

For Super 20 Matches

20 HOURS OF PLAY

For Super 20 Matches

- 20.1** Hours of Play will be as determined by the Queensland Sub Districts Cricket Association Management Committee, provided that each innings will not extend for more than 80 minutes.
- 20.2** Unless otherwise determined by the Queensland Sub Districts Cricket Association Management Committee, the hours of play for fixtures will be as determined below:

MORNING MATCH

9.30am to 10.50am (team batting first)
 10.50am to 11.00am (interval between innings)
 11.00am to 12.20pm (team batting second)

AFTERNOON MATCH

1.30pm to 2.50pm (team batting first)
 2.50pm to 3.00pm (interval between innings)
 3.10pm to 4.20pm (team batting second)

21 NIL

22 INTERVALS

For Super 20 Matches

- 22.1** If the innings of the team batting first is completed prior to the scheduled time for the Interval, the Interval will take place immediately and the Innings of the team batting second will commence correspondingly earlier.
- 22.2** The time for the interval will be 10 minutes.

23 REPLACEMENT PLAYERS

For Super 20 Matches

Preamble: Substitute fielders are defined in Law 24.1 (2017 Code 3rd ed.). Eligibility to bat is defined in Law 25.1 (2017 Code 3rd ed.). This "Super Sub Rule" applies only to the Sunday 50 over and Super 20 competitions.

23.1- 23.4 NIL

"SUPERSUB"

- 23.5** Prior to the toss a twelfth player name may be added to the Team List.
- 23.5.1** On the Team list, team captains will identify:
- 23.5.2** one player of their twelve who is a batting only player
- 23.5.3** one player of their twelve who is a bowling only player
- 23.5.4** These players will be swapped at the innings break. The order of replacement is determined by the innings order.
- 23.5.5** Only in case of injury or other unavoidable circumstances, these players may be swapped at any point in the match. The umpire will be informed immediately or as soon as practical when such a replacement is made.
- 23.5.6** After replacement, the replaced player may not return to the match except as a substitute fielder.
- 23.5.7** If the replaced player has already batted then the replacement player is not permitted to bat.
- 23.5.8** If the replaced player has already bowled all permitted overs under **Playing Regulation 27** then the replacement player is not permitted to bowl.

23.5.9 Teams are also permitted to name and play eleven players in the normal way.

23.6-23.26 Nil

24 LENGTH OF INNINGS

For Super 20 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 20 overs unless all out earlier.

25 INNINGS FINISH TIME

For Super 20 Matches

25.1 -25.30 Nil

25.31 The Innings Finish Time for all innings is 80 minutes after the call of play.

25.32 For matches on schedule, Innings Finish Times are specified in **Playing Regulation 20.2**.

25.33 If overs in either first or second innings are not complete by the Innings Finish Time, the innings will continue until 20 overs have been bowled and **Playing Condition 25.9** will apply.

25.34 When the team bowling first comes to bat they will face up to 20 overs unless circumstances in **Playing Regulation 26 and 27** apply.

25.35 If the team batting first is dismissed in less than 20 overs, the team batting second will be entitled to bat for 20 overs.

25.35. For example, if the team batting first is all out after 15 overs then the team batting second will face up to 20 overs.

25.36 OVER-RATE PENALTY RUNS

25.37 Both teams are expected to be in position ready to bowl the first ball of the 20th over within 80 minutes playing time.

25.38 In the event of the bowling side failing to do so, the full 20 overs will be completed, and the batting side will be credited with 6 penalty runs for every whole over that has not been started.

25.39 For example, a bowling side which is part way through bowling the 18th over when the Innings Finish Time is reached will concede 12 penalty runs to the batting side at the end of the innings.

25.40 This applies to both innings of the match.

25.41 All penalty runs added will be confirmed by the umpire(s) with the scorers at the end of each innings.

25.42 Both teams are warned that match results can be overturned because of this rule.

25.43 The umpire(s) will inform the fielding captain and the batters of any time allowances as they arise for injuries, lost balls or other interruptions.

25.44 Batting teams should be aware of **Playing Regulation 30 (Timed Out)**.

25.45 If the innings is interrupted, the over-rate penalty will apply based on the new innings end time for that innings. See **Playing Regulations 26.6 and 26.15 to 26.26**

25.46 After each weather interruption the Umpire will inform the fielding team Captain of the new innings end time for that innings.

25.47 Over-rate penalties apply only to innings of 10 overs or more duration. Please note **Playing Regulation 26.4**

25.48 If the innings ends before the scheduled or new Innings Finish Time, no over-rate penalty will apply.

26 IN A DELAYED OR INTERRUPTED MATCH

For Super 20 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
- reducing the number of Fielding Restriction Overs for both teams
- changing the number of Fielding Restriction Overs 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 10 overs, to make a completed match each team must receive a minimum of 10 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 10 completed overs to achieve a result.

26.5 In the event of a suspension occurring in the middle of an over, the number of total overs lost will be calculated as in **Playing Regulation 26.6** and the innings of the team batting will continue from the point of the interruption.

26.6 **Interruptions to a Super 20 Match Calculation Sheets** 1A, 1B, 2A and 2B may be used to determine the match progress.

See FORM in the DIAGRAMS APPENDIX

or at <https://qsdca.com.au/05-playing-regulations>

26.7 NIL

THE TEAM BATTING FIRST

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

26.9 When calculating the remaining playing time available for the match the duration of the interval between innings will be taken into account.

26.10 In Super 20 the interval is always 10 minutes between innings.

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 For Example:

- In a Super 20 match, initial total playing time is 160 minutes (9.30 to 12.20pm less 10 minute interval).
- Play is interrupted by rain in the first innings after 9 overs and 36 minutes of play.
- 60 minutes playing time is lost.
- When play restarts, total remaining playing time is 64 minutes ($160 - 36 - 60 = 64$)
- In the remaining time, 16 more overs can be bowled ($64 / 4 = 16$)
- Rounding up calculations as in **Playing Regulation 26.11** makes the match 17 more overs.
- Add 1 more over to make the innings equal as in **Playing Regulation 26.12** (only if needed)
- The first innings will be 4 more overs and second innings will be 13 overs. ($17 + 9 = 26 \Rightarrow 13$ overs each innings)
- FRO's will be 8 in the second innings. See **Playing Regulation 29.4.8**
- For a match which started at 9.30am
- First innings will restart 11.06am
- New first Innings Finish Time will be 11.22am
- Second innings will start 11.32am
- New second Innings Finish Time will be 12.24pm.
- For a match which started at 1.30pm
- First innings will restart 3.06pm
- New first Innings Finish Time will be 3.22pm
- Second innings will start 3.32pm
- New second Innings Finish Time will be 4.24pm.
- After restart bowlers will be limited to 3 overs each in both innings.

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 and **Playing Regulation 25.9** will apply.
- 26.17** All relative delays, interruptions in play, and the duration of the interval will be taken into account.
- 26.18** If there is more than one interruption to the innings of the side batting first, calculations will be based on the original scheduled close of play, rather than any rescheduled close resulting from the previous interruption.

THE TEAM BATTING SECOND

- 26.19** If play is suspended and time is lost after the end of the first innings the number of overs remaining in the match will be the remaining amount of available playing time in minutes divided by four.
- 26.20** In the second innings calculations resulting in a fraction of an over will rounded down.

26.21 For Example:

- In a Super 20 match initial playing time in the second innings is 80 minutes.
- Play is interrupted by rain in the second innings after 10 overs and 40 minutes of play.
- 17 minutes playing time is lost.
- When play restarts, total remaining playing time is 23 minutes. ($80 - 40 - 17 = 23$)
- In remaining playing time 5.75 more overs can be bowled ($23 / 4 = 5.75$)
- Rounding down calculations as in **Playing Regulation 26.20** makes the second innings 5 more overs to play.

- FRO's cannot be adjusted as in **Playing Regulation 29.4.8**
- A new target score will be calculated. See **Playing Regulation 33.4**

- For a match which started at 9.30am
- Second innings will restart at 11.57am
- New second Innings Finish Time will be 12.17pm

- For a match which started at 1.30pm
- Second innings will restart at 3.57pm
- New second Innings Finish Time will be 4.17pm

- After restart bowlers will be limited to 3 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 If new required number of overs in the second 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 and **Playing Regulation 25.9** will apply.

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 team batting first 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 Super 20 Matches

27.1 In an uninterrupted innings no bowler will be permitted to bowl more than 4 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
16 to 20	4
11 to 15	3
10	2

27.3 NIL

- 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 Super 20 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://gsdca.com.au/05-playing-regulations>

29 NO BALLS

29.1 WAIST HIGH NON-PITCHING BALLS

For Super 20 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://gsdca.com.au/05-playing-regulations>

29.2 SHORT PITCHED DELIVERIES

For Super 20 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://gsdca.com.au/05-playing-regulations>

29.3 FREE HIT

For Super 20 Matches

- 29.3.1** The delivery following a no ball called (all modes of no ball) will be a free hit for whichever batter is facing it.
- 29.3.2** If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball), then the next delivery will become a free hit for whichever batter is facing it.
- 29.3.3** For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called wide ball.
- 29.3.4** Neither field changes nor the exchange of individuals between fielding positions are permitted for free hit deliveries unless:
- There is a change of striker or
 - The No Ball was the result of a fielding restriction breach, in which case the field may be changed to the extent of correcting the breach.
- 29.3.5** For clarity, the bowler can change their mode of delivery for the free hit delivery. In such circumstances **Law 21.1.1 (2017 Code 3rd ed.)** will apply.
- 29.3.6** The umpires will signal a free hit (after the normal No Ball signal) by extending one arm straight upwards and moving it in a circular motion.

29.4 FIELDING RESTRICTIONS

For Super 20 Matches

- 29.4.1** At the instant of delivery there will not be more than five fielders on the leg side.
- 29.4.2** For the purposes of this rule the bowler is not counted as a fielder.
- 29.4.3** For the first 6 overs only of each innings, only two fielders are permitted outside the fielding restriction area at the instant of delivery.
- 29.4.4** The Fielding Restriction Area is defined as:
- Two semi-circles with their centre at the middle stump at either end of the pitch.
 - The ends of the semi-circles will be linked by two parallel straight lines drawn on the field.
 - The radius of each of the semi-circles is 30 yards (27.5 metres).
 - The fielding restriction area can be marked by continuous painted white lines or 'dots' at suitable intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.

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

- 29.4.5** For the remaining overs of each innings no more than five fielders are permitted outside the fielding restriction area at the instant of delivery.

TEAM BATTING FIRST

- 29.4.6** In circumstances where the number of overs for the team batting first is reduced, the number of overs in regard to the restrictions in **Playing Regulation 29.4** will be reduced in accordance with the table below for that innings only.
- 29.4.7** Fractions are to be ignored in all calculations of the number of overs. (If on resumption the number of overs for fielding restrictions has already been exceeded this should take effect immediately).

Total Overs	Overs for which fielding restrictions apply
20	6
17-19	5
14-16	4
10-13	3

TEAM BATTING SECOND

29.4.8 Where possible the number of overs for the team batting second is reduced the aim will be to maintain the restrictions in **Playing Regulation 29.4** for the same proportion of the second innings that they were maintained for the first innings (fractions to be ignored).

29.4.9 In the event of infringement of any of the above fielding restrictions, either umpire will call and signal 'No Ball'.

29.5 PENALTY

For Super 20 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 Super 20 Matches

30.1 Law 40 (2017 Code 3rd ed.) will apply except that the incoming batter must be in position to take guard or for their partner to be ready to receive the next ball within 90 seconds of the fall of the previous wicket.

30.2 The incoming batter is expected to be ready to make their way to the wicket immediately a wicket falls, and is expected to jog to the wicket.

31 RUNNERS FOR INJURED BATTERS

For Super 20 Matches

31.1 Runners for batters will not be permitted in Super 20 matches.

32 DRINKS BREAKS

For Super 20 Matches

32.1 No drinks intervals are permitted.

33 RESULT OF THE MATCH

For Super 20 Matches

33.1 Unless either team is dismissed in less than 10 overs, to make a completed match each team must receive a minimum of 10 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 135 batting first (20 overs).
- Average Run rate is $135/20 = 6.75$
- Team B – has only 15 overs available as a result of an interruption to play.
- Target score is $6.75 \times 15 = 101.25$.
- 101.25 runs rounded up = 102.
- Team B requires 102 runs to win from 15 overs.

33.6 For example:

- Team A – scores 120 batting first (20 overs)
- Average Run Rate is $120/20 = 6.00$
- Team B – batting second scores 89 not all out in 6.3 overs (rain stops play).
- Average Run Rate is $89/(6+3/6) = 13.69$
- Match is a draw because minimum overs not achieved.
- To win Team B must face at least 10 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 example

- 33 overs and 1 ball => use 33.166
- 33 overs and 2 balls => use 33.333
- 27 overs and 3 balls => use 27.5
- 16 overs and 4 balls => use 16.666
- 31 overs and 5 balls => use 31.833

34 POINTS

For Super 20 Matches

34.1 MATCH POINTS

34.1.1 Teams in all grades will be allocated points for one day limited over matches as follows.

34.1.2 Win... 4 points

34.1.3 Tie... 2 points

34.1.4 Draw... 2 points

34.1.5 Loss... 0 points

34.2 NIL**34.3 NET RUN RATE**

34.3.1 A team's net run rate is calculated by deducting from the average runs per over scored by that team throughout the competition, the average runs per over scored against that team throughout the competition.

34.3.2 If a team is all out in less than its full quota of overs, the calculation of its net run rate will be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.

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

35 SEMI FINAL AND GRAND FINAL MATCHES

For Super 20 matches

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

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

QUALIFYING FOR FINALS

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

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

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

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

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

DETERMINATION OF PLACINGS

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

35.8.1 The team with the highest net run rate.

35.8.2 The team with the most number of wins.

35.8.3 Nil

VENUE FOR SEMI-FINAL AND FINAL

35.9 The venue and date for all Semi-Final and Final matches will be determined by the Management Committee. of the Queensland Sub Districts Cricket Association Inc.

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 Super 20 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 Super 20 matches

- 36.1** NIL
- 36.2** The winner of the GRAND FINAL in each grade will be determined as the Premiers for each grade.
- 36.3** NIL
- 36.4** If any SEMI FINAL or GRAND FINAL MATCH ends in a tie, is abandoned or there is no result, the highest placed team of the finalists at the end of the preliminary matches will be determined as the winners.
- 36.5** The Management Committee will have the sole authority to determine 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