity conce che or 'p ad' e g slowed	entrating ressure i or 'not ER FOO rral requ None, Si not pres Medical Emerge	Sensitivity to light/noise Dazed, blank/vacant stare Confusion, disorientation Behaviour or emotional changes, not themselves Memory impairment Other: RMEDICAL ASSESSMENT  uired  gns/Symptoms of concussion sent Practitioner ncy Department
Neck pain or tenderness Seizure, 'fits', or convulsion Loss of vision or double vision Loss of consciousness Confusion or deteriorating conscious state  IF YES, C  Assessment administe of there is doctor or other available, assess using 12+ Years: SCA  8-12 Years: Chill of there is no doctor or other available, assess using 15 there is no doctor or other available, assess using 16 there is no doctor or	Drow Weak numb the ai Repe Sever head: Incre agita' Visibl skull CALL 00  red (If a	sy kness or cness/tingling in rms or legs ated vomiting e or increasing ache asingly restless, ted or combative e deformity of the  poo applicable) dically trained perso	□ Pale □ Nausea □ Difficu □ Headae the hea □ Fatigue □ Feeling right'	Refer	entrating pressure i or 'not ER FOO rral requ None, Si not pres Medical Emerge Ambula	Sensitivity to light/noise Dazed, blank/vacant stare Confusion, disorientation Behaviour or emotional changes, not themselves Memory impairment Other: R MEDICAL ASSESSMENT  uired gns/Symptoms of concussion ent Practitioner ncy Department
Neck pain or tenderness Seizure, 'fits', or convulsion Loss of vision or double vision Loss of consciousness Confusion or deteriorating conscious state  IF YES, C  Assessment administe If there is doctor or other available, assess using 12+ Years: SCA  8-12 Years: Chi	Drow Weak numb the ai Repe Sever head: Incre agita' Visibl skull CALL 00  red (If a	sy kness or cness/tingling in rms or legs ated vomiting e or increasing ache asingly restless, ted or combative e deformity of the  poo applicable) dically trained perso	□ Pale □ Nausea □ Difficu □ Headae the hea □ Fatigue □ Feeling right'	Refe	entrating pressure i or 'not rral requ None, Si not pres Medical Emerge Ambula	Sensitivity to light/noise Dazed, blank/vacant stare Confusion, disorientation Behaviour or emotional changes, not themselves Memory impairment Other: RMEDICAL ASSESSMENT  uired  gns/Symptoms of concussion sent Practitioner ncy Department
Neck pain or tenderness Seizure, 'fits', or convulsion Loss of vision or double vision Loss of consciousness Confusion or deteriorating conscious state  IF YES, C  Assessment administe If there is doctor or other available, assess using 12+ Years: SCA 8-12 Years: Chill of there is no doctor or available, assess using	Drow Weak numb the ai Repe Sever head: Visibl skull CALL 00 red (If a her med g: If6 ild SCA medicag:	sy kness or cness/tingling in rms or legs ated vomiting e or increasing ache asingly restless, ted or combative e deformity of the  poo applicable) dically trained perso	□ Pale □ Nausea □ Difficu □ Headae the hea □ Fatigue □ Feeling right'	a lity conceche or 'pad' e g slowed  S, REFE  Refe	entrating pressure in a contraction or 'not extended in a contraction of the contraction	Sensitivity to light/noise Dazed, blank/vacant stare Confusion, disorientation Behaviour or emotional changes, not themselves Memory impairment Other: R MEDICAL ASSESSMENT   Buired  gns/Symptoms of concussion cent Practitioner ncy Department nce cket.com.au to view the:
Neck pain or tenderness Seizure, 'fits', or convulsion Loss of vision or double vision Loss of consciousness Confusion or deteriorating conscious state  IF YES, C  Assessment administe of the cavailable, assess using 12+ Years: SCA  8-12 Years: Chief there is no doctor or cavailable, assess using 12 CRT6	Drow Weak numb the ai Repe Sever head: Visibl skull CALL 00 red (If a her med g: If6 ild SCA medicag:	sy kness or cness/tingling in rms or legs ated vomiting e or increasing ache asingly restless, ted or combative e deformity of the  poo applicable) dically trained perso	□ Pale □ Nausea □ Difficu □ Headae the hea □ Fatigue □ Feeling right'	a lty conce che or 'p ad' e g slowed  S, REFE  Refe  U  Visit F	entrating pressure in a contraction or 'not extended in a contraction of the contraction	Sensitivity to light/noise Dazed, blank/vacant stare Confusion, disorientation Behaviour or emotional changes, not themselves Memory impairment Other: R MEDICAL ASSESSMENT   Bired  gns/Symptoms of concussion tent Practitioner ncy Department nce cket.com.au to view the: esion Guidelines d Concussion Managemen Il Referral Form

**See Appendix D from Concussion Guidelines 6.4** 

LINK <a href="https://tinyurl.com/mrxnussy">https://tinyurl.com/mrxnussy</a>

**Applies to all competitions** 

# **Memory Assessment Maddocks Questions**

These are modified 'Maddocks' questions.

First, say to the person who been injured,

"I am going to ask you a few questions, please listen carefully and give your best effort."

- What happened?
- What day is it? What month is it?
- What venue are we at today?
- What is the current innings score (if on match day)?
- Who was the opposition at the last match you played (if during the cricket season)?
- Who bowled the ball to you (if blow was from batting at a team training)?

## If the Participant cannot answer the questions satisfactorily...

they should be **immediately removed from the field of play** (or training environment) and

considered as 'concussion likely' and

be required to **undertake an assessment from a qualified medical practitioner.** 

(DO NOT MOVE THE INJURED PERSON IF THERE MIGHT BE A SPINAL OR NECK INJURY. CALL AN AMBULANCE.)

For more, see:

https://play.cricket.com.au/community/resources/player-safety/concussion

Short URL <a href="https://tinyurl.com/3mb6v6yx">https://tinyurl.com/3mb6v6yx</a>

**QSDCA Injury Report Form** 

LINK <a href="https://tinyurl.com/3628yd8v">https://tinyurl.com/3628yd8v</a>

#### **Applies to all competitions**



#### QUEENSLAND SUB DISTRICTS CRICKET ASSOCIATION INC.

#### INJURY REPORT FORM

Use a single form for each injury incident. Fill in as much as possible but if answer is not known simply write "unknown".

Date:		Time:			Grour	nd:
MATCH TEAMS:		Vs				
Name of injured pers	on:			I	Date (	of Birth://_
Occurrence:		Injury Mechanism:		Intervention:		Site of Injury (draw circle or arrow
New		Collision with player		RICE		
Aggravated		Collision with object		Referred to medical	-	
Recurrent		Field Conditions		assistance (e.g. ambulance, hospital,		A A
Illness		Slip/Fall		doctor)		
Existing		Struck by object		Rest		
		Overuse		First Aid		Sal AM
		Overextension		Other		40 M
		Other				MA AA

Describe briefly what happened:
Witnesses:
Name of person making this report:

Send a copy of this report to <a href="mailto:secretary@qsdca.com.au">secretary@qsdca.com.au</a> or The Honorary Secretary PO Box 1460 Milton Qld 4064

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

QSDCA Injury Report Form Ver 1 31-Aug-2018

See Regulation 26.6 Calculation Sheet

LINK <a href="https://tinyurl.com/mrxxhc36">https://tinyurl.com/mrxxhc36</a>

### **Applies to Saturday 35 Over 1 Day Matches**

INTERRUPTIONS TO A 35 OVER ONE DAY MATCH		INTERRUPTIONS TO A 35 OVER ONE DAY MATCH	2025
Calculation Sheet 1A	07/07	Calculation Sheet 2A	2023/20
For use when a delay or interruptions occur in the FIRST INNINGS	NGS	For the start of the SECOND INNINGS	
Time		Maximum overs to be bowled:	
TOTAL PLAYING TIME AVAILABLE AT START OF THE MATCH	280 minutes (A) mins	OVERS TO BE BOWLED (If first innings was terminated, S from Appendix 1B)	(a)
ENTER TIME INNINGS HAS BEEN IN PROGRESS	(B) mins	SCHEDULED LENGTH OF INNINGS [ a x 4 ]	<b>(b)</b> mins
PLAYING TIME LOST	( <b>c</b> ) mins	NEW SECOND INNINGS FINISH TIME [ c + b ]	
TOTAL REMAINING PLAYING TIME AVAILABLE [ A - B - C ]	<b>(D)</b> mins	Overs per bowler (select one)	
Overs		Total Overs in Innings 31 to 35 26 to 30 21 to 25 16 to 20 15	
OVERS BOWLED AT TIME OF INTERRUPTION	(E) overs	Max. Overs each bowler 7 6 5 4 3	
OVERS REMAINING IN MATCH [ D ÷ 4 ] (to 2 decimal places)	(F) overs	Calculation Sheet 2B	
MAX. OVERS PER TEAM [(F+E)÷2] (round up to even number)	(G) overs	For use when interruption occurs after the start of the SECOND INNINGS	S
OVERS TO BE BOWLED AFTER RESTART [ G - E ]	(H) overs	Time	
<u>Overs per bowler</u> (select one)		TOTAL TIME AVAILABLE AT START OF INNINGS (140 mins or reduced no.)	
Total Overs in Innings         31 to 35         26 to 30         21 to 25         16 to 20         15           Max. Overs each bowler         7         6         5         4         3	<b>(I1)</b> overs	ENTER TIME SECOND INNINGS HAS BEEN IN PROGRESS PLAYING TIME LOST	(f)
Rescheduled Playing Hours		TOTAL REMAINING PLAYING TIME AVAILABLE [ $\mathbf{e} - \mathbf{f} \cdot \mathbf{g}$ ]	
TIME FIRST INNINGS TO RESTART	<b>(3)</b> time	Overs	
REMAINING LENGTH OF INNINGS [ H x 4 ]	(K) mins	TOTAL OVERS AVAILABLE AT START OF INNINGS (35 or reduced number)	
NEW FIRST INNINGS FINISH TIME [J+K]	(L) time	OVERS BOWLED AT TIME OF INTERRUPTION	
LENGTH OF INTERVAL	20 minutes (M) mins	OVERS TO BE BOWLED AFTER RESTART [ h ÷ 4 ] (round down fractions)	
NEW SECOND INNINGS START TIME [ L + M ]	(N) time	TIME SECOND INVINGS TO RESTART	(m) time
NEW SECOND INNINGS FINISH TIME [ N + G x 4 ]	( <b>0</b> ) time	REMAINING LENGTH OF INNINGS [ k x 4 ]	( <b>n</b> ) mins
Calculation Sheet 1B		NEW SECOND INNINGS FINISH TIME [ m + n ]	( <b>o</b> ) time
To check if an interruption during the FIRST INNINGS should close the innings	innings	Overs per bowler (select one)	
TIME FIRST INNINGS TO RESTART	(P) time	Total Overs in Innings 31 to 35 26 to 30 21 to 25 16 to 20 15	
SECOND INNINGS FINISH TIME (5.30pm or 6.00pm)	(Q) time	Max. Overs each bowler <b>7 6 5 4 3</b>	
TOTAL REMAINING TIME (minutes between P and Q)	( R) mins	Target Score (Average Run Rate)	
LESS INTERVAL [ R - M ]	(R1) mins	rirst innings total	N Nis
POTENTIAL OVERS TO BE BOWLED [ R1 ÷ 4 ] (round up fractions)	(S) overs	First innings overs (if all out then =35, use correct fractions 1/6 1/3 % 2/3 4/6)	(W) overs
OVERS BOWLED AT TIME OF INTERRUPTION	(T) overs	Average Run Rate [ v ÷ w ]	
If S is greater than T then First Innings will continue, go back to Calculation Sheet 1A		Second Inning overs [j+k]	
	TEC is loss than a reason to T. then first Innings is ENDED, so to Calculation Chapt 14	Target Score [ x X y ] (Round up for winning score)	(z) runs

See Regulation 26.6 Calculation Sheet

LINK <a href="https://tinyurl.com/ywjhawtr">https://tinyurl.com/ywjhawtr</a>

### **Applies to Sunday 50 Over 1 Day Matches**

( <b>z</b> ) runs	Target Score [ x X y ] (Round up for winning score)	ation Sheet 2A	If S is less than or equal to T, then First Innings is ENDED, go to Calculation Sheet 2A
(y) overs	Second Inning overs [j+k]	lation Sheet 1A	If S is greater than T then First Innings will continue, go back to Calculation Sheet 1A
( <b>x</b> ) R.P.O	Average Run Rate [ v ÷ w ]	(T) overs	OVERS BOWLED AT TIME OF INTERRUPTION
	riist innings overs (ii dii out then =50, use correct inactions 1/6 1/3 ½ 2/3 ¾6)	<b>(S)</b> overs	POTENTIAL OVERS TO BE BOWLED [ $\mathbf{R1} \div 4$ ] (round up fractions)
		(R1) mins	LESS INTERVAL [ R - C1 ]
(v) runs	First innings total	(R) mins	TOTAL REMAINING TIME (minutes between P and Q)
	Target Score (Average Run Rate)	( <b>Q</b> ) time	SECOND INNINGS FINISH TIME (4.40pm on standard schedule)
6 (p1) overs	Max. Overs each bowler 10 9 8 7 6	<b>(P)</b> time	TIME FIRST INNINGS TO RESTART
	t one)	innings	To check if an interruption during the FIRST INNINGS should close the innings
(o) time	NEW SECOND INNINGS FINISH TIME [ $\mathbf{m} + \mathbf{n}$ ]		Calculation Sheet 1B
(n) mins	REMAINING LENGTH OF INNINGS [ k x 4 ]	(0) time	NEW SECOND INNINGS FINISH TIME [ $N + G \times 4$ ]
( <b>m)</b> time	TIME SECOND INNINGS TO RESTART	(N) time	NEW SECOND INNINGS START TIME [ L + C1 ]
	Rescheduled Playing Hours	(L) time	NEW FIRST INNINGS FINISH TIME [J+K]
ions) (k) overs	OVERS TO BE BOWLED AFTER RESTART [ $\mathbf{h} \div 4$ ] (round down fractions)	(K) mins	REMAINING LENGTH OF INNINGS [ H x 4 ]
(j) overs	OVERS BOWLED AT TIME OF INTERRUPTION	C) une	IME FIRST INNINGS TO RESTART
nber) (i) overs	TOTAL OVERS AVAILABLE AT START OF INNINGS (50 or reduced number)	tions	Rescheduled Playing Hours
	Overs	(11) overs	Max. Overs each bowler 10 9 8 7 6
(h) mins	TOTAL REMAINING PLAYING TIME AVAILABLE [ $\mathbf{e} - \mathbf{f} \cdot \mathbf{g}$ ]		Total Overs in Innings 46 to 50 41 to 45 36 to 40 31 to 35 25 to 30
<b>(9)</b> mins	PLAYING TIME LOST		Overs per bowler (select one)
<b>(f)</b> mins	ENTER TIME SECOND INNINGS HAS BEEN IN PROGRESS	(H) overs	OVERS TO BE BOWLED AFTER RESTART [ G - E ]
no.) (e) mins	TOTAL TIME AVAILABLE AT START OF INNINGS (200 mins or reduced no.)	<b>(G)</b> overs	MAX. OVERS PER TEAM [( $F + E$ ) ÷ 2] (round up to even number)
	Time	(F) overs	OVERS REMAINING IN MATCH [D÷4] (to 2 decimal places)
INNINGS	For use when interruption occurs after the start of the SECOND INNINGS	(E) overs	OVERS BOWLED AT TIME OF INTERRUPTION
	Calculation Sheet 2B		Overs
6 (d1) overs	Max. Overs each bowler 10 9 8 7		TOTAL DEMANDING DI AVING TIME AVAILABLE FA - B - C + (20 - C1) 1
25 to 3	Overs per bowler (select one)  Total Overs in Innings 46 to 50 41 to 45 36 to 40 31 to 35 2	(C1) mins	Time Lost Up to 60 min 60 to 120 min more than 120 min Interval 30 min 20 min 10 min
(d) time	NEW SECOND INNINGS FINISH TIME [c+b]		LENGTH OF INTERVAL (select one)
(c) time	IME FOR SECOND INNINGS TO START	(C) mins	PLAYING TIME LOST
(b) mins	SCHEDULED LENGTH OF INNINGS [ a x 4 ]	(B) mins	ENTER TIME INNINGS HAS BEEN IN PROGRESS
	OVERS TO BE BOWLED (If first innings was terminated, S from Appendix 1B)	400 minutes (A) mins	TOTAL PLAYING TIME AVAILABLE AT START OF THE MATCH
	Maximum overs to be bowled:		Time
	For the start of the SECOND INNINGS		For use when a delay or interruptions occur in the FIRST INNINGS
2025/26	INTERRUPTIONS TO A 50 OVER MATCH Calculation Sheet 2A	2025/26	INTERRUPTIONS TO A 50 OVER MATCH Calculation Sheet 1A

See Regulation 26.6 Calculation Sheet

LINK <a href="https://tinyurl.com/mutz98rz">https://tinyurl.com/mutz98rz</a>

### **Applies to Super 20 Matches**

(Y)	Second Inning overs [j+k]	lation Sheet 1A	If S is greater than T then First Innings will continue, go back to Calculation Sheet 1A
(x) R.P.O	Average Run Rate [ v ÷ w ]	( ) overs	OVERS DOWLED AT THE OF INTERMOFITON
(w) overs	First innings overs (if all out then =20, use correct fractions 1/6 1/3 ½ 2/3 5/6)		OVEDS BOWLED AT TIME OF INTERNITUTION
3	FISC Innings total	(S) overs	POTENTIAL OVERS TO BE BOWLED [ $R1 \div 4$ ] (round up fractions)
	larget Score (Average kun kate)	(R1) mins	LESS INTERVAL [ R - M ]
(p2) overs	FRO'S 6 5 4 3	(R) mins	TOTAL REMAINING TIME (minutes between P and Q)
	Overs in Innings 20 17-19 14-16 10-	(S) unite	SECOND INVINGS FINISH TIME (12.20pm of 4.20pm on Standard Schedule)
	Fielding Restriction Overs (select one)	O) Hono	CECOND INNINGS EINIGH TIME (11 70cm or 4 70cm or standard schodule)
(p1) overs	ler	(P) time	TIME FIRST INNINGS TO RESTART
•	s in Innings 16 to 20 11 to 15 1	close the innings	To check if an interruption during the FIRST INNINGS should close the innings
	Overs per bowler (select one)		Calculation Sheet 1B
(a) time	NEW SECOND INNINGS FINISH TIME [ m + n ]	(0) time	NEW SECOND INNINGS FINISH TIME [ $N + G \times 4$ ]
(ii) mins	REMAINING LENGTH OF INNINGS [ F × 4 ]	(N) time	NEW SECOND INNINGS START TIME [ L + M ]
	Rescheduled Playing Hours  TIME SECOND TANIBUSE TO DESTART	10 minutes (M) mins	LENGTH OF INTERVAL
(k)	OVERS TO BE BOWLED AFTER RESTART [ $\mathbf{h} \div 4$ ] (round down fractions)	( <b>L</b> ) time	NEW FIRST INNINGS FINISH TIME [J+K]
(i)	OVERS BOWLED AT TIME OF INTERRUPTION	(K) mins	REMAINING LENGTH OF INNINGS [ H x 4 ]
9	TOTAL OVERS AVAILABLE AT START OF INNINGS (20 or reduced number)	3 dime	TIME FIRST INNINGS TO RESTART
	Overs	1) time	Rescheduled Playing Hours
(h)	TOTAL REMAINING PLAYING TIME AVAILABLE [ e - f - g]	(I2) overs	RO's 6 5 4 3
(9)	PLAYING TIME LOST	!	Overs in Innings 20 17-19 14-16 10-
(F)	ENTER TIME SECOND INNINGS HAS BEEN IN PROGRESS		Fielding Restriction Overs (select one)
(e)	TOTAL TIME AVAILABLE AT START OF INNINGS (80 mins or reduced no.)	(II) overs	Max. Overs each bowler 4 3 2
	Time		in s
INNINGS	For use when interruption occurs after the start of the SECOND INNINGS		Overs per bowler (select one)
	Calculation Sheet 2B	(H) overs	OVERS TO BE BOWLED AFTER RESTART [ $\mathbf{G} - \mathbf{E}$ ]
(d2) overs		(G) overs	MAX. OVERS PER TEAM [( $F + E$ ) ÷ 2] (round up to even number)
	Total Overs in Innings 20 17-19 14-16 10-13	(F) overs	OVERS REMAINING IN MATCH $[ D \div 4 ]$ (to 2 decimal places)
	(colort con)	(E) overs	OVERS BOWLED AT TIME OF INTERRUPTION
(d1) overs	s in		Overs
	Overs per bowler (select one)	( <b>D</b> ) mins	TOTAL REMAINING PLAYING TIME AVAILABLE [ A - B - C ]
(d) time	NEW SECOND INNINGS FINISH TIME [c+b]	(C) mins	PLAYING TIME LOST
(c)	TIME FOR SECOND INNINGS TO START	(B) mins	ENTER TIME INNINGS HAS BEEN IN PROGRESS
<b>(b)</b> mins	SCHEDULED LENGTH OF INNINGS [ a x 4 ]	Too minutes (A) mins	IOTAL FEATING TIME AVAILABLE AT STAKE OF THE MATCH
(a)	OVERS TO BE BOWLED (If first innings was terminated, S from Appendix 1B)	}	TOTAL DI AVING TIME AVAILABLE AT START OF THE MATCH
	Maximum overs to be bowled:		
	For the start of the SECOND INNINGS	INGS	For use when a delay or interruptions occur in the FIRST INNINGS
	Calculation Sheet 2A	70707	Calculation Sheet 1A
2025/26	INTERRUPTIONS TO A SUPER 20 MATCH	3025/26	INTERRUPTIONS TO A SUPER 20 MATCH

See Regulation 26.6 Calculation Sheet

LINK <a href="https://tinyurl.com/2arxzu2m">https://tinyurl.com/2arxzu2m</a>

### **Applies to Sunday Over 40 Matches**

( <b>z)</b> runs	Target Score [ x X y ] (Round up for winning score)	lation Sheet 2A	If S is less than or equal to T, then First Innings is ENDED, go to Calculation Sheet 2A
(y) overs	Second Inning overs [j+k]	ılation Sheet 1A	If S is greater than T then First Innings will continue, go back to Calculation Sheet 1A
( <b>x)</b> R.P.O	Average Run Rate [v÷w]	(T) overs	OVERS BOWLED AT TIME OF INTERRUPTION
(w) overs	First innings overs (if all out then =40, use correct fractions 1/6 1/3 ½ 2/3 5/6)	(S) overs	POTENTIAL OVERS TO BE BOWLED [R1 $\div$ 4] (round up fractions)
(v) runs		(R1) mins	LESS INTERVAL [ R – C1 ]
	Target Score (Average Run Rate)	( <b>R</b> ) mins	TOTAL REMAINING TIME (minutes between P and Q)
(14)		(Q) time	SECOND INNINGS FINISH TIME (3.30pm on standard schedule)
(61)	Total Overs in Innings 36 to 40 31 to 35 26 to 30 20 to 25  Max Overs each hower 8 7 6 5	(P) time	TIME FIRST INNINGS TO RESTART
	Overs per bowler (select one)	e innings	To check if an interruption during the FIRST INNINGS should close the innings
<b>(o)</b> time	NEW SECOND INNINGS FINISH TIME [ m + n ]		Calculation Sheet 1B
(n) mins	REMAINING LENGTH OF INNINGS [ k x 4 ]	<b>(0)</b> time	NEW SECOND INNINGS FINISH TIME [ $N + G \times 4$ ]
(m) time	TIME SECOND INNINGS TO RESTART	(N) time	NEW SECOND INNINGS START TIME [ L + C1 ]
	Rescheduled Playing Hours	(L) time	NEW FIRST INNINGS FINISH TIME []+K]
(k) overs	OVERS TO BE BOWLED AFTER RESTART [ h ÷ 4 ] (round down fractions)	<b>(K)</b> mins	REMAINING LENGTH OF INNINGS [ $H \times 4$ ]
(j) overs	OVERS BOWLED AT TIME OF INTERRUPTION	( <b>J)</b> time	TIME FIRST INNINGS TO RESTART
(i) overs	TOTAL OVERS AVAILABLE AT START OF INNINGS (40 or reduced no.)		Rescheduled Playing Hours
	Overs	(I1) overs	8
(h) mins	TOTAL REMAINING PLAYING TIME AVAILABLE [ e - f - g]		Total Overs in Innings 36 to 40 31 to 35 26 to 30 20 to 25
(g) mins	PLAYING TIME LOST		
(f) mins	ENTER TIME SECOND INNINGS HAS BEEN IN PROGRESS	(H) Overs	OVERS TO BE ROW! ED AFTER RESTART [ G - E ]
(e) mins	TOTAL TIME AVAILABLE AT START OF INNINGS (165 mins or reduced no.)	(G) overs	MAX. OVERS PER TEAM [ $(F + E) \div 2$ ] (round up to even number)
		(F) overs	OVERS REMAINING IN MATCH [ $\mathbf{D} \div 4$ ] (to 2 decimal places)
	For use when interruption occurs after the start of the SECOND INNINGS	(E) overs	OVERS BOWLED AT TIME OF INTERRUPTION
	Calculation Sheet 2B		
(d1) overs	Max. Overs each bowler 8 7 6 5	(P) mine	TOTAL DEMANDING DI AVING TIME AVIALI ADI E . A - B - C + 120 - C41 7
	Overs per bowler (select one)  Total Overs in Innings 36 to 40 31 to 35 26 to 30 20 to 25	(C1) mins	LENGTH OF INTERVAL (select one)  Time Lost Up to 60 min 60 to 120 min more than 120 min  Interval 30 min 20 min 10 min
(d) time	NEW SECOND INNINGS FINISH TIME [ c + b ]	(C) mins	PLAYING TIME LOST
(c) time	TIME FOR SECOND INNINGS TO START	(B) mins	ENTER TIME INNINGS HAS BEEN IN PROGRESS
<b>(b)</b> mins	SCHEDULED LENGTH OF INNINGS [ a x 4 ]	330 minutes (A) mins	TOTAL PLAYING TIME AVAILABLE AT START OF THE MATCH
(a) overs	OVERS TO BE BOWLED (If first innings was terminated, S from Appendix 1B)		
	Maximum overs to be bowled:		- 1
	For the start of the SECOND INNINGS		For use when a delay or interruptions occur in the FIRST INNINGS
101011	Calculation Sheet 2A	07/07/07	Calculation Sheet 1A
3025/26	INTERRUPTIONS TO A 40 OVER ONE DAY MATCH	303E/36	INTERRUPTIONS TO A 40 OVER ONE DAY MATCH

See Regulation 26.6 Calculation Sheet

**NEW 2025/26** 

LINK <a href="https://tinyurl.com/4x3cu9ry">https://tinyurl.com/4x3cu9ry</a>

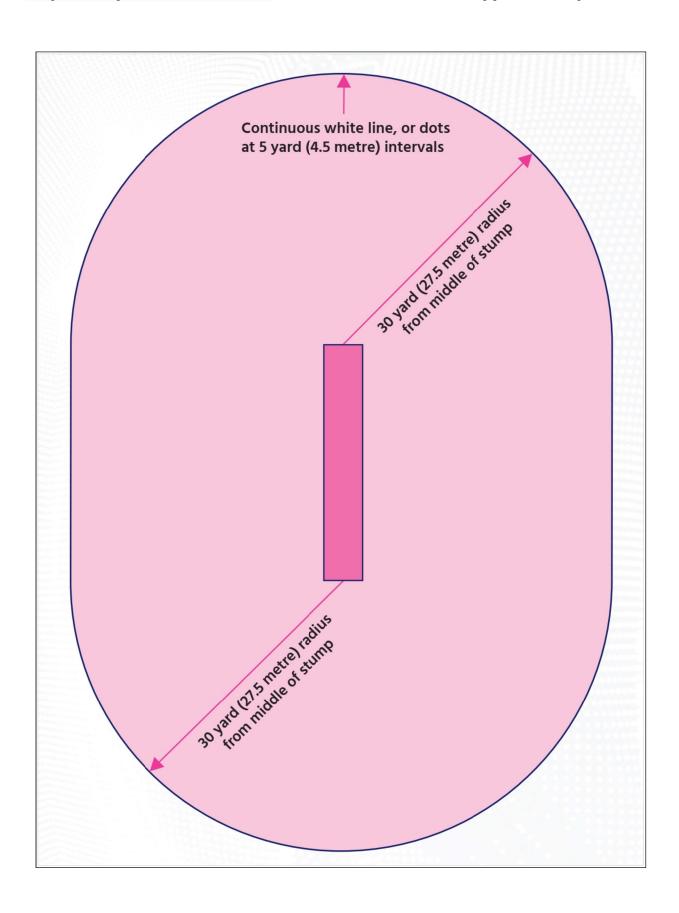
### **Applies to Night T10 Matches**

CALCULED LENGTH OF INNINGS [ a x 4 ]	Divers   D
	10 MATCH

See Regulation 29.4.4 Fielding Restriction Area

LINK <a href="https://tinyurl.com/67ssn2sd">https://tinyurl.com/67ssn2sd</a>

**Applies to Super 20 matches** 



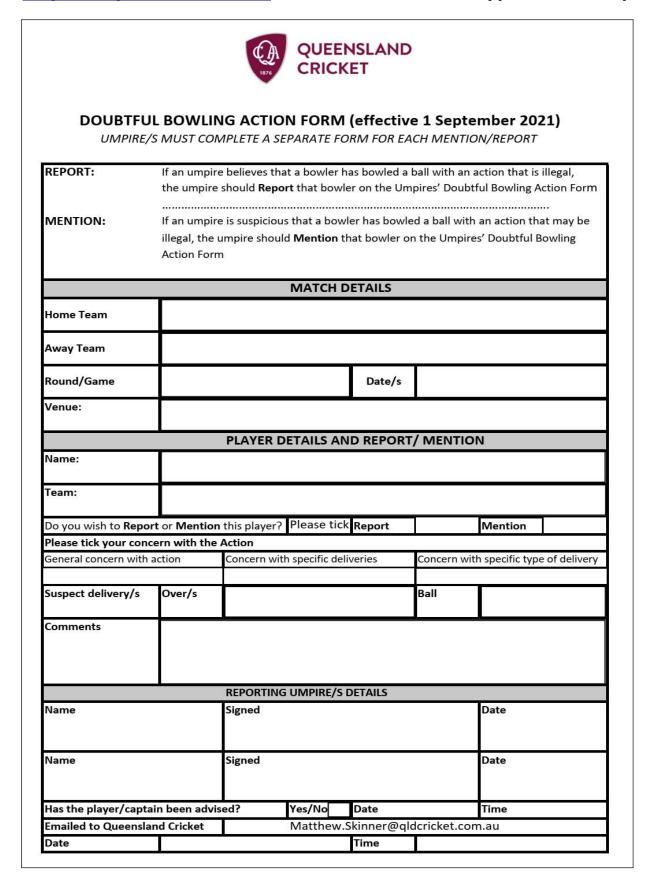
**See Regulation 49 Request for Change of Playing Regulations** 

LINK <a href="https://tinyurl.com/26nm96nn">https://tinyurl.com/26nm96nn</a>

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

### See Appendix F DOUBTFUL BOWLING ACTION PROCEDURES

LINK https://tinyurl.com/5n86ef75



**See Playing Regulation 8 Spikes** 

### **Applies to All Competitions**

#### **FULL METAL SPIKES FOR CRICKET**





**METAL CRICKET SPIKES -** Typical metal cricket spikes are round, blunt, metal.



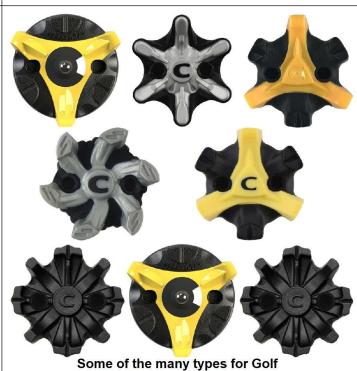


#### SOME EXAMPLES OF SPIKES WHICH ARE NOT PERMITTED.















**Shapes for Track and Field** 

QSDCA Playing Regulations Ver 18.0	Passed at AGM 21-Jul-2025	Section 10 p20

2025/2	26 Updates ched	cklist	
WHAT CHANGED	NAME OF REGULATION	MEANING	CCC Reg's
All Comp	<u>etitions</u>		
Reg 8	CLOTHING	Updates to definitions for Spikes	Reg 8
Reg 9	KIT, BALLS & EQUIPMENT	Use of Zing Bails and Stumps	Reg 9
Reg 35.8	DETERMINATION OF PLACINGS	Adjusted to work with PlayHQ software limits.	Reg 24.8 for 2d
Reg 40	SEASON AWARDS	Revised awards and conditions	n/a
App D	CONCUSSION AND HEAD IMPACT POLICY	Updated to CA latest July 2025	App D
Арр Е	BOWLING INJURY PREVENTION	Updated to show clear age groups	Арр Е
Арр Ј	CHILD PROTECTION POLICIES	Update to QC latest	Арр Ј
Арр М	SOCIAL MEDIA USE POLICY	NEW CA policy on Social Media	None yet
<u>Limited o</u>	ver Competitions (	Sun 50, Super 20, Sat 1d, Over 40's)	
Reg 25	INNINGS FINISH TIME	New Second Innings Finish Time limit for <b>Sat 1d</b> , <b>Sun50</b> , <b>Over 40's</b>	Reg 18 for 1d
Reg 26	IN A DELAYED OR INTERRUPTED MATCH	Adjustments due to Reg 21, 22, 25 (above) for <b>Sat 1d, Sun 50, Over 40's</b>	n/a
Reg 34.2	SUPER BONUS POINTS	Removed from all limited over competitions.	Reg 27.2.6
Sat 2 Day	<u>//1 Day</u>		
Reg 21	MINIMUM OVERS FOR TWO DAY MATCHES	Minimum overs down to 70 = 4 mins per over for <b>Sat 2d</b>	n/a
Reg 22	INTERVALS	Saturday tea break now 20 minutes. For <b>Sat 1d, Sat 2d</b>	n/a
Reg 23.1	REPLACEMENT PLAYERS	For Sat 2 d slash players now 4 instead of 3.	Reg 18.1 for 2d
Reg 29.4	FIELDING RESTRICTIONS	NEW 5 fielders max. on the leg side for <b>Saturday 1 dayers</b>	n/a