



QUEENSLAND
SUB DISTRICTS
CRICKET
ASSOCIATION INC.

REGULATIONS GOVERNING COMPETITION MATCHES

Also known as "The Playing Regulations"

**Incorporating the "Playing Regulations Review 2025" and
All Code of Behaviour and Player Protection Appendixes and
Sunday 50 Over, Over 40's and Super 20 Regulations and
*a new section of Night T10 Regulations.***

2025/26 SEASON

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GLOSSARY

Applies to All Competitions

"**CCC**"... means Community Cricket Championships.

"**Competition points**" (also called "**ladder points**") means accumulated match points for all completed matches in a season before the start of the finals.

"**Cricket Australia**"... the major cricket authority in Australia with whom Qld Cricket is affiliated. (abbrev. CA)

"**match abstract**"... means a report of all players' names, all team scores, all individual scores and umpire assessments by the captains, submitted by participating teams at the conclusion of each match.

"**Match points**" means points awarded to each team for the result of a match as in **Playing Regulation 34**.

"**MyCricket**"... an obsolete online database of cricket match results used by many associations throughout Australia www.mycricket.com.au

"**Play HQ**"... an modern online database of cricket match results used by many associations throughout Australia <https://www.playhq.com/cricket-australia/>

"**Queensland Cricket**"... the major cricket authority in Queensland with whom this association is affiliated. (abbrev. QC)

"**Sunday 50 Over Competition**"... a limited over competition organised by this association.

"**Game**", "**fixture**", "**match**" means games of cricket which have been organised under the management of the QSDCA. In this edition the preferred term is "**match**".

"**Good financial standing**" means a member of the association has no invoices outstanding for greater than 60 days.

"**Innings finish time**"... a new term which replaces various terms such as cut-off time, Compulsory Closure time, end time of innings in Playing Regulations about limited over matches.

"**Management Committee**" means a group of office bearers elected at an Annual General Meeting of this association who have responsibility for the management and conduct of cricket matches played under the name of this association.

"**Play off and Premiership matches**"... are terms that have been replaced by "Semi Finals and Grand Finals". These are played at the end of the season over two days of 90 overs each.

"**Round**" means matches played between all teams in the grade at the same time. e.g. Round 4 is a two day match played often 5th and 6th Saturdays of the season.

"**Super 20 competition**"... a Twenty 20 competition organised by this association.

"**Team uniform**"... a new term which encompasses an approved team playing shirt plus trousers.

"**this association**" and "**association**" means Queensland Sub Districts Cricket Association Inc. (abbrev. QSDCA)

"**Umpires Coordinator for the Association**"... a member (or members) of the management committee, who has responsibility for recruiting and appointing umpires and communicating urgent late messages about called off matches.

"**Waist high non-pitching balls**" means the same as "**waist high full pitch balls**" in previous regulations. The term is taken from the **Laws of Cricket (Law 41.7 2017 Code 3rd ed.)**

"**will**" has replaced "**shall**" throughout this document. This is done to give modern and clear meanings to the regulations. In a modern context the meanings of these two are essentially the same.

www.oxforddictionaries.com/words/shall-or-will

1 APPLICATION

Applies to All Competitions

- 1.1** Matches will be played under the **Laws of Cricket** as recognised by Cricket Australia.
- 1.2** These playing regulations will apply to matches played under management of this association.
- 1.3** New laws recognised by Cricket Australia may be introduced at the discretion of the Management Committee at the start of each season.

2 AFFILIATION OF CLUBS AND TEAMS

Applies to All Competitions

- 2.1** Clubs nominating teams for all competitions will submit details in a format approved by this Association.
- 2.2** Nominations are due at the Club Secretaries meeting held prior to the start of each new season.
- 2.3** Each team nominated must have 11 or more playing members.
- 2.4** All fees and fines (including outstanding and past due) must be paid before any nomination will be accepted.
- 2.5** A meeting of affiliated clubs will be held on the first Monday of September.
- 2.6** The final nomination date will be 12 days before the first day's play of the season.
- 2.7** Affiliated clubs may nominate extra teams or withdraw teams by 7pm on the final nomination date.
- 2.8** Any club which withdraws a team or teams after the final nomination date may be liable for all fees, as if matches had been played by the withdrawn team or teams during the season.
- 2.9** Acceptance of nominations will be at the discretion of the Management Committee.
- 2.10** Nominations will not be accepted on the condition that any club or team plays in a particular grade.
- 2.11** Any other competitions organised by this association will be subject to team nomination procedures determined by the Management Committee.

3 REGISTRATION OF PLAYERS

Applies to All Competitions

- 3.1** All players will be registered in PlayHQ <https://www.playhq.com/cricket>
- 3.2** Each club must register at least eleven (11) players for each grade in which the club has entered a team.
- 3.3** Deadline is no later than seven (7) days before the first day of play for the season.
- 3.4** Any team that cannot register eleven (11) players by the deadline may lose its nomination.
- 3.5** Any club may register additional players during the season.

- 3.6** The eligibility of any player for registration will at all times be the responsibility of the Club concerned.
- 3.7** Any player who appears as a PlayHQ Fill-In player may do so on just two occasions.
- 3.7.1** It is the responsibility of Clubs to fully register fill-in players before any further appearance.
- 3.7.2** Any player who appears for a third or further appearance as a fill-in player in any match is in violation of this Playing Regulation.
- 3.8** If any player plays in a match without being registered in accordance with **Playing Regulation 3** the Management Committee may impose a penalty in accordance with **Playing Regulation 46 and 47** on that player's team.
- 3.8.1** Penalties may include:
- 3.8.2** Loss of points for the match or matches involved
- 3.8.3** A monetary penalty
- 3.8.4** Suspension of players
- 3.8.5** Suspension of the team captain.
- 3.8.6** Disqualification of the team
- 3.8.7** Disqualification or suspension of other teams from the same club.

4 PLAYERS CHANGING GRADES

Applies to All Competitions

Preamble: The aim of this section is to promote fair and matched play between teams of comparable ability as much as possible. While it is desirable that all players in a club get an opportunity to play as much as they can it is also desirable that the enjoyment of the game is not hampered by sides with players of mismatched ability dominating.

AT THE START OF THE SEASON

- 4.1** Clubs with more than one team will be allowed to play any registered players in any grade for the first 4 matches.

THE ROUND 5 FINAL GRADING

- 4.2** After the completion of match 4 and before the beginning of match 5, Clubs with more than one team will finalise player gradings.
- 4.2.1** The finalised player gradings will be sent in writing to the Management Committee.
- 4.2.2** Finalised player gradings will be examined by the Management Committee.
- 4.2.3** Failure to register such player gradings will automatically register players in the grade played in match 5.
- 4.2.4** If an ungraded player does not play in match 5 then that player will be registered in the grade first played in after match 5.

PLAYING IN A HIGHER GRADE

- 4.3** Any previously graded player can play in a higher grade.

DOWNGRADE STEPS FOLLOWING AUTOMATIC UPGRADE

- 4.4** Any previously graded player who plays three matches in a higher grade is automatically upgraded.
- 4.4.1** Any automatically upgraded player may seek permission from the Management Committee for a downgrade.
- 4.4.2** The player's club will seek permission from the Management Committee by submitting in writing details of the player's performances in those three matches.
- 4.4.3** Management Committee will decide permission based on the player's performances in those matches played in the higher grade.
- 4.4.4** The Honorary Secretary of the Association will advise the player's Club of any decision prior to the match following the Management Committee Meeting at which the decision is reached.
- 4.5** No permission is required for a player downgrade within grades (such as from A1 to A2, B2 to B3, or C1 to C4) in regular competition rounds.
- 4.5.1** **Playing Regulation 4.5** does not apply in SEMI FINAL and GRAND FINAL MATCHES.
- 4.5.2** See **Playing Regulation 35** for additional finals player eligibility conditions.

GENERAL DOWNGRADE STEPS

- 4.6** No previously graded player may play in a lower grade without the consent of the Management Committee.
- 4.6.1** Any previously graded player may seek permission from the Management Committee for a downgrade.
- 4.6.2** The player's club will seek permission from the Management Committee by submitting in writing details of the player's performances and reasons supporting the downgrade.
- 4.6.3** If a previously graded player plays in a lower grade match without permission (against **Playing Regulations 4.6 to 4.6.2**), the Management Committee may impose a penalty in accordance with **Playing Regulations 46 and 47** on that player's team.
- 4.6.4** That penalty will be loss of match points for the player's team and the award of maximum points for the round to the opposing team as described in **Playing Regulations 11.6 and 11.7**.
- 4.7** Nil

CHANGING GRADES FOR SAME CLUB, DIFFERENT COMPETITION

- 4.8** Any club in the Association that also has teams in the Community Cricket Championship will transfer players subject to **Playing Regulations 4.1 to 4.6**.
- 4.8.1** Any club in the Association that also has teams in other QC affiliated competition(s) or has a written player exchange agreement with a club in another QC affiliated competition may register any of their players in any grade in this Association without the approval of the Management Committee.
- 4.8.2** Any player who has played third grade or higher in QC Premier Cricket in the current or immediately previous season may not play unless granted approval by the Management Committee.
- 4.8.3** The Management Committee reserves the right to veto clearances from any player who has a record of appearing in Premier Cricket (QC or otherwise e.g. Sydney)
- 4.8.4** In such cases, the decision of the Management Committee will be final.

5 CLEARANCES FOR PLAYERS CHANGING CLUBS

Applies to All Competitions

- 5.1 No player will be free to leave one Club and join another during the same season without clearance from the first club and the consent of the Management Committee.
- 5.2 Players may play for another club in an alternative competition administered by this association (such as Super 20) without the consent of the Management Committee.
- 5.3 Consent of the Management committee may be granted when the player is qualified under these regulations and is clear of any valid financial obligation (such as subscriptions, fees, fines or penalties from any previous club, organisation or association).
- 5.4 If any player plays in a match without clearance in accordance with **Playing Regulation 5** the Management Committee may impose a penalty in accordance with **Playing Regulation 46 and 47** on that player's team.

6 GRADING OF TEAMS, MATCHES AND GROUNDS

Applies to All Competitions

- 6.1 The playing season will commence at the discretion of the Management Committee as soon as practicable to the 3rd weekend of September each year.
- 6.2 The format for the coming season and duration of matches will be decided at the Annual General Meeting prior to the start of the season.
- 6.3 Following the Annual Club Secretaries Meeting, the Management Committee will determine:
 - 6.3.1 Which teams are placed in which competition grades
 - 6.3.2 A complete draw of matches for the season.
 - 6.3.3 On which grounds competition matches will be played.
- 6.4 No alteration to grades, matches, hours of play, rounds or grounds will be made except by the Management Committee.
- 6.5 Should any match or any part of a match be played on any ground or at any time not as determined by the Management Committee, the teams may not be awarded any points for that match.
 - 6.5.1 In case of any such incident there will be an investigation by and responsibility will be determined by the Management Committee.

7 THE TEAM LIST

Applies to All Competitions

Preamble: The Team List is a very important part of a competitive cricket match.

- 7.1** The Team List means a written list of all players eligible to bat and bowl in the match.
- 7.2** Teams risk loss of match points or disqualification for failing to comply with this regulation.

ON MATCH DAY

- 7.3** On the first day of every match in all competitions, a paper Team List will be completed by each team.
- 7.4** Team Captains will exchange copies of the completed Team Lists before the toss.
- 7.5** When an Umpire is in attendance, Team Captains will give completed Team Lists to the umpire also.
- 7.6** Play will not begin until both Team Lists have been completed and exchanged.

COMPLETION OF THE TEAM LIST

- 7.7** Players will be listed on the Team List with their full name as shown in registration records.
- 7.8** Note this means no use of initials or familiar names.
- 7.9** Players named on the Team List must be registered as in **Playing Regulation 3** and have clearance as in **Playing Regulation 5** before the start of play.
- 7.10** Note that PlayHQ allows not previously registered players to play one time and then they are required to be registered before playing a second time. This is called a "fill in".
- 7.11** Any player who appears more than one time as a "fill in" is in violation of **Playing Regulation 3**.
- 7.12** Each team captain is responsible for identifying the ages of players under 18 years on the Team List.
- 7.13** Both Team Captains are responsible for ensuring that the Team List is completed before the match begins.

REPLACEMENT PLAYERS

- 7.14** Both Team Captains are responsible for ensuring that the Team List is completed with all replacement players correctly and fully named before the match begins.
- 7.15** The Team List must not be altered after the toss.
- 7.16** Note the permissions required in **Playing Regulation 23.2** to replace a named player in unexpected circumstances for a Two Day match.
- 7.17** Note the other provisions of **Playing Regulation 23 Replacement Players** as it applies to each different competition.

AFTER THE MATCH

- 7.18** After the match has been completed, the PlayHQ team lineup will match the Team List.
- 7.19** The Team List will show all unexpected replacement players and the players they replaced at any point in the match.
- 7.20** The Umpire's Team List will be kept by the umpire for a length of time which will exceed the possibility of dispute arising.
- 7.21** The Umpire's Team List may be used as evidence in any dispute which may arise.
- 7.22** **See FULL SIZE QSDCA TEAM LIST FORM in the DIAGRAMS APPENDIX and Example Team Lists for each competition available at the website**
<https://qsdca.com.au/08f-forms-diagrams-for-match-day/>

8 CLOTHING

Applies to All Competitions

8.1 Players must wear proper cricket clothing. This means:

8.1.1 Long white trousers or pants

8.1.2 Players under 17 years age may wear white short trousers or pants.

8.1.3 A predominantly white cricket shirt

8.1.4 White socks

8.1.5 Cricket shoes

8.1.6 Player must wear full metal cricket spikes while bowling.

8.1.7 Cricket spikes are rounded, blunted, made of steel and limited to 9mm in length.

8.1.8 Spikes designed for sports other than cricket are not permitted.

8.1.9 Full spikes means spikes on both the heel and ball areas of the shoe sole.

8.1.10 See illustrations in Diagrams Appendix.

8.1.11 Decisions about the compliance of shoes with **Playing Regulation 8.1.6** will be made by the match umpire(s) only.

8.1.12 Any bowler with shoes that do not comply with **Playing Regulation 8.1.6** will not be allowed to bowl.

8.1.13 Recognised cricket hats including helmets either white or in recognised club colours.

8.1.14 White jumpers

8.2 TEAM UNIFORMS

8.2.1 Teams may wear a club team uniform provided the following conditions have been fully met:

8.2.2 The team uniform cannot be worn by a Club team until after the uniform has been approved by the Management Committee.

8.2.3 Team uniform consists of coloured playing shirts and white or coloured playing trousers or pants.

8.2.4 All other player clothing including but not limited to hats, shoes, socks, jumpers and protective equipment must follow other parts of this regulation.

8.2.5 Team uniforms will match the diagrams displayed on the association team uniform website. URL <https://gsdca.com.au/team-uniform-gallery/>

8.2.6 Team uniforms must conform to design specifications as published by Management Committee.

8.2.7 All members of a team will wear the uniform club team shirt on the field of play.

8.2.8 If there are any team members who are unable to wear the team uniform, whites as in **Playing Regulation 8.1** are the only permitted alternative.

8.2.9 Sponsorship or advertising on clothing must be referred to the Management Committee before use.

8.2.10 Sponsorship or advertising on attire will meet requirements specified by Cricket

Australia.

- 8.2.11** All questions about the acceptability of a team uniform or a white shirt are for the Management Committee alone to decide.

8.3 PROTECTIVE EQUIPMENT

- 8.3.1** Fielders or batters may wear protective equipment such as shin guards, boxes, face guards, helmets.
- 8.3.2** Use of non-white batting gloves and batting pads in red ball cricket matches is not permitted.

8.4 UMPIRES' CLOTHING

- 8.4.1** Player umpires will be reasonably clothed including a shirt and footwear when standing during matches. See **Appendix L Player Umpire Policy**.
- 8.4.2** Official umpires will wear the QSDCA badged umpiring shirt, long black trousers or pants, white shoes and an umpiring hat.

8.5 REPORTING OF CLOTHING BREACHES

- 8.5.1** Breaches of **Playing Regulation 8** will be reported to the Management Committee by the match umpire(s).
- 8.5.2** If any team repeatedly breaches **Playing Regulation 8**, the Management Committee may impose a penalty on that team in accordance with **Playing Regulation 46 and 47**.

9 KIT, BALLS, AND EQUIPMENT

Applies to All Competitions

- 9.1** Each team will have 6 boundary markers available at the start of each day's play.
- 9.2** If a match is played at a ground which does not have defined boundaries the two Captains will agree the position of the boundaries and place the markers position prior to each day's play.
- 9.3** Each team will have 6 stumps complete with bails available at the start of each day's play.
- 9.4** Stumps and bails will be wholly made of wood or approved material.
- 9.5** Approved materials for stumps and bails is decided by the Management Committee.
- 9.6** Please contact cricketops@qsdca.com.au for further information about approved stump materials.
- 9.5** The fielding team will use a new leather cricket ball in each first innings.
- 9.5** See **Playing Regulation 21.18** for the second innings of Saturday Two Day Matches.
- 9.6** New balls will be of brand and type approved by the Management Committee.
- 9.7** Please contact cricketops@qsdca.com.au for further information about approved balls.

10 FITNESS OF GROUNDS

Applies to All Competitions

BEFORE PLAY

- 10.1** Before the start of play, any decision regarding the fitness of a ground for play will be made together by the captains of the teams drawn to play on that ground.
- 10.2** Such decision will be made after the Captains or their representatives have inspected the ground on the day of the match or waived their opportunity to do so.
- 10.3** If the day's play is called off then the Captains will tell the Umpires Coordinator for the association immediately.
- 10.4** If the day's play is called off then both Captains will tell their Club Secretaries.
- 10.5** If the day's play is called off when the match is to be played at a neutral ground Captains will contact the Club Secretary of the host ground's club also.
- 10.6** If the day's play is not called off then umpires and players will attend the ground at the normal time for play.
- 10.7** For any match played on a School wicket, the school's Principal or groundsman appointed by the Principal will have overriding authority to determine whether play will commence or continue.

DURING THE MATCH

- 10.8** After play has commenced all decisions concerning the fitness of the pitch, ground, weather and light for play will be made by the Umpire(s).
- 10.9** In the absence of official umpire(s) Captains will agree about fitness of the pitch, ground, weather and light for play.
- 10.10** When captains are unable to reach an agreement, the state of the match will continue unchanged until agreement can be reached.

SUSPENSION IN DANGEROUS OR UNREASONABLE CONDITIONS

- 10.11** Play will be suspended in Dangerous or Unreasonable Conditions
- 10.12** The following will apply in addition to **Law 2.8 (2017 Code 3rd ed.)**
- 10.13** [30/30 Rule] If thunder follows a lightning flash by 30 seconds or less, play must cease immediately.
- 10.14** Players and umpires must leave the field immediately and must not return until 30 minutes after the initial lightning flash.
- 10.15** If during the suspension of play thunder follows a lightning flash by 30 seconds or less, the 30 minute suspension period is to recommence.
- 10.16** Refer to **Appendix G** Lightning Safety 30-30 Rule.

11 FORFEITS

Applies to All Competitions

Preamble:

Sometimes a match cannot start on time due to incomplete teams. In such circumstances Umpires and Captains are encouraged to delay the start of play in the hope that any team short of players might have some players arrive late so that the match can continue.

It is important that teams making a claim for a forfeit make no statement or action that might be taken to mean they refuse to play because they have 'won by forfeit'.

FORFEIT CONDITIONS

- 11.1** Each team must have a minimum number of seven (7) registered playing members present at start of play on the first day.
- 11.2** If the number of players is reduced below seven for any reason after the start of play on the first day, the match will continue.

FORFEIT CAUTION

- 11.3** Players, captains and umpires are expected to make efforts to allow the match to proceed if at all possible.
- 11.4** There is no cut-off time for 'claiming' a forfeit.
- 11.5** All claims for forfeit will only be confirmed if and when the circumstances and outcome of the match have been considered by the Management Committee.

POINTS FOR FORFEITED MATCHES

- 11.6** Teams receiving forfeits may be allocated the maximum number of points scored by any other team in that grade for the match.
- 11.7** Maximum points means match points plus bonus incentive points.

PROVISIONS FOR TEAM WITHDRAWALS

- 11.8** In the event of a team withdrawing from the competition after the commencement of the first match of the season, each opposing team will be allocated a number of points as determined from time to time by the Management Committee, or at the end of each match, in the particular grade.
- 11.9** If a team withdraws from the competition after the commencement of the first match of the season, the team withdrawing will be deemed to be lowest graded team from that club.
- 11.10** For example if there are two teams in different grades from the same club and the higher graded team withdraws, then the lower grade team will be promoted.

12 PLAYER ABSENCES

Applies to All Competitions

Preamble:

Because QSDCA provides a competition for amateur players, the association will not strictly enforce the Penalty Time Laws. Players, captains and umpires are encouraged to communicate openly so as to not restrain any absent player's right to play.

12.1 Law 24.2 Fielder absent or leaving the field of play, Law 24.3 Penalty time not incurred and Law 25.3 Restriction on batter commencing an innings (2017 Code 3rd ed.) will not apply and will be replaced by the following:

12.2 An absent player means any player listed on the Team List for the current day's play who is not present or unable to take part in the match during playing hours.

NOTIFICATION PROCEDURE

12.3 The absent player's captain will advise the umpire of the player's name and the reason for absence prior to the start of play or as soon as practical.

12.4 If no umpire is present, the absent player's captain will advise the opposing captain.

12.5 Acceptable reasons for player absences include illness, injury or any other unavoidable cause such as heavy traffic, car breakdown, family illness, work commitments.

12.6 Subject to the above procedure being followed and any other relevant **Laws of Cricket**, on return to the field the absent player can bowl immediately and can bat at the fall of the next wicket.

12.7 Fielders who leave the field will not be restricted from batting in any following innings.

NOTIFICATION PROCEDURE NOT FOLLOWED

12.8 If the above procedure is not followed then:

12.9 The absent player will not be permitted to bowl until that player has been on the field for at least the length of playing time for which they were absent.

12.10 The absent player can bat at the fall of the next wicket (subject to any other relevant **Laws of Cricket**).

12.11 For example, match commences at 1.00pm, absent player arrives late at 1.30pm with no advice from captain prior to start of play.

12.12 The absent player cannot bowl until 2.00pm because of the 30 minutes that they were late.

12.13 Other parts of **Law 24 (2017 Code 3rd ed.)** (namely 24.1 Substitute fielders and 24.4 Player returning without permission) will still apply.

13 NOTIFYING SCORES AND MATCH ABSTRACTS

Applies to All Competitions

Note: 'match abstract'... means a report of all players' names, all team scores, all individual scores and umpire assessments by the captains, submitted by participating teams at the conclusion of each match.

NOTIFYING SCORES AFTER THE DAY'S PLAY

- 13.1** Both teams will notify match scores at the end of each day's play whether or not play takes place, by a method as directed by the Management Committee.
- 13.2** Match scores will include at least total runs and two best individual batting scores and bowling figures for each innings.
- 13.3** No notifications are required when play is officially abandoned by the Management Committee.

ENTERING MATCH ABSTRACTS AFTER THE END OF THE MATCH

- 13.4** Both teams will enter match abstracts into PlayHQ by 11.59pm of the Wednesday following the end of each match.
- 13.5** Match abstracts will include all player names, all scores and Captain's Report (Umpire Assessment).
- 13.6** Entry of match abstracts is required for any match abandoned due to weather or forfeit.
- 13.7** Players listed for abandoned or forfeited matches count toward qualification for SEMI FINAL and GRAND FINAL matches. See **Playing Regulation 35.15 to 35.22**

FAILURE TO NOTIFY SCORES OR ENTER MATCH ABSTRACTS

- 13.8** At the discretion of the Management Committee, fines or loss of points will apply for teams that fail to notify scores or to enter match abstracts.
- 13.9** Such penalties will be determined at an Annual General Meeting of the Association.
- 13.10** If any team repeatedly contravenes **Playing Regulation 13.4** the Management Committee may impose a penalty on that team in accordance with **Playing Regulations 46 and 47**.

14 LIQUOR

Applies to All Competitions

- 14.1** No alcohol will be consumed by any player during the playing time of any match organised by the Management Committee.
- 14.2** No alcohol will be consumed by any player or visitor in the grounds of a school.
- 14.3** The Intoxicated Player Policy in **Appendix B** forms part of these Playing Regulations.

15 – 19 NIL

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 (70).
- 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 70 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 $70 - 26 - 3 = 41$ 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 $(6\text{pm} - 2.25\text{pm} \text{ less } 10 \text{ minute innings break less } 20 \text{ minute tea break}) = 185 \text{ minutes. } 185 / 4 = 46.25 \rightarrow 47 \text{ overs minimum to play.}$
- 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 20 minutes will be taken at 2.30pm
- 22.2** For matches starting at 1.00pm a tea interval of 20 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 four 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.

REPLACED 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 Nil

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 20 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** Both teams are expected to be in position ready to bowl the first ball of the final over before the First Innings Finish Time.
- 25.2** For 35 over matches scheduled to start at 12.30pm, the First Innings Finish Time is 2.50pm.
- 25.3** For 35 over matches scheduled to start at 1.00pm, the First Innings Finish Time is 3.20pm.
- 25.4** **If the final over has not started before the First Innings Finish Time is reached, the first innings will continue until 35 overs have been bowled or until 10 wickets have fallen.**
- 25.5** When the team bowling first comes to bat, they will receive the number of overs bowled including the one in progress at the First Innings Finish Time.
- 25.6** The number of overs in Playing Regulation 25.5 is referred to as the entitled number of overs for the second innings.
- 25.7** **For example:**
- Team B (bowling first) is part way through over 33 at First Innings Finish Time.
 - Overs 34 and 35 will be bowled.
 - Following a standard length innings break, Team B (batting second) will face up to 33 entitled overs.

25.8 If the team batting first is all out in less than 35 overs, before the First Innings Finish Time, the team batting second will be entitled to bat for 35 overs.

25.9 For example:

- Team A (batting first) is all out on 2nd ball of over 30 before the First Innings Finish Time is reached.
- Following a standard length innings break, Team B (batting second) will face up to 35 overs.

25.10 If the team batting first is all out in less than 35 overs, after the First 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 First Innings Finish Time.

25.11 For example:

- Team B (bowling first) is part way through over 32 when First Innings Finish Time is reached.
- The innings continues.
- Team A (batting first) is all out on last ball of over 34, 10 minutes after the First Innings Finish Time.
- Following a standard length innings break, Team B (batting second) will face up to 32 entitled overs.

SECOND INNINGS FINISH TIME

For Saturday One Day 35 Over Matches

25.12 Both teams are expected to be in position ready to bowl the first ball of the final over before the Second Innings Finish Time.

25.13 For 35 over matches scheduled to start at 12.30pm, the Second Innings Finish Time is 5.30pm.

25.14 For 35 over matches scheduled to start at 1.00pm, the Second Innings Finish Time is 6.00pm.

25.15 If the final over has not started before the Second Innings Finish Time is reached, play will continue until the entitled number of overs have been bowled or until 10 wickets have fallen, subject to conditions of weather, ground and light.

25.16 If the team bowling second is not in position ready to bowl the first ball of the final over before the Second Innings Finish Time is reached, the team batting second will be credited with penalty runs for every whole over that has not been started.

25.17 The penalty runs credited in Playing Regulation 25.16 will equal the average run rate scored in the first innings of the match rounded up to the next whole number times the number of whole overs not been started.

25.18 For example:

- In a 35 over match starting at 1pm, the first innings average run rate is 4.2 runs per over.
- Team B (bowling second) is part way through over 33 of 35 entitled overs when 6pm is reached.
- Team A (batting second) will be credited (2 overs x 5 runs per over) = 10 penalty runs at the end of the innings.

25.19 If the second innings ends before the Second Innings Finish Time, no over-rate penalty will apply.

25.20 If the second innings ends after the Second Innings Finish Time because the team batting second is all out they will not receive penalty runs for any whole over they did not face.

25.21 For example

- In a 35 over match starting at 1pm, the first innings ends at 3.20pm
- Average run rate is 140 runs / 35 overs = 4 runs per over.
- Second innings is 8/130 in over 33 when 6.00pm is reached.
- Team A (batting second) ends at all out 130 on 1st ball of over 34 at 6.02pm.
- Penalty runs added is 4 for over 34 and 0 for over 35.
- Second Innings is adjusted to all out 134.
- Team B (bowling second) wins by 6 runs.

25.22 If the second innings ends, after the Second Innings Finish Time has been reached, because play was called off due to suspension under Law 2.8 (2017 Code 3rd Ed.) the team batting second will not receive penalty runs for any whole over they did not face. An average run rate result will apply. (See Playing Regulation 33.4)

25.23 For example:

- In a match starting at 1pm, the first Innings ends at 3.20pm.
- Average Run Rate is 140 runs / 35 overs = 4.00 runs per over.
- Team B (batting second) has scored 5/130 in over 33 of 35 entitled overs when 6.00pm is reached.
- A bad light call ends the game after 1 ball of over 34 at 6.02pm.
- Team B (batting second) ends at 6/130 not all out.
- Penalty runs added is 4 runs for over 34 and 0 for over 35.
- Second innings is adjusted to 6/134.
- Average run rate result will apply. (See Playing Regulation 33.4)
- Average run rate is $134 / 33.16 = 4.04$ runs per over (Divide using correct fraction. See Playing Regulation 33.7)
- Team B (batting second) wins on Average Run Rate.

25.24 All penalty runs added and entitled overs will be confirmed by the umpire(s) with the scorers at the end of the innings.

25.25 Both teams are warned that match results can be overturned because of these rules.

25.26 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.

25.27 Batting teams are reminded of **Playing Regulation 30 (Timed Out)**.

25.28 Batters, Captains and all other participants are reminded that **Law 41.9 Fielding Side Wasting Time and Law 41.10 Batter Wasting Time (2017 Code 3rd Ed.)** will apply at all times in matches.

25.29 Changes to First or Second Innings Finish Time are only allowed under circumstances due to interruptions as in **Playing Regulations 26.15 and 26.22**.

25.30 If either innings is interrupted or delayed, the penalties will apply based on the new First or Second Innings Finish Time for that innings. See **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** 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** On Saturdays the interval is always 20 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 For Example:

- In a 35 over match, initial total playing time is 280 minutes ((1pm to 6pm) – 20 minute interval).
- Play is interrupted by rain in the first innings after 10 overs and 40 minutes of play.
- 60 minutes playing time is lost.
- When play restarts, total remaining playing time is 180 minutes ($280 - 40 - 60 = 180$)
- In the remaining playing time 45 more overs can be bowled in the match. ($180 / 4 = 45$)
- Rounding up calculations as in Playing Regulation 26.11, makes the match 46 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 18 more overs and the second innings will be 28 overs. ($46 + 10 = 56 \Rightarrow 28$ overs each innings)
- For a 35 over match which started at 1pm
- play restarts 2.40pm ($1.00\text{pm} + 40 + 60$)
- the new First Innings Finish Time will be 3.52pm ($2.40\text{pm} + 18 * 4 = 3.52\text{pm}$)
- the Second innings will start 4.12pm
- the new Second Innings Finish Time will be 6.04pm. ($4.12\text{pm} + 28 * 4 = 6.04\text{pm}$)
- For a 35 over match which started at 12.30pm
- play restarts 2.10pm ($12.30\text{pm} + 40 + 60 = 2.10\text{pm}$)
- the new First Innings Finish Time will be 3.22pm ($2.10\text{pm} + 18 * 4 = 3.22\text{pm}$)
- the second Innings will start 3.42pm
- new Second Innings Finish Time will be 5.34pm. ($3.42\text{pm} + 28 * 4 = 5.34\text{pm}$)
- 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 For Example:**
- In a 35 over match, initial playing time in the second innings is 140 minutes. (For a match starting 1pm 3.40pm to 6pm)
 - Play is interrupted by rain in the second innings after 10 overs and 40 minutes of play.
 - 51 minutes playing time is lost.
 - When play restarts, total remaining playing time is 49 minutes. ($140 - 40 - 51 = 49$)
 - In the remaining playing time 12.25 more overs can be bowled. ($49 / 4 = 12.25$)
 - Rounding down calculations as in Playing Regulation 26.20, makes the second innings 12 more overs to play.
 - A new target score will be calculated. See Playing Regulation 33.4
 - For a match which started at 1pm
 - Second innings will restart at 5.11pm ($3.40\text{pm} + 40 + 51 = 5.11\text{pm}$)
 - New second Innings Finish Time will be 5.59pm ($5.11\text{pm} + 12 * 4 = 5.59\text{pm}$)
 - For a match which started at 12.30pm
 - Second innings will restart at 4.41pm ($3.10\text{pm} + 40 + 51 = 4.41\text{pm}$)
 - New Second Innings Finish Time will be 5.29pm. ($4.41\text{pm} + 12 * 4 = 5.29\text{pm}$)
 - 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** Nil
- 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 bating first was all out 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 FIELDING RESTRICTIONS

For Saturday One Day 35 Over 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** On infringement of the above fielding restriction, either umpire will call and signal 'No Ball'.

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 an innings ends with a partly completed over, use the correct fraction to calculate the 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 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 Nil

34.3 NIL

35-39 NIL

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

20-33 SAME AS REGULAR SATURDAY 35 OVER COMPETITION

34 POINTS

For Saturday One Day 35 Over Matches (**Saturday 1 day only 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)... 2 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 Nil

34.3 NET RUN RATE

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

35.8.3 Nil

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 (**Saturday 1 day only 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

For Sunday 50 Over Matches

20 HOURS OF PLAY

For Sunday 50 Over Matches

20.1 Morning Session 9.30am to 12.50pm.

20.2 Interval 12.50pm to 1.20pm.

20.3 Afternoon Session 1.20pm to 4.40pm.

21 NIL

22 INTERVALS

For Sunday 50 Over Matches

22.1 When playing time is lost the length of the interval will vary as follows.

Time Lost	Interval
Up to 60 min.	30 min.
Between 60 & 120 min.	20 min.
More than 120 min.	10 min.

22.2 If the innings of the team batting first ends before 11.30am, then the innings of the team batting second will start after a 10 minute innings break.

22.3 If the innings of the team batting first ends after 11.30am, the lunch interval will be taken immediately after the close of the innings.

22.4 At the conclusion of the lunch interval (maximum of 30 minutes), the team batting second, will commence its innings.

23 REPLACEMENT PLAYERS

For Sunday 50 Over 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.). The "Super Sub Rule" applies only to the Sunday 50 over and Super 20 competitions.

23.1-4 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.

24 LENGTH OF INNINGS

For Sunday 50 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 50 overs unless all out earlier.

25 INNINGS FINISH TIME

For Sunday 50 Over Matches

FIRST INNINGS FINISH TIME

25.1 Both teams are expected to be in position ready to bowl the first ball of the final over before the First Innings Finish Time.

25.2 For 50 over matches scheduled to start at 9.30am, the First Innings Finish Time is 12.50pm.

25.3 Nil

25.4 If the final over has not started before the First Innings Finish Time is reached, the first innings will continue until 50 overs have been bowled or until 10 wickets have fallen.

25.5 When the team bowling first comes to bat, they will receive the number of overs bowled including the one in progress at the First Innings Finish Time.

25.6 The number of overs in Regulation 25.5 is referred to as the entitled number of overs for the second innings.

25.7 For example:

- Team B (bowling first) is part way through over 48 at First Innings Finish Time.
- Overs 49 and 50 will be bowled.
- Following a standard length innings break, Team B (batting second) will face up to 48 entitled overs.

25.8 If the team batting first is all out in less than 50 overs, before the First Innings Finish Time, the team batting second will be entitled to bat for 50 overs.

25.9 For example:

- Team A (batting first) is all out on 2nd ball of over 45 before the First Innings Finish Time is reached.
- Following a standard length innings break, Team B (batting second) will face up to 50 overs.

25.10 If the team batting first is all out in less than 35 overs, after the First 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 First Innings Finish Time.

25.11 For example:

- Team B (bowling first) is part way through over 47 when First Innings Finish Time is reached.
- The innings continues.
- Team A (batting first) is all out on last ball of over 49, 10 minutes after the First Innings Finish Time.
- Following a standard length innings break, Team B (batting second) will face up to 47 entitled overs.

SECOND INNINGS FINISH TIME

- 25.12** Both teams are expected to be in position ready to bowl the first ball of the final over before the Second Innings Finish Time.
- 25.13** For 50 over matches scheduled to start at 9.30am, the Second Innings Finish Time is 4.40pm.
- 25.14** Nil
- 25.15** **If the final over has not started before the Second Innings Finish Time is reached,** play will continue until the entitled number of overs have been bowled or until 10 wickets have fallen, subject to conditions of weather, ground and light.
- 25.16** If the team bowling second is not in position ready to bowl the first ball of the final over before the Second Innings Finish Time is reached, the team batting second will be credited with penalty runs for every whole over that has not been started.
- 25.17** The penalty runs credited in **Playing Regulation 25.16** will equal the average run rate scored in the first innings of the match rounded up to the next whole number times the number of whole overs not been started.
- 25.18** **For example:**
- In a 50 over match, the first innings average run rate is 4.2 runs per over.
 - Team B (bowling second) is part way through over 48 of 50 entitled overs when 4.40pm is reached.
 - Team A (batting second) will be credited (2 overs x 5 runs per over) = 10 penalty runs at the end of the innings.
- 25.19** If the second innings ends before the Second Innings Finish Time, no over-rate penalty will apply.
- 25.20** **If the second innings ends after the Second Innings Finish Time because the team batting second is all out** they will not receive penalty runs for any whole over they did not face.
- 25.21** **For example:**
- In a 50 over match, the first innings ends at 12.50pm
 - Average run rate is 199 runs / 35 overs = 3.98 runs per over.
 - Second innings is 8/190 in over 48 when 4.40pm is reached.
 - Team A (batting second) ends at all out 190 on 1st ball of over 49 at 4.42pm.
 - Penalty runs added is 4 for over 49 and 0 for over 50.
 - Second Innings is adjusted to all out 194.
 - Team B (bowling second) wins by 6 runs.
- 25.22** **If the second innings ends, after the Second Innings Finish Time has been reached, because play was called off due to suspension under Law 2.8 (2017 Code 3rd Ed.)** the team batting second will not receive penalty runs for any whole over they did not face. An average run rate result will apply. (See **Playing Regulation 33.4**)
- 25.23** **For example:**
- In a 50 over match, the first Innings ends at 12.50pm.
 - Average Run Rate is 200 / 50 overs = 3.98 runs per over
 - Team B (batting second) has scored 5/190 in over 48 of 50 entitled overs when 4.40pm is reached.
 - A bad light call ends the game after 1 ball of over 49 at 4.42pm.
 - Team B (batting second) ends at 6/190 not all out.
 - Penalty runs added is 4 runs for over 49 and 0 for over 50.
 - Second innings is adjusted to 6/194.
 - Average run rate result will apply. (See **Playing Regulation 33.4**)
 - Average run rate is 194 / 48.16 = 4.03 runs per over (Divide using correct fraction. See **Playing Regulation 33.7**)
 - Team B (batting second) wins on Average Run Rate.

- 25.24** All penalty runs added and entitled overs will be confirmed by the umpire(s) with the scorers at the end of the innings.
- 25.25** Both teams are warned that match results can be overturned because of these rules.
- 25.26** 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.
- 25.27** Batting teams are reminded of **Playing Regulation 30 (Timed Out)**.
- 25.28** Batters, Captains and all other participants are reminded that **Law 41.9 Fielding Side Wasting Time and Law 41.10 Batter Wasting Time (2017 Code 3rd Ed.)** will apply at all times in matches.
- 25.29** Changes to First or Second Innings Finish Time are only allowed under circumstances due to interruptions as in **Playing Regulations 26.15 and 26.22**.
- 25.30** If either innings is interrupted or delayed, the penalties will apply based on the new First or Second Innings Finish Time for that innings. See **Playing Regulations 26.15 and 26.22**

26 IN A DELAYED OR INTERRUPTED MATCH

For Sunday 50 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
- 26.3.1** In addition for Sunday 50 matches, intervals may be shortened. See **Playing Regulation 22.1** for Sunday 50 Over Matches.
- 26.4** Unless either team is dismissed in less than 25 overs, to make a completed match each team must receive a minimum of 25 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 25 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 50 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://gsdca.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 a 50 Over match the interval is varied as shown in **Playing Regulation 22.1**

- 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 50 over match, initial total playing time is 400 minutes (9.30am to 4.40pm) – 30 minute interval).
 - Play is interrupted by rain in the first innings after 15 overs and 60 minutes of play.
 - 161 minutes is lost.
 - The interval is reduced to 10 minutes. See **Playing Regulation 26.10**
 - Playing time lost is reduced to 141 minutes.
 - When play restarts, total remaining playing time is 199 minutes ($400 - 60 - 141 = 199$)
 - In the remaining playing time 49.75 more overs can be bowled. ($199 / 4 = 49.75$)
 - Rounding up calculations as in **Playing Regulation 26.11**, makes the match 50 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 18 more overs and the second innings will be 33 overs. ($15 + 50 + 1 = 66 \Rightarrow 33$ overs each innings)
 - For a 50 over match which started at 9.30am
 - play restarts 1.11pm ($9.30\text{am} + 60 + 161 = 1.11\text{pm}$)
 - the new First Innings Finish Time will be 2.23pm ($1.11\text{pm} + 18 * 4 = 2.23\text{pm}$)
 - The interval is reduced to 10 minutes. See **Playing Regulation 26.10**
 - the Second innings will start 2.33pm
 - the new Second Innings Finish Time will be 4.32pm ($2.33\text{pm} + 33 * 4 = 4.45\text{pm}$)
 - After restart bowlers will be limited to 7 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 Regulation 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 For Example:

- In a 50 over match, initial playing time in the second innings is 200 minutes. (1.20pm to 4.40pm)
- Play is interrupted by rain in the second innings after 10 overs and 40 minutes of play.
- 71 minutes playing time is lost.
- When play restarts, total remaining playing time is 88 minutes. ($200 - 40 - 71 = 89$)
- In the remaining playing time 22.25 more overs can be bowled. ($89 / 4 = 22.25$)
- Rounding down calculations as in **Playing Regulation 26.20**, makes the second innings 22 more overs to play.
- A new target score will be calculated. See **Playing Regulation 33.4**
- For a 50 over match
- Second innings will restart at 3.12pm
- New second Innings Finish Time will be 4.40pm
- After restart bowlers will be limited to 7 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 Sunday 50 Over Matches

- 27.1** In an uninterrupted innings no bowler will be permitted to bowl more than 10 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
46 to 50	10
41 to 45	9
36 to 40	8
31 to 35	7
25 to 30	6

- 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 Sunday 50 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://gsdca.com.au/05-playing-regulations>

29 NO BALLS

29.1 WAIST HIGH NON-PITCHING BALLS

For Sunday 50 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://gsdca.com.au/05-playing-regulations>

29.2 SHORT PITCHED BALLS

For Sunday 50 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://gsdca.com.au/05-playing-regulations>

29.3 FREE HIT

For Sunday 50 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 FIELDING RESTRICTIONS

For Sunday 50 Over 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 On infringement of the above fielding restriction, either umpire will call and signal 'No Ball'.

29.5 PENALTY

For Sunday 50 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 Sunday 50 Over Matches

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

31 RUNNERS FOR INJURED BATTERS

For Sunday 50 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 Sunday 50 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:
- **Sunday 50 Over Match:** after 17 and 34 overs are complete in each innings.
 - On a hotter day after 12, 25 and 37 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 Sunday 50 Over Matches

- 33.1** Unless either team is dismissed in less than 25 overs, to make a completed match each team must receive a minimum of 25 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 250 runs batting first (50 overs). Average Run Rate is $250/50 = 5.00$
 - Team B – batting second scores 130 runs in 25 overs (bad light stops play).
 - Average Run Rate is $130/25 = 5.10$
 - Team B wins the match.
- 33.6 For example:**
- Team A – scores 180 runs all out batting first (30.2 overs).
 - Average Run Rate is $180/50 = 3.60$
 - Team B – batting second scores 85 runs not all out in 25 overs (rain stopped play). Average Run Rate is $85/25 = 3.40$
 - Team A wins the match.
- 33.7** Note: When an innings ends with a partly completed over, use the correct fraction to calculate the 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 Sunday 50 Over 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**

For Sunday 50 Over Matches

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 Sunday 50 Over 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 AND DATE 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.

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 Sunday 50 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 Sunday 50 Over 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

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

For Sunday Over 40's - 40 Over Matches

PREAMBLE (adapted from the Queensland Veterans Cricket Rules 2021)

- These Rules are written in the "Spirit of Veterans Cricket".
- Like Qld Veterans Cricket, the Queensland Sub Districts Cricket Association encourages all players and administrators to follow them with that in mind.
- "Cricket is a game that owes much of its unique appeal to the fact it should be played not only within its Laws but also within the Spirit of the Game. Any action which is seen to abuse the spirit causes injury to the game itself. The major responsibility for ensuring the spirit of fair play rests with captains" from the **Laws of Cricket (2017 Code 3rd ed.)**

Culture of the Competition

- Whilst the structure of the competition provides for a competitive approach, the committee believes this should not result in over-competitiveness or over-shadow what they believe is the competition's main purpose — to provide an opportunity for cricketers of all standards, despite their advancing years, to continue to participate in a sport we all love.

20 HOURS OF PLAY

For Sunday Over 40's - 40 Over Matches

20.1 Morning Session 9.30 to 12.15pm.

20.2 Interval 12.15pm to 12.45pm.

20.3 Afternoon Session 12.45pm to 3.30pm.

21 Nil

22 INTERVALS

For Sunday Over 40's - 40 Over Matches

22.1 When playing time is lost the length of the interval will vary as follows.

Time Lost	Interval
Up to 60 min.	30 min.
Between 60 & 120 min.	20 min.
More than 120 min.	10 min.

22.2 If the innings of the team batting first ends before 11.00 am, then the innings of the team batting second will start after a 10 minute innings break.

22.3 If the innings of the team batting first ends after 11.00 am, the lunch interval will be taken immediately after the close of the innings.

22.4 At the conclusion of the interval (maximum of 30 minutes), the team batting second, will commence its innings.

23 REPLACEMENT PLAYERS

For Sunday Over 40's - 40 Over Matches

Preamble: Substitute fielders are defined in Law 24.1 (2017 Code). Eligibility to bat is defined in Law 25.1 (2017 Code). The "Super Sub Rule" applies only to the Sunday 50 over competition.

23.1-23.5 NIL

23.6 Each team may add a 12th player to their Team List.

23.7 All 12 players will be permitted to bowl.

- 23.8** If either team names only 11 players then both teams can bat only 11 players.
23.9 The 12th player will be permitted to bat only if an earlier batter retires.
23.10 The 12th player must bat before any batter who has retired under **Playing Regulation 31.6** resumes their innings.
23.11 The bowling team needs to take a maximum of 10 wickets to dismiss the batting team.

PLAYER AGE QUALIFICATIONS

- 23.12** To play in the Over 40's competition, a player must have reached 40 years of age or be turning 40 before 30 June of the last year the competition is running in.
23.13 For example in the 2024/25 season the cut off date is 30 June 2025.
23.14 Each team may be permitted to play two under-age players who must be turning 38 or 39 in accordance with **Playing Regulation 23.12**
23.15 An application for approval of further underage players must be submitted to the Management Committee (cricketops@qsdca.com.au) before the start of the match, stating player name, DOB and reason.

24 LENGTH OF INNINGS

For Sunday Over 40's - 40 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.

AN UNINTERRUPTED MATCH

- 24.2** Each team will bat for 40 overs unless all out earlier.

25 INNINGS FINISH TIME

For Sunday Over 40's - 40 Over Matches

FIRST INNINGS FINISH TIME

For Sunday Over 40's - 40 Over Matches

- 25.1** Both teams are expected to be in position ready to bowl the first ball of the final over before the First Innings Finish Time.
25.2 For 40 over matches scheduled to start at 9.30am, the First Innings Finish Time is 12.15pm.
25.3 Nil
25.4 **If the final over has not started before the First Innings Finish Time is reached,** the first innings will continue until 40 overs have been bowled or until 10 wickets have fallen.
25.3 **When the team bowling first comes to bat, they will receive the number of overs bowled including the one in progress at the First Innings Finish Time.**
25.6 The number of overs in Regulation 25.5 is referred to as the entitled number of overs for the second innings.
25.7 **For example:**
 - Team B (bowling first) is part way through over 38 at First Innings Finish Time.
 - Overs 39 and 40 will be bowled.
 - Following a standard length innings break, Team B (batting second) will face up to 38 entitled overs.

25.8 If the team batting first is all out in less than 40 overs, before the First Innings Finish Time, the team batting second will be entitled to bat for 40 overs.

25.9 For example

- Team A (batting first) is all out on 2nd ball of over 35 before the First Innings Finish Time is reached.
- Following a standard length innings break, Team B (batting second) will face up to 40 overs.

25.10 If the team batting first is all out in less than 35 overs, after the First 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 First Innings Finish Time.

25.11 For example

- Team B (bowling first) is part way through over 37 when First Innings Finish Time is reached.
- The innings continues.
- Team A (batting first) is all out on last ball of over 39, 10 minutes after the First Innings Finish Time.
- Following a standard length innings break, Team B (batting second) will face up to 37 entitled overs.

SECOND INNINGS FINISH TIME

For Sunday Over 40's - 40 Over Matches

25.12 Both teams are expected to be in position ready to bowl the first ball of the final over before the Second Innings Finish Time.

25.13 For 40 over matches scheduled to start at 9.30am, the Second Innings Finish Time is 3.30pm.

25.14 Nil

25.15 If the final over has not started before the Second Innings Finish Time is reached, play will continue until the entitled number of overs have been bowled or until 10 wickets have fallen, subject to conditions of weather, ground and light.

25.16 If the team bowling second is not in position ready to bowl the first ball of the final over before the Second Innings Finish Time is reached, the team batting second will be credited with penalty runs for every whole over that has not been started.

25.17 The penalty runs credited in **Playing Regulation 25.16** will equal the average run rate scored in the first innings of the match rounded up to the next whole number times the number of whole overs not been started.

25.18 For example

- In a 40 over match, the first innings average run rate is 4.2 runs per over.
- Team B (bowling second) is part way through over 38 of 40 entitled overs when 3.30pm is reached.
- Team A (batting second) will be credited (2 overs x 5 runs per over) = 10 penalty runs at the end of the innings.

25.19 If the second innings ends before the Second Innings Finish Time, no over-rate penalty will apply.

25.20 If the second innings ends after the Second Innings Finish Time because the team batting second is all out they will not receive penalty runs for any whole over they did not face.

25.21 For example

- In a 40 over match, the first innings ends at 12.15pm
- Average run rate is 159 runs / 40 overs = 3.97 runs per over.
- Second innings is 8/150 in over 38 when 3.30pm is reached.
- Team A (batting second) ends at all out 150 on 1st ball of over 39 at 3.32pm.
- Penalty runs added is 4 for over 39 and 0 for over 40.
- Second Innings is adjusted to all out 154.
- Team B (bowling second) wins by 6 runs.

25.22 If the second innings ends, after the Second Innings Finish Time has been reached, because play was called off due to suspension under **Law 2.8 (2017 Code 3rd Ed.)** the team batting second will not receive penalty runs for any whole over they did not face. An average run rate result will apply. **See Playing Regulation 33.4**

25.23 For example

- In a 40 over match, the first Innings ends at 12.15pm.
- Average Run Rate is 159 / 40 overs = 3.97 runs per over.
- Team B (batting second) has scored 5/150 in over 38 of 40 entitled overs when 3.30pm is reached.
- A bad light call ends the game after 1 ball of over 39 at 3.32pm.
- Team B (batting second) ends at 6/150 not all out.
- Penalty runs added is 4 runs for over 39 and 0 for over 40.
- Second innings is adjusted to 6/154.
- Average run rate result will apply. **See Playing Regulation 33.4**
- Average run rate is $154 / 38.16 = 4.03$ runs per over (Divide using correct fraction. **See Playing Regulation 33.7**)
- Team B (batting second) wins on Average Run Rate.

25.24 All penalty runs added and entitled overs will be confirmed by the umpire(s) with the scorers at the end of the innings.

25.25 Both teams are warned that match results can be overturned because of these rules.

25.26 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.

25.27 Batting teams are reminded of **Playing Regulation 30 (Timed Out)**.

25.28 Batters, Captains and all other participants are reminded that **Law 41.9 Fielding Side Wasting Time** and **Law 41.10 Batter Wasting Time (2017 Code 3rd Ed.)** will apply at all times in matches.

25.29 Changes to First or Second Innings Finish Time are only allowed under circumstances due to interruptions as in **Playing Regulations 26.15 and 26.22**.

25.30 If either innings is interrupted or delayed, the penalties will apply based on the new First or Second Innings Finish Time for that innings. **See Playing Regulations 26.15 and 26.22**

26 IN A DELAYED OR INTERRUPTED MATCH

For Sunday Over 40's - 40 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.
- 26.3.1** In addition for Sunday Over 40's - 40 matches only, intervals may be shortened. See **Playing Regulation 22.1** for Sunday Over 40's - 40 Over Matches.
- 26.4** Unless either team is dismissed in less than 20 overs, to make a completed match each team must receive a minimum of 20 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 20 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 40 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 NIL

THE TEAM BATTING FIRST

For Sunday Over 40's - 40 Over Matches

- 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 Sundays the interval is varied as shown in **Playing Regulation 22** for Sunday Over 40's - 40 Over Matches.
- 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 40 over match, initial total playing time is 330 minutes ((9.30am to 3.30pm) – 30 minute interval).
- Play is interrupted by rain in the first innings after 15 overs and 60 minutes of play.
- 161 minutes is lost.
- The interval is reduced to 10 minutes. See Playing Regulation 26.10
- Playing time lost is reduced to 141 minutes.
- When play restarts, total remaining playing time is 129 minutes ($330 - 60 - 141 = 129$)
- In the remaining playing time 32.25 more overs can be bowled. ($129 / 4 = 32.25$)
- Rounding up calculations as in Playing Regulation 26.11, makes the match 33 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 9 more overs and the second innings will be 24 overs. ($15 + 33 + 0 = 48 \Rightarrow 24$ overs each innings)
- For a 40 over match which started at 9.30am
- Play restarts 1.11pm ($9.30\text{am} + 60 + 161 = 1.11\text{pm}$)
- The new First Innings Finish Time will be 1.47pm ($1.11\text{pm} + 9 * 4 = 1.47\text{pm}$)
- The interval is reduced to 10 minutes. See Playing Regulation 26.10
- The Second innings will start 1.57pm
- The new Second Innings Finish Time will be 3.33pm ($1.57\text{pm} + 24 * 4 = 3.33\text{pm}$)
- After restart bowlers will be limited to 5 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 rounded down.
- 26.21 For Example:**
- In a 40 over match, initial playing time in the second innings is 165 minutes. (12.45pm to 3.30pm)
 - Play is interrupted by rain in the second innings after 10 overs and 40 minutes of play.
 - 71 minutes playing time is lost.
 - When play restarts, total remaining playing time is 54 minutes. ($165 - 40 - 71 = 54$)
 - In the remaining playing time 13.5 more overs can be bowled. ($54 / 4 = 13.5$)
 - Rounding down calculations as in **Playing Regulation 26.20**, makes the second innings 13 more overs to play.
 - A new target score will be calculated. See **Playing Regulation 33.4**
 - For a 40 over match
 - Second innings will restart at 2.36pm
 - New second Innings Finish Time will be 3.28pm
 - 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 End Time of Innings Time will be calculated by multiplying remaining second innings overs by four minutes and adding to the restart time.
- 26.23** Nil
- 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 Sunday Over 40's - 40 Over Matches

- 27.1** In an uninterrupted innings no bowler will be permitted to bowl more than 8 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
36 to 40	8
31 to 35	7
25 to 30	6
20 to 25	5

- 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 only in so far as each bowler's limit is concerned.
- 28 ONE DAY WIDES**
For Sunday Over 40's - 40 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 Sunday Over 40's - 40 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 Sunday Over 40's - 40 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 balls.
- 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 Sunday Over 40's - 40 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 FIELDING RESTRICTIONS

For Sunday Over 40's - 40 Over 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 On infringement of the above fielding restriction, either umpire will call and signal 'No Ball'.

29.5 PENALTY

For Sunday Over 40's - 40 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 Sunday Over 40's - 40 Over Matches

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

31 RUNNERS FOR INJURED BATTERS

For Sunday Over 40's - 40 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).

BATTERS RETIRE AT 50

- 31.6** Batters will retire on scoring 50 runs in Over 40's matches.
- 31.7** Subject to the dismissal of all other batters, retired batters must return to the crease in the order that they retired.
- 31.8** Any batters retiring due to genuine injury or illness with the umpires agreement (as opposed to being compulsory retired under **Playing Regulation 31.6**), may continue their innings at the fall of a wicket as per normal "retired hurt" rules. See **Law 25.4 (2017 Code 3rd ed.)**

32 DRINKS BREAKS

For Sunday Over 40's - 40 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:
- Sunday 40 over: after 13 and 27 overs are complete in each innings.
 - On a hotter day after 10, 20, and 30 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 Sunday Over 40's - 40 Over Matches

- 33.1** Unless either team is dismissed in less than 20 overs, to make a completed match each team must receive a minimum of 20 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 200 runs batting first (40 overs).
 - Average Run Rate is $200/40 = 5.00$
 - Team B batting second scores 130 runs in 25 overs (bad light stops play).
 - Average Run Rate is $130/20 = 6.50$
 - Team B wins the match.

33.6 For example:

- Team A scores 180 runs all out batting first (30.2 overs).
- Average Run Rate is $180/40 = 4.50$
- Team B batting second scores 85 runs not all out in 20 overs (rain stops play).
- Average Run Rate is $85/20 = 4.25$
- Team A wins the match.

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 Sunday Over 40's - 40 Over 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

34.2.1- 34.2.10 NIL

34.3 NET RUN RATE

For Sunday Over 40's - 40 Over Matches

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 Sunday Over 40's - 40 Over 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 AND DATE 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.
- 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 Sunday 50 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 Sunday Over 40's - 40 Over 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 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

Applies to All Competitions

40 SEASON'S AWARDS

Applies to All Competitions

- 40.1 Premierships** – All grades will compete for a shield as an award for winning the GRAND FINAL MATCH.
- 40.1.1** The Chatsworth Shield will be awarded to the highest placed QSDCA affiliated team in A1 grade.
- 40.1.2** The Kevin Haley Shield will be awarded to the highest placed QSDCA affiliated team in A2 grade.
- 40.1.3** The Paul Stafford Shield will be awarded to the team winning the GRAND FINAL MATCH in B1 grade.
- 40.1.4** The Bruce Lawson Shield will be awarded to the team winning the GRAND FINAL MATCH in B2 grade.
- 40.1.5** The Denis Golinski Shield will be awarded to the team winning the GRAND FINAL MATCH in B3 grade.
- 40.1.6** The Mark Irwin Shield will be awarded to the team winning the GRAND FINAL MATCH in C1 grade.
- 40.1.7** The Adam Brady Shield will be awarded to the team winning the GRAND FINAL MATCH in C2 grade.
- 40.1.8** The Doug Litchfield Shield will be awarded to the team winning the GRAND FINAL MATCH in C3 grade.
- 40.1.9** The Greg Rogers Shield will be awarded to the team winning the GRAND FINAL MATCH in C4 grade.
- 40.1.10** The Andy Bichel Shield will be awarded to the team winning the GRAND FINAL MATCH in Saturday 1 Day Only grade.
- 40.1.11** The Mel Lowings Cup will be awarded to the team winning the GRAND FINAL MATCH in Sunday 50 Over A grade.
- 40.1.12** The Mel Lowings Shield will be awarded to the team winning the GRAND FINAL MATCH in Sunday 50 Over B grade.
- 40.1.13** The Geoff Doyle Cup will be awarded to the team winning the GRAND FINAL MATCH in Over 40 A grade.
- 40.1.14** The Geoff Doyle Shield will be awarded to the team winning the GRAND FINAL MATCH in Over 40 B grade.
- 40.1.15** The Kookaburra Cup will be awarded to the team winning the GRAND FINAL MATCH in Super 20 A grade.
- 40.1.16** The Kookaburra Shield will be awarded to the team winning the GRAND FINAL MATCH in Super 20 B grade.
- 40.2 Batting Aggregate Awards in Saturday cricket**
- 40.2.1** The Bob Kille Award will be awarded to the player scoring the highest number of runs in each Saturday competition grade.
- 40.3 Bowling Aggregate Awards in Saturday cricket**
- 40.3.1** The Herb Kellermeir Award will be awarded to the player taking the highest number of wickets in each Saturday competition grade.
- 40.4 Batting Average in Saturday cricket**
- 40.4.1** The John Speare Award will be awarded for the player who achieves the best batting average for the season, regardless of grade.
- 40.4.2** To qualify for this batting award, the winner must have scored at least 200 runs and have batted in at least nine innings in the preliminary rounds of the season.

40.5 Bowling Average in Saturday cricket

40.5.1 The Jim Noble Award will be awarded to the player who achieves the best bowling average for the season, regardless of grade.

40.5.2 To qualify for this bowling award, the winner must have taken at least 25 wickets and bowled at least 360 balls in the preliminary rounds of the season.

40.6 Wicket-keeping Award

40.6.1 The Ken Thompson Award will be awarded to the wicketkeeper who makes the highest number of dismissals, regardless of grade.

40.7 Best Performance in a 2 Day match

40.7.1 The Roy Dunn Award will be awarded for the best performance in a 2 Day match in combined Saturday A grades.

40.7.2 The Bill Coleman Award will be awarded for the best performance in a 2 Day match in combined Saturday B grades.

40.7.3 The Jack Curry Award will be awarded for the best performance in a 2 Day match in combined Saturday C grades.

40.7.4 Best Performance in a 2 Day Match Award selection will be decided by the Management Committee.

40.8 Best Performance in a 1 Day match

40.8.1 The Harold Swinburn Award will be awarded for the best performance in a 1 Day match in combined A grades.

40.8.2 The Len Saunders Award will be awarded for the best performance in a 1 Day match in combined B grades.

40.8.3 The Tom Elder Award will be awarded for the best performance in a 1 Day match in combined C grades.

40.8.4 There will be an award for the best performance in a 1 Day match in combined Saturday 1 Day only grade(s).

40.8.5 Best Performance in a 1 day match selection will be decided by the Management Committee.

40.9 Best performance by a player in any Grand Final Match

40.9.1 There will be an award for the best performance by a player in any Grand Final Match.

40.9.2 Best Performance in a Grand Final Match Award selection will be decided by the Management Committee.

40.10 Best Under 21 player

40.10.1 The Nick Pitt Trophy will be awarded for the best player under 21 years of age as of 1st October of that season.

40.10.2 Best Under 21 player selection will be decided by the Management Committee.

40.11 Representative Player of the Year

40.11.1 The Don Astill Trophy will be awarded for the Representative Player of the Year.

40.11.2 Representative Player of the Year Award selection will be decided by the Management Committee.

40.12 Spirit of Cricket Award

40.12.1 The Spirit of Cricket Award will be awarded to the team with the best Spirit of Cricket record during the season.

40.12.2 Spirit of Cricket Award selection will be decided by the Management Committee.

40.13 Umpire Awards

40.13.1 The Mel Johnson Award will be awarded for the best umpire during the season.

40.13.2 The Anthony Martin Award will be awarded for the most improved or most outstanding newcomer umpire.

40.13.3 Umpire Awards selection will be decided by the Management Committee.

40.14 Batting Aggregate in Sunday 50 Over Cricket

40.14.1 There will be an award for the player who scores the most number of runs for the season in each Sunday 50 over grade.

40.15 Bowling Aggregate in Sunday 50 Over Cricket

40.15.1 There will be an award for the player who takes the most number of wickets for the season in each Sunday 50 over grade.

40.16 Batting Aggregate in Over 40's – 40 Over Cricket

40.16.1 There will be an award for the player who scores the most number of runs for the season in each Over 40's grade.

40.17 Bowling Aggregate in Over 40's – 40 Over Cricket

40.17.1 There will be an award for the player who takes the most number of wickets for the season in each Over 40's grade.

40.18 President's Achievement Award

40.18.1 There will be a single award recognising long term achievement for the association by an individual.

40.18.2 President's Achievement Award selection will be determined by the Management Committee.

40.19 The Management Committee will have the right to vary the conditions of any award should circumstances prevent the qualification for any award being met.

41 CODE OF BEHAVIOUR APPENDIXES

Applies to All Competitions

41.1 The Policies Appendix "Behaviour" as approved by the Board of Directors of Queensland Cricket and as set out in **Appendix A** forms part of the Playing Regulations of this Association.

41.2 The Policies Appendix "Intoxicated Player Policy" as approved by the Board of Directors of Queensland Cricket and as set out in **Appendix B** forms part of the Playing Regulations of this Association.

41.3 The Policies Appendix "Racial and Religious Vilification Code" as approved by the Board of Directors of Queensland Cricket and as set out in **Appendix C** forms part of the Playing Regulations of this Association.

41.4 **Law 42 Player Conduct (2017 Code 3rd ed.)** will not be used in any competition in this association.

41.5 In the Policies Appendixes enabled in **Playing Regulations 41.1 to 41.3** the use of the term "Grade committee" is taken to include the Management Committee of this association and the use of the term "Grade Secretary" or "Premier Cricket Officer" is taken to mean the Secretary of this association.

42 PLAYER PROTECTION APPENDIXES

Applies to All Competitions

42.1 The Policies Appendix "Community Cricket Concussion and Head Impact Policy" as approved by the Board of Directors of Queensland Cricket and as set out in **Appendix D** forms part of the Playing Regulations of this Association.

42.2 The Policies Appendix "Bowling Injury Prevention" as approved by the Board of Directors of Queensland Cricket and as set out in **Appendix E** forms part of the Playing Regulations of this Association.

42.3 The Policies Appendix "Doubtful Bowling Actions Procedures" as approved by the Board of Directors of Queensland Cricket and as set out in **Appendix F** forms part of the Playing Regulations of this Association.

- 42.4** The Policies Appendix "Lightning Safety 30-30 Rule" set out in **Appendix G** forms part of the Playing Regulations of this Association.
- 42.5** The Policies Appendix "Hot Weather Guidelines" set out in **Appendix H** forms part of the Playing Regulations of this Association.
- 42.6** The Policies Appendix "National Club Risk Protection Program" set out in **Appendix I** forms part of the Playing Regulations of this Association.
- 42.7** The Policies Appendix "Child Protection Policies" as approved by the Board of Directors of Queensland Cricket and as set out in **Appendix J** forms part of the Playing Regulations of this Association.
- 42.8** The Policies Appendix "Playing Condition—Helmets" as approved by the Board of Directors of Queensland Cricket and as set out in **Appendix K** forms part of the Playing Regulations of this Association.
- 42.9** The Policies Appendix "QSDCA Player Umpire Policy" as set out in **Appendix L** forms part of the Playing Regulations of this Association.
- 42.10** The Policies Appendix "Social Media Use Policy" as approved by the Board of Directors of Queensland Cricket and as set out in **Appendix K** forms part of the Playing Regulations of this Association.

43 BEHAVIOUR REPORTS AGAINST PLAYERS

Applies to All Competitions

- 43.1** Any report on player behaviour whether by an umpire, player, captain or other person must be received by the Secretary of this Association by 4.30pm Monday after the completion of the match.
- 43.2** The Secretary of the Association may lodge a report with Queensland Cricket or instigate an investigation by Queensland Cricket within 48 hours of becoming aware of any facts, which are capable of substantiating a breach under the Queensland Cricket Code of Behaviour.
- 43.3** A report is expected to be signed by the person submitting it and a contact number provided.
- 43.4** If a behaviour report against a player is received by the Secretary of the Association, it will be referred to the Queensland Cricket Conducts Commissioners to investigate whether the Code of Behaviour has been breached
- 43.5** The Queensland Cricket Code of Behaviour will be followed with regards to the process involved.
- 43.6** The decision of the Commissioner will be forwarded to the Secretary of this Association by the next day and the player and their club will be advised of the result within twenty four hours notice of that advice.

44 APPEALS OF PLAYER BEHAVIOUR FINDINGS

Applies to All Competitions

- 44.1** The Management Committee will create an Appeals Committee.
- 44.2** A player is entitled to appeal the following decisions to an Appeals Committee:
- 44.2.1** A decision of a Commissioner under **Playing Regulation 43.6**; or
- 44.2.2** A decision of a Conducts Committee.
- 44.3** The player must lodge the appeal to the Secretary within seven (7) days of the decision which is being appealed.
- 44.4** The Appeals Committee will consist of three players:
- 44.4.1** from clubs not in the same grade or club as the reported player/s; and
- 44.4.2** that were not involved in the decision being appealed.

- 44.5** An appeal to the Appeals Committee from a decision of a Conducts Committee cannot include new evidence.
- 44.6** The Appeals Committee has the power to:
- 44.6.1** uphold the decision of the Commissioner or Conducts Committee; or
- 44.6.2** set aside the decision of the Commissioner or Conducts Committee and make their own decision.
- 44.7** The decision of the Appeals Committee is final.

45 SCOPE OF PENALTIES

Applies to All Competitions

- 45.1** The Association will take all reasonable steps to ensure that penalties imposed by a Conducts Committee or Appeals Committee pertain to all cricket matches and competitions conducted or participated in by Queensland Cricket and any of its affiliates for the duration of the penalty.
- 45.2** The Association will take all reasonable steps to ensure that players suspended for breaches of Cricket Australia or ICC codes are also suspended from all matches and competitions conducted under the jurisdiction of or participated in by Queensland Cricket and any of its affiliates for the duration of the penalty.

46 BREACHES OF THE PLAYING REGULATIONS BY CLUBS

Applies to All Competitions

- 46.1** In the event of an alleged breach of the Playing Regulations governing Association Competition matches (other than a behaviour report) the Management Committee has the power to take all reasonable steps to determine whether the Playing Regulations have been breached by a club.
- 46.2** The Management Committee will take reasonable steps to ensure that any players, teams or clubs affected have a reasonable opportunity to explain their actions prior to making a determination.
- 46.3** The Management Committee may refer an alleged breach to a Conducts Committee for investigation, however the ultimate decision with respect to breaches of the Playing Regulations remains with the Management Committee.
- 46.4** If it is determined that a breach of the Playing Regulations has occurred, the Management Committee may impose on a club such a penalty as it considers appropriate in the circumstances in accordance with the Association's regulations.
- 46.5** Without limiting the generality of **Playing Regulation 46.4**, the penalty may include any of, or any combination of, the following:
- 46.5.1** Forfeiture of the match points and/or incentive points gained by the club in the particular competition match or matches
- 46.5.2** In the event of a SEMI FINAL or GRAND FINAL, forfeiture of the match.
- 46.5.3** A monetary penalty.
- 46.6** Clubs may appeal a decision of the Management Committee made under **Playing Regulation 46**.
- 46.7** To proceed, written notice of appeal which details the grounds of appeal must be received by the Association Secretary within 5 days of the decision.
- 46.8** The decision of the Management Committee under **Playing Regulation 46** may only be overturned by a meeting of Delegates.
- 46.9** This appeal process applies only to decisions of the Management Committee made under **Playing Regulation 46**.

47 CONDUCT DETRIMENTAL TO THE SPIRIT OF THE GAME

Applies to All Competitions

- 47.1** Notwithstanding anything else in these playing regulations, if a report is received against a club, player, official or other representative of a club that, if substantiated, would constitute action detrimental to the spirit of the game, the Management Committee may consider possible penalties against the club.
- 47.2** The Management Committee will take reasonable steps to ensure that any players, teams or clubs affected have a reasonable opportunity to explain their actions prior to making a determination.
- 47.3** The Management Committee may refer an alleged breach to a Conducts Committee to investigate, however the ultimate decision with respect to whether the allegation of conduct detrimental to the spirit of the game is substantiated remains with the Management Committee.
- 47.4** If it is determined that conduct detrimental to the spirit of the game has occurred, the Management Committee may impose on a club such a penalty as it considers appropriate in the circumstances in accordance with the Association's regulations.
- 47.5** Without limiting the generality of **Playing Regulation 47.4**, the penalty may include any of, or any combination of, the following:
- 47.5.1** Forfeiture of the match points and/or incentive points gained by the club in the particular competition match or matches
- 47.5.2** In the event of a SEMI FINAL or GRAND FINAL, forfeiture of the match.
- 47.5.3** A monetary penalty.
- 47.6** Clubs may appeal a decision of the Management Committee made under **Playing Regulation 47**.
- 47.7** To proceed, written notice of appeal which details the grounds of appeal must be received by the Association Secretary within 5 days of the decision.
- 47.8** The decision of the Management Committee under **Playing Regulation 47** may only be overturned by a meeting of Delegates.
- 47.9** This appeal process only applies to decisions of the Management Committee made under **Playing Regulation 47**.

48 POWER TO MAKE REGULATIONS

Applies to All Competitions

- 48.1** No existing regulation will be repealed or altered, nor will any regulation be added without the concurrence of two-thirds of the members of the Association present and entitled to vote, voting at an Extraordinary Meeting of the Association called for the purpose in accordance with the Rule governing the calling of such meetings.
- 48.2** The Management Committee may from time to time make Playing Regulations for the governing of competition matches, but no Playing Regulation so made will take effect until approved by the Association.
- 48.3** Such amendment or new Playing Regulation to apply from the commencement of the Playing Season.
- 48.4** Every member will be bound by and submit to the Playing Regulations of the Association.

49 REQUEST FOR CHANGE OF PLAYING REGULATION

Applies to All Competitions

- 49.1** Playing Regulations can be changed. Fill out this form, write down what's wrong and how to fix it and send it to the Management Committee.
- 49.2** Download the **FULL SIZE FORM** here. www.qsdca.com.au/08f-forms-diagrams-for-match-day

See the FORM [in the DIAGRAMS APPENDIX](#)

Policies Appendixes

Appendix A. BEHAVIOUR

NEW VERSION Aug 2024

Traditionally, Cricket has been the one sport to maintain and promote the highest levels of conduct and sportsmanship. While always a competitive sport, its continued strength and its image relies on the acceptance of the umpire's decision and a preparedness to play within the "spirit of the game".

ALL PLAYERS AND OFFICIALS SHOULD BE WELL AWARE OF THE STANDARDS EXPECTED AND CONSEQUENTLY ANY PLAYER OR OFFICIAL WHO BREACHES THIS CODE CAN EXPECT LITTLE SYMPATHY IF FOUND GUILTY.

It is the responsibility of everyone associated with Queensland Cricket - Club Officials, Team Captains and especially the Players - to ensure the level of conduct and sportsmanship traditionally inherent in the Game is observed.

CODE OF BEHAVIOUR

Notes: This policy applies to all competitions.

This Code applies to any player or official representing Queensland Cricket, including participating in any competition, tour or training camp, from the time of departure from the player's or official's usual private residence prior to the tour or camp until return to that residence after the tour or camp.

"Official" means the manager or a member of the coaching, medical or fitness staff of a team; the selectors of a team; any other person acting in an official capacity for Queensland Cricket or a Premier Cricket Club in relation to a team; or an umpire of a match.

Queensland Cricket shall recognise and uphold sanctions implemented in other cricket competitions, both from within the State of Queensland and from other Australian State bodies.

1. CODE OF BEHAVIOUR

- [a] The captains are responsible at all times for ensuring that play is conducted within the spirit of the game as well as within the Laws.
- [b] This Code applies to all registered players and officials. Sections 1[b][v], 1[b][vii], 1[b][viii] of this Code apply at any time. Sections 1[b][i], 1[b][ii], 1[b][iii], 1[b][iv], 1[b][vi] apply whether participating or spectating at any match or event under the auspices of Cricket Australia or Queensland Cricket, including matches sanctioned by Queensland Cricket Affiliates. This Code applies in addition to and not in substitution for the ICC Code of Conduct and the Cricket Australia Code of Behaviour, Racial and Religious Vilification Code and the Anti Harassment Policy, [the Codes]. Specifically:
 - [i] Players and officials must not abuse cricket equipment or clothing, ground equipment or fixtures and fittings.
 - [ii] Players and officials must not assault or attempt to assault an umpire, a player, an official or spectator.
 - [iii] Players and officials must not react with dissension, either towards an umpire, his decision, or generally, following an umpiring decision.
 - [iv] Players and officials must not use crude or abusive language, or otherwise engage in conduct detrimental to the spirit of the game.
 - [v] Players and officials must not indulge in conduct detrimental to the game.
 - [vi] Players and officials must in no way use crude or abusive hand signals.
 - [vii] Players and officials must not engage in any form of racial or religious abuse or harassment as defined in the Queensland Cricket Racial and Religious Vilification Code, the Cricket Australia Racial and Religious Vilification Code or Anti-Harassment Policy.
 - [viii] Without limiting any other rule, players and officials must not make public or media comment which is detrimental to the interests of the game.

Note: Public comment includes comment on Club websites and other electronic media.

2. CONDUCTS COMMISSIONERS

- [a] The Queensland Cricket Board of Directors will appoint at least **eight** persons to the position of Queensland Cricket Conducts Commissioner who will be responsible for receiving, investigating and dealing with any alleged breach of the Code of Behaviour.
- [b] Any alleged breach of the Code of Behaviour will in the first instance be heard and determined by a Queensland Cricket Conducts Commissioner unless the Commissioner decides **to make a Penalty Offer** or to refer the matter to a Conducts Committee hearing.
- Penalty Offer:**
- [i] **a Penalty Offer may be made by a Conducts Commissioner based upon the report form submitted and any investigation that they may have subsequently made (e.g. speaking with umpires, captains, players etc), in lieu of a hearing under Clause 2[c].**
- [ii] **a Penalty Offer may only be made for Level 1 or Level 2 offences.**
- [iii] **a reported person is required to review and either accept or decline the Penalty Offer by 5pm on the next business day following issuance.**
- [iv] **a reported player who declines a Penalty Offer may be referred to a Conducts Committee.**
- [c] The Commissioner will conduct a hearing, **where possible, within 72 hours of the reported person's Club and/or Association being notified of the Code of Behaviour report:**
- [i] in private unless all parties to the report and the Commissioner agree otherwise; and
- [ii] in other respects as the Commissioner determines;
- [iii] with as little formality and technicality as reasonable; and
- [iv] as quickly, as proper consideration of the report or complaint permits.
- [d] The Commissioner:
- [i] may conduct the hearing by telephone or other conference facility;
- [ii] may themselves and may permit the person alleged to have breached the Code and the person who lodged the report to examine and cross-examine witnesses;
- [iii] may appoint another person to assist with the hearing; and
- [iv] may allow the person alleged to have breached the Code to **have a support person present [such as a Club representative]. A support person with legal training or experience in dispute resolution must declare that fact to the appointed Conduct Commissioner prior to the commencement of a hearing.**
- [v] **A support person is permitted to attend the hearing to act as an observer, however is not permitted to address the Commissioner or other hearing participants unless permitted by the Commissioner.**
- [e] All people attending a hearing before the Commissioner must:
- [i] dress in a manner acceptable to the Commissioner;
- [ii] behave with due decorum;
- [iii] comply with the directions of the Commissioner as to the manner in which the hearing will be conducted; and
- [iv] any person who fails to comply may be ejected from the hearing room and sanctioned under this Code
- [f] The Commissioner **shall make a finding of guilt (on the balance of probabilities), and** may impose any penalty thought fit in accordance with this Code or may refer the matter to a Conducts Committee hearing. Where a player or official rejects a penalty offered by a Commissioner the matter shall be referred to a Conducts Committee.
- [g] In the event that a hearing cannot be completed before the start of a relevant match the Commissioner may make such interim ruling as deemed appropriate including the interim suspension of a Player pending completion of the hearing.
- [h] The Commissioner shall ensure that a completed Findings Sheet is lodged with Queensland Cricket.
- [i] Any person aggrieved by a finding of the Commissioner or as to the penalty imposed may appeal to the Conducts Committee by giving notice to the Chief Executive Officer within 24 hours of the decision by the Commissioner.

3. CONDUCTS COMMITTEE

- [a] The Queensland Cricket Board of Directors will appoint a Panel of **at least eight** suitable persons, including Conducts Commissioners who may be called to sit on a Conducts Committee.
- [b] Each Conducts Committee will consist of three persons selected from this Panel, one of whom must be a Conducts Commissioner, which will hear matters brought before them by Queensland Cricket's Conducts Commissioners.
- [c] The Conducts Committee shall hear appeals from a decision of a Commissioner. Such appeal may be by way of re-hearing, but the onus shall be on the appellant to show error in the decision, the subject of the appeal.
- [d] The Commissioner who made the original decision may appear to assist at the hearing of the appeal.
- [e] Members of the Conducts Committee shall not be representative of the Club or Clubs involved in the Hearing.
- [f] The Conducts Committee may conduct a hearing or may make a decision based on written submissions, including the Findings Sheet and summary of outcomes from the original decision.
- [g] The Conducts Committee will conduct hearings, **where possible, prior to the reported person's next scheduled match:**
 - [i] in private unless all parties to the report and the Commissioner agree otherwise;
 - [ii] in other respects as the Conducts Committee Chairman determines;
 - [iii] with as little formality and technicality as reasonable; and
 - [iv] as quickly, as proper consideration of the report or complaint permits.
- [h] The Conducts Committee:
 - [i] may conduct the hearing by telephone or other conference facility;
 - [ii] may itself and may permit the person alleged to have breached the Code and the person who lodged the report to examine and cross-examine witnesses through the Chairman;
 - [iii] may appoint another person to assist it; and
 - [iv] may allow the person alleged to have breached the Code to **have a support person present** [such as a Club representative]. **A support person with legal training or experience in dispute resolution must declare that fact to the Conducts Committee prior to the commencement of a hearing.**
 - [v] **A support person is permitted to attend the hearing to act as an observer, however is not permitted to address the Commissioner or other hearing participants unless permitted by the Commissioner.**
- [i] All people attending a hearing before the Conducts Committee must:
 - [i] dress in a manner acceptable to the Conducts Committee;
 - [ii] behave with due decorum;
 - [iii] comply with the directions of the Conducts Committee Chairman as to the manner in which the hearing will be conducted;
 - [iv] any person who fails to comply may be ejected from the hearing room and sanctioned under this Code;
- [j] All parties except the Conducts Committee must leave the room when the Conducts Committee is deliberating on its decision;
- [k] The Conducts Committee may impose any penalty it thinks fit in accordance with this Code.
- [l] In the event that a Conducts Committee hearing cannot be completed before the start of a relevant match the Conducts Committee may make such interim ruling as it deems appropriate including the interim suspension of a player pending completion of the hearing.
- [m] The Conducts Committee Chairman shall ensure that a completed Findings Sheet is lodged with the Chief Executive Officer of Queensland Cricket. The Chief Executive will distribute copies of the Findings Sheet to the accused player/official, the Clubs involved, the Umpires Association and the Conducts Commissioner or any other relevant party.
- [n] Any player or official who was a party to a hearing before the Conducts Committee has a right of appeal against the decision of the Conducts Committee to the Queensland Cricket Appeals Tribunal.

4. METHOD OF HANDLING BREACHES OF THE CODE OF BEHAVIOUR

- [a] An alleged breach of the Code of Behaviour may be reported by:
- [i] Either or both umpires;
 - [ii] The Secretaries of the Clubs participating in the match in which the alleged breach occurred;
 - [iii] A player participating in the particular match in which an alleged breach occurs;
 - [iv] A Queensland Cricket Conducts Commissioner;
 - [v] Any member of the Premier Cricket Committee; or
 - [vi] The Chief Executive Officer of Queensland Cricket.
- [b] Where an umpire is considering or wishes to report an alleged breach of the Code of Behaviour, the umpire[s] must inform captains of the lodgment or pending lodgment of a report of his/her player as soon as practical, either on the field or at the close of the day's play. The umpire[s] must complete the prescribed umpire's Report Form and forward a copy of the Report, together with any further written submission to the Premier Cricket Officer of Queensland Cricket **within 72 hours** after the completion of the match.
- NOTE: Umpire[s] must nominate the grade of offence on the report **unless otherwise stipulated**.
- [c] The Chief Executive Officer of Queensland Cricket may lodge a report or instigate an investigation within 48 hours of becoming aware of any facts, which are capable of substantiating a breach under this Code.
- [d] Where a player or official as outlined above wishes to report an alleged breach of the Code of Behaviour, he shall forward a written submission to the Chief Executive Officer of Queensland Cricket **within 72 hours** after the completion of the match. The Chief Executive Officer shall refer the matter to a Queensland Cricket Conducts Commissioner[s] for further investigation and determination.
- [e] The Queensland Cricket Conducts Commissioner may refer any matter to the Queensland Cricket Conducts Committee for determination.
- [f] There are three [3] levels of Grading of Offences to apply - **reflecting the seriousness of the alleged breach - Level 1, Level 2 or Level 3.**
- The Commissioner may invoke any of the following options:
- [i] official reprimand **(applicable only for Level 1 offences)**, or
 - [ii] match suspension **(which may be suspended at the Commissioner's discretion)**, or
 - [iii] refer the report to the Conducts Committee who may impose any penalty as it sees fit.
- [g] If found guilty of a second Level 1 offence, a player would ordinarily expect to receive a minimum one [1] multi-day match suspension [or equivalent]. If found guilty of a **second** Level 2 offence, a player would ordinarily expect to receive a minimum two [2] multi-day match suspension [or equivalent].
- [h] The Conducts Commissioner may vary the level of offence [higher or lower]
- [i] A breach of the Code of Behaviour will be graded and the penalty determined within the three [3] levels as outlined.
- [j] **For all offences, a penalty imposed by the Commissioner or Conducts Committee is to be served in the competition that the report originated from, and unless extenuating circumstances exist, the penalty shall be applied to the person's next scheduled match/es in that competition.**
For all offences, the participant may not, at the discretion of the Commissioner, participate in any other cricket competition in Queensland for the period of their suspension.
- [k] The findings of the Conducts Commissioner or Conducts Committee should clearly define the suspension, be it for one day match[es], two day match[es] or a time frame.
- [l] Each of the rules for behaviour has a guideline. The guidelines are intended as an illustrative guide only and in the case of any doubt as to the interpretation of the Rule, the provisions of the Rule itself shall take precedence over the provisions of the guidelines. The guidelines should not be read as an exhaustive list of offences or prohibited conduct.
- [m] In considering a penalty to be imposed in each case, the Conducts Commissioner or the Conducts Committee must first consider whether the player or official has previously been found guilty of any offences under the Code of Behaviour (or any predecessor regulations that may have applied) within a period of eighteen months prior to the date on which the proven offence took place.

GUIDELINE OFFENCES

Each of the clauses set out in the Code of Behaviour (1[a], 1[b][i] to [viii]) have a Guideline Offence set out at Levels 1, 2 and 3. Whilst the Guideline Offences aim to identify behaviour that corresponds to particular levels, they are not deemed to be exhaustive in their description of reportable behaviour.

1[a]	The captains are responsible at all times for ensuring that play is conducted within the spirit of the game as well as within the Laws.
NOTE	A captain may be reported under this clause for any breach of this clause of the Code of Behaviour. The Conducts Commissioner shall then appropriately grade the reported behaviour.
1[b][i]	Players and officials must not abuse cricket equipment or clothing, ground equipment or fixtures and fittings.
Level 1	Actions outside the course of normal cricket actions such as hitting or kicking the wickets and actions which intentionally or negligently result in damage to the advertising boards, boundary fences, dressing room doors, mirrors, windows and other fixtures and fittings.
Level 2	In addition to Level 1, actions that may cause injury to other participants or spectators.
Level 3	In addition to Levels 1 & 2, actions that may cause serious injury to other participants or spectators
1[b][ii]	Players and officials must not assault or attempt to assault an umpire, a player, an official or spectator.
Level 1	This includes (but is not limited to): Engaging in inappropriate, but incidental physical contact with other players or officials in the course of play;
Level 2	This includes (but is not limited to): [a] Attempt to make inappropriate and deliberate physical contact with other players or officials not in the course of play; [b] Engaging in inappropriate and deliberate physical contact with other players or officials in the course of play; [c] Throwing the ball at or near a player or official in an inappropriate and/or dangerous manner (noting this does not prohibit a fielder or bowler from returning the ball to the stumps in the normal fashion).
Level 3	This includes (but is not limited to): [a] Threaten to assault another player, Team official or spectator; [b] Physically assault another player, umpire, referee, official or spectator; [c] Engage in any act of violence on the field of play.
1[b][iii]	Players and officials must not react with dissension, either towards an umpire, his decision, or generally, following an umpiring decision. NOTE: This does not prohibit the bowler involved in the decision or a team captain from asking an umpire to provide an explanation for a decision or a Team official from making a formal complaint.
Level 1	This includes (but is not limited to): [a] Excessive, obvious disappointment with an umpire's decision or with an umpire making the decision and obvious delay in resuming play or leaving the wicket; [b] Disobeying an umpire's instruction during a match.
Level 2	Serious dissent, whereby the dissent is expressed by a specific action such as: [a] the shaking of the head, [b] snatching cap from umpire, [c] pointing at pad or inside edge, [d] other displays of anger or abusive language directed at the umpire, or [e] excessive delay in resuming play or leaving the wicket.
Level 3	Intimidate an umpire or referee whether by language or conduct. Includes appealing in an aggressive or threatening manner.
1[b][iv]	Players and officials must not use crude or abusive language, or otherwise engage in conduct detrimental to the spirit of the game.
Level 1	This includes (but is not limited to): swearing and offensive gestures which are not directed at another person such as swearing in frustration at one's own poor play or fortune.
Level 2	Use language that is obscene, offensive or of a seriously insulting nature to another player, official or spectator. This refers to language or gestures which are directed at another person and/or may provoke a reaction from another person.
Level 3	This includes (but is not limited to): [a] In addition to Level 2, language or gestures which then incite another person to commit a Code of Behaviour breach; [b] Use language or gestures that offend, insult, humiliate, intimidate, threaten, disparage or vilify another person on the basis of that person's race, religion, gender, colour, descent, sexuality or national or ethnic origin.

1[b][v]	Players and officials must not indulge in conduct detrimental to the game.
Level 1	This includes (but is not limited to): [a] Engaging in excessive appealing (i.e. repeated appealing when the bowler/fielder knows the batter is not out with the intention of placing the umpire under pressure); [b] Breach any regulation regarding approved clothing or equipment.
Level 2	This includes (but is not limited to): [a] Charge or advance towards the umpire in an aggressive manner when appealing; [b] Deliberately and maliciously distract or obstruct another player or official on the field of play (includes actions under Laws 41.4 and 41.5); [c] Attempt to manipulate a Match in regard to the result, net run rate, bonus points or otherwise. The captain of any team guilty of such conduct shall be held responsible. Prohibited conduct under this rule will include incidents where a team bats in such a way as to either adversely affect its own, or improve its opponent's, bonus points, net run rate or quotient; [d] Seriously breach any regulation regarding approved clothing or equipment.
Level 3	This includes (but is not limited to): [a] Changing the condition of the ball in breach of Law 41.3, such as picking the seam or deliberately throwing the ball into ground for the purpose of roughening it up and the application of moisture to the ball, save for perspiration; [b] Attempting to gain an unfair advantage during a Match.
NOTE 1	A player may be reported under this clause for any breach of Law 41 (Unfair Play) not specifically covered by the above. The Conducts Commissioner shall then appropriately grade the reported behaviour.
NOTE 2	A player or official may be reported under this clause for alleged incidents which are not adequately or clearly covered by another offence under the Code of Behaviour that is either: [a] Contrary to the Spirit of Cricket; [b] Unbecoming of a representative or official; [c] Is or could be harmful to the interests of cricket; or [d] Does or could bring the game of cricket into disrepute. The Conducts Commissioner shall then appropriately grade the reported behaviour.
1[b][vi]	Players and officials must in no way use crude or abusive hand signals.
Level 1	Point or gesture towards the pavilion in an aggressive manner upon the dismissal of a batsman
Level 2	Use crude or abusive hand signals towards another player, official or spectator that would cause offence, serious insult, or provoke an aggressive reaction.
Level 3	Use gestures that offend, insult, humiliate, intimidate, threaten, disparage or vilify another person on the basis of that person's race, religion, gender, colour, descent, sexuality or national or ethnic origin.
1[b][vii]	Players and officials must not engage in any form of racial or religious abuse or harassment as defined in the Queensland Cricket Racial and Religious Vilification Code, the Cricket Australia Racial and Religious Vilification Code or Anti-Harassment Policy.
Level 1	Does not apply.
Level 2	Does not apply.
Level 3	Use language or gestures that offend, insult, humiliate, intimidate, threaten, disparage or vilify another person on the basis of that person's race, religion, gender, colour, descent, sexuality or national or ethnic origin.
1[b][viii]	Without limiting any other rule, players and officials must not make public or media comment which is detrimental to the interests of the game. NOTE: this includes comment on Club websites and other electronic media. Each Club shall be responsible for advising Queensland Cricket of the Club Official that is responsible for monitoring their electronic media (e.g. website, social media etc).
Level 1	Does not apply.
Level 2	Does not apply.
Level 3	Prohibited conduct under this rule includes (but is not limited to): [a] Denigrating or criticising any player, official, team, Cricket Australia, Queensland Cricket (and their employees or contractors) or any Commercial Partner of Cricket Australia, Queensland Cricket, or the affiliated Cricket Associations & Clubs; [b] Denigrating or criticising any player, umpire or official by inappropriately commenting on any aspect of his or her performance, abilities or characteristics; [c] Commenting on the likely outcome of or criticising the outcome of a hearing, report or any appeal; or [d] Criticising any evidence, submission, or comment made by any person at the hearing of a report or any appeal.

QUEENSLAND CRICKET APPEALS TRIBUNAL

There shall be an Appeals Tribunal appointed by the Queensland Cricket Board of Directors (Board).

- [a] The membership of the Appeals Tribunal shall be determined by the Queensland Cricket Board of Directors at its first meeting following the Annual General Meeting.
 - [b] Members of the Tribunal must be fit and proper persons as determined by the Board but must not be current members of the Board.
 - [c] A member of the Tribunal need not be a member of Queensland Cricket, its affiliates or associated clubs.
 - [d] The Tribunal shall consist of **at least** five members. Three members will sit on each hearing of the Tribunal, one of whom shall Chair the Tribunal.
 - [e] The chairperson for each hearing shall be appointed from their number by the members of the Tribunal or if they cannot agree, shall be appointed by the Board.
 - [f] A member of the Tribunal must not sit on a hearing/determination involving a player from the same club or affiliate as the Tribunal member.
 - [g] Subject to (l), the Appeals Tribunal shall be responsible for receiving all appeals from decisions of the Conducts Committee, Premier Cricket Committee and from Affiliates Codes of Conducts processes as the case may be.
 - [h] **Any appeal against the decision of the Conducts Committee must follow the below process:**
 - a. **Notice of intention to appeal must be lodged with the Chief Executive Officer, Queensland Cricket (or their delegate) by 5pm on the second business day following the Conducts Committee hearing;**
 - b. **The text of the appeal must be lodged with the Chief Executive Officer, Queensland Cricket (or their delegate) by no later than 5pm on the fifth business day following the Conducts Committee hearing;**
 - c. **A lodging fee of \$500.00 is to be paid to Queensland Cricket in conjunction with the text of the appeal, of which up to 80% of the fee may be refunded at the discretion of the Appeals Tribunal.**
- The suspended player or players shall not be permitted to participate in the Grade or other Competitions until the penalty has been met or an appeal against such finding and/or severity of the sentence has been adjudged by the Appeals Tribunal.
- [i] The Appeals Tribunal shall hear and determine each appeal by reference only to all documentary and written evidence presented to the hearing before the Conducts Committee together with the Findings Sheet and summary of outcomes from that hearing and shall receive from all interested parties written submissions only with respect to the evidence and submissions presented before that initial hearing.
 - [j] Subject to [l] the appeal shall not constitute a re-hearing.
 - [k] Subject to [m], there shall be no right of appearance before the Appeals Tribunal by any of the parties or their representatives who appeared before the initial hearing of the Conducts Committee or Premier Cricket Committee.
 - [l] Any new or additional evidence shall be received by the Appeals Tribunal only at the discretion of the Appeals Tribunal.
 - [m] Where the matter under appeal is regarded by a majority of the Appeals Tribunal as sufficiently serious, leave may be given by the Chairman of the Appeals Tribunal to permit appearance by any or all of the interested parties and/or their representatives.
 - [n] The Appeals Tribunal shall be furnished with all information and documentation relevant to the hearing of the Appeal including information on prior offences, the Register of Penalties and Findings Sheet/s. The Secretary of the Conducts Committee from which the appeal originates should furnish this information to Queensland Cricket. The papers should be bound in chronological order with a List of Contents appended.
 - [o] Unless special circumstances are demonstrated, the appellant's Affiliate body and/or Club should present any appeal made to the Appeals Tribunal.
 - [p] The Appeals Tribunal may order a re-hearing if, in their opinion, sufficient anomalies exist in the process followed by a Conducts Committee. At its discretion, the Appeals Tribunal may designate the membership of the Conducts Committee to re-hear the case.
 - [q] The Appeals Tribunal shall, in each case, be the final arbiter and its decision absolutely final.
 - [r] Should an appeal subsequently be upheld any suspension or penalty previously served shall nevertheless be deemed to be valid.
 - [s] An appeal may be withdrawn at any time, except that once the hearing of the appeal has commenced the appeal may be withdrawn only with the Appeals Tribunal's approval.
 - [t] As a matter of procedure only, a report of each determination of the Appeals Tribunal shall be provided to the Board for its noting but the failure to provide such a report shall not affect the final and binding nature of each decision of the Tribunal.

Appendix B. INTOXICATED PLAYER POLICY

Note: This policy applies to all competitions.

A player under the influence of alcohol or a drug poses a potential risk to themselves and to other players, spectators and officials. An intoxicated player is not permitted to participate in a Q.C.A. sanctioned match. Umpires have the authority to exclude the participation of intoxicated players from a match and will exercise that authority where appropriate to facilitate the continued safe conduct of matches.

POSITION STATEMENT

The players of a match of cricket have an obligation to be in a condition suitable for effective and safe play. Queensland Cricket wants to promote sobriety in the game and all players and their clubs are to support this policy.

SCOPE

All participants (players and umpires) in matches under the management of Queensland Cricket.

AIMS

1. Improve player safety and sobriety.
2. Reduce the risk of injury to players, officials and spectators.
3. Assist umpires to determine the standard required of players.

ASSOCIATED DOCUMENTS

"The Laws of Cricket" Marylebone Cricket Club 2000

"Regulations governing Grade Competition Matches" QCA.

PRINCIPLES

The following principles apply to the application of this policy:-

1. Umpires have a discretion to apply the policy;
2. The use of a direction is likely to be a rare event;
3. Incidents to which the policy will apply are likely to be obvious;
4. Mere intoxication is not considered to be an automatic breach of this policy or the Code of Behaviour.

DEFINITIONS

'Intoxicated' – visibly or demonstrably adversely affected by alcohol, drugs, or other agents, (whether prescribed or not) or any other condition, to a degree that would -

1. Apparently affect the overall ability to play and behave in a normally acceptable manner on the field of play;
2. Endanger their own safety or others, or
3. Cause to bring the game into disrepute.

APPLICATION

GENERAL – OPINION, EXPLANATION AND DIRECTION

If an umpire forms the opinion that a player is intoxicated the umpire shall advise the player and the player's captain or club of that opinion and require the player, captain or the club to explain why the player should be allowed to participate in that day's play.

If an umpire is not satisfied with the explanation the umpire will maintain the opinion that the player is intoxicated and direct the player to be stood down from the match ["a direction"].

On receipt of a direction from an umpire, the captain or the club shall stand down the intoxicated player from the match for the duration of that day's play.

A failure to stand down the intoxicated player after a direction shall render both a player and a club liable to such sanctions as are stated in this policy and any other sanction as determined by the governing body responsible for the match.

UMPIRE'S DIRECTION GIVEN PRIOR TO PLAY

Where a direction is given prior to the exchange of teams and the toss for choice of innings, the club so affected shall be entitled to nominate a replacement player with full playing rights for the duration of that day's play.

Until the nominated replacement arrives a substitute player may field under the twelfth man rule. [Law 24]

UMPIRE'S DIRECTION GIVEN AFTER PLAY COMMENCES

Where a direction is given after the exchange of teams and toss for choice of innings, the intoxicated player shall not take the field, or shall leave the field immediately and a club representative shall be notified.

An intoxicated player not taking the field, or leaving the field, may not participate in the match for the duration of that day's play. The club so affected shall not be entitled to a replacement player, although a substitute may field, if required, for the duration of that day's play. The twelfth man rule will apply. [Law 24]

An intoxicated player who is a batter leaving the field, or not commencing his innings shall be recorded as "Retired – Out", and shall not bat again for the duration of that day's play. [Law 25.4.3 (2017 Code 3rd ed.)]

MATCH DURATION OF MORE THAN ONE DAY

In matches of more than one day, any intoxicated player stood down under this policy may return to the match on the next scheduled day of play with full playing rights, provided they present themselves in a condition suitable for effective participation in the match and no further playing restriction has been imposed on the player, either by the player's club or the governing body responsible for the match.

NO UMPIRES – CAPTAINS' RESPONSIBILITY

In the event that no official umpires are in attendance at the match, the captains shall assume the role of the umpires for the purposes of this policy. If a captain is one of the concerned players, the affected team shall nominate a senior player to act in the captain's place.

SANCTIONS**PLAYER – EXCLUSION**

If the intoxicated player accepts the direction then the only penalty is exclusion from the day's play.

If the intoxicated player refuses the direction and insists on playing, then that action is to be regarded as a breach of the Code of Behaviour and a report must be made by the umpire.

CLUB AND TEAM – FORFEIT

If the intoxicated player refuses to adhere to the direction, the player's club and team captain must show responsibility and follow the umpires' direction and exclude the player from the day's play.

If the intoxicated player's club and team captain do not support the direction, the umpire will enter a forfeit by the intoxicated player's team as the outcome of the match and a report will be made by the umpires on the club, captain and player.

APPEAL

The intoxicated player, or club can appeal under the Queensland Cricket Appeals Tribunal procedures.

Appendix C. RACIAL AND RELIGIOUS VILIFICATION CODE

Note: This policy applies to all competitions.

1. PURPOSE OF CODE

The purpose of this Code is to:

1. Recognise the commitment of the Queensland Cricket ("QC") to the elimination of racial and religious vilification of player, umpire or official.
2. Establish a framework for handling complaints made by players, umpires and officials who believe they have been subjected to racial or religious vilification by another player, umpire or official.

2. CONDUCT COVERED BY THE CODE

A player, umpire or official who is participating in a match under the jurisdiction or auspices of QC will not engage in any conduct, act towards or speak to any other player, umpire or official in a manner which offends, insults, humiliates, intimidates, threatens, disparages or vilifies the other player, umpire or official on the basis of that player, umpire or official's race, religion, colour, descent or national or ethnic origin ("the conduct").

3. THE INTERRELATIONSHIP OF THIS CODE WITH OTHER RULES AND REGULATIONS GOVERNING THE SPORT

This Code does not restrict any other action which may be taken in relation to the conduct covered by this Code under the Australian Cricket Board and International Cricket Council ("ICC") Code of Conduct.

4. HUMAN RIGHTS AND EQUAL OPPORTUNITY LEGISLATION

This Code does not restrict or prohibit any player from pursuing all other legal rights they may have in relation to racial and religious vilification.

5. LODGING A COMPLAINT

Where a player, umpire or official ("the Complainant") believes he/she has been subjected to vilification under this Code, or an officiating umpire in a match ["the umpire"] believes another player, umpire or official has breached the code, the complainant or umpire may lodge a complaint with the Grade Secretary of QC by 5pm on the first business day following the completion of the match in which the breach is alleged to have occurred.

6. WHAT MUST A COMPLAINT CONTAIN

A Complaint must:

- 6.1 be in writing;
- 6.2 outline the circumstances of the allegations made; and
- 6.3 if possible, be accompanied by any supporting documentation including witness statements or video evidence.

7. THE ROLE OF THE GRADE SECRETARY

The Grade Secretary shall upon receipt of a complaint:

- 7.1 inform the person alleged to have contravened the Code ("the Respondent") of the complaint and provide that person with both a copy of the complaint and an opportunity to respond in writing;
- 7.2 advise the Chief Executive Officer of QC, both team captains, the Secretary of the Club and or Association as applicable, the Secretary of the Umpires Association, the QC Commissioner, as appointed by the Queensland Cricket Board of Directors, of the complaint;
- 7.3 conduct an investigation into the allegations made in the complaint as he/she deems fit, which may include, but is not limited to:
 - 7.3.1 compiling a list of witnesses;
 - 7.3.2 obtaining a written statement from any available witness;
 - 7.3.3 obtaining a report from the Club, Association and or Umpires Association officials, if applicable
 - 7.3.4 obtaining a report from the officiating umpires and match referees, if applicable; and
 - 7.3.5 obtaining video or other evidence.

7.4 The investigation should be completed within 48 hours of receipt of the complaint, unless the Grade Secretary, at his/her discretion, extends the time for investigation in the interests of fairness to all parties.

7.5 When the investigation is completed, the Grade Secretary shall arrange for the complaint to be referred to conciliation; or

7.6 The Chief Executive of Queensland Cricket may delegate to an officer of the QC any of the Grade Secretary's powers or functions under this Code.

8. CONCILIATION PROCEDURE

8.1 The Conciliator

Any conciliation referred to in clause 7.3 of this Code will be conducted by a nominee of the Queensland Cricket Board of Directors.

8.2 The Conciliation

8.2.1 The Complainant and the Respondent, should attend the conciliation. Both Team Captains, or Vice Captain if either are a party to the complaint, and a member of the Complainant and Respondent's Executive Committee.

8.2.2 The Grade Secretary must lodge with the Conciliator prior to conciliation:

8.2.2.1 a copy of the complaint;

8.2.2.2 the Respondents' response to the complaint; and

8.2.2.3 any evidence relevant to the complaint obtained during the course of the

8.2.3 Both parties and all those attending the conciliation must participate in good faith.

8.2.4 The Conciliator must adhere to and ensure the conciliation is conducted with reference to the principles of natural justice and procedural fairness.

8.2.5 The Complainant is the person who determines the course of redress to be pursued at any conciliation.

8.2.6 Except as stated in clause 8.3.4, both parties to the complaint and any other person aware of the details or circumstances of the conciliation, including the Grade Secretary, QC Officials, Club and Umpires Executive Committees, Umpires and Players, must at all times keep the particulars of the complaint and the conciliation confidential.

8.2.7 Except as stated in clause 8.3.4, no person referred to in clause 8.2.6 shall publicly comment on or disseminate any personal information concerning the complaint at any time prior to, during or after the conciliation.

8.2.8 Should a player, umpire or official breach Clause 8.2.6, the Conducts Committee may fine the offender, suspend him/her or otherwise deal with him/her at its discretion.

8.2.9 Any other person in breach of clause 8.2.6 shall be subject to a penalty to be determined by the QC Commissioner.

8.3 Resolution of the Complaint

8.3.1 If the complaint is resolved at the conciliation, the complaint will be deemed withdrawn and the Complainant cannot take any further action in respect of the complaint under this code.

8.3.2 Resolution of the complaint may be formalised by way of a verbal agreement or a formal written agreement signed by the parties.

8.3.3 The Conciliator must inform the Grade Secretary the complaint has resolved.

8.3.4 Where a complaint is resolved, the parties may agree with the consent of the ACB, to make a public statement concerning the resolution of the complaint.

8.4 If Conciliation is Unsuccessful.

Where the complaint has not been resolved successfully by conciliation, or where the conciliator believes that the complaint is not capable of successful resolution:

8.4.1 The Complainant, after notifying the Conciliator, may withdraw the complaint in which case no further action will be taken; or

8.4.2 The Conciliator must inform the Grade Secretary that the conciliation has not been successful.

9. THE TIME LIMIT FOR CONCILIATION

An attempt to conciliate a complaint must occur within 72 hours of the Conciliator receiving notification from the Grade Secretary of the complaint.

10. REFERRAL TO CONDUCTS COMMITTEE

Upon notification of the failure of conciliation under Clause 8.4.2 the Grade Secretary must refer the complaint to the Conducts Committee who will then hear the complaint in accordance with Clause 12.

11 EVIDENCE OF THE CONCILIATION

In the event that a complaint is not successfully resolved and is referred to the Conducts Committee, no evidence will be given to or be accepted by the Conducts Committee in relation to anything said or done in any conciliation carried out pursuant to Clause 8.2.

12. THE CONDUCTS COMMITTEE

12.1 The Conducts Committee will:

12.1.1 receive all material arising from the investigation from the Grade Secretary upon referral of the complaint;

12.1.2 hold a hearing after considering the availability of the persons affected;

12.1.3 advise its decision to both parties on completion of the Hearing and to the other affected parties within 24 hours of the hearing.

12.2 Hearings conducted by the Conducts Committee into complaints will not be open to members of the public.

12.3 All persons required at the hearing shall attend punctually at the time and place designated.

12.4 The Conducts Committee may hear and decide the complaint in a manner to be determined by it.

12.5 After hearing the evidence, the Conducts Committee may

12.5.1 find the complaint or any part of it not proven;

12.5.2 find the complaint or any part of it proven and if so:

12.5.2.1 refer to the Association's code of conduct register to ascertain any previous breach by the player, umpire or official; and

12.5.2.2 direct the Respondent to attend an education program at the Respondent's cost; and

12.5.2.3 then determine a penalty which may include but which is not limited to:

12.5.2.3.1 the respondent to prepare a written apology;

12.5.2.3.2 a monetary fine; or

12.5.2.3.3 suspension.

13. REPRESENTATION

Parties may only be represented by a member of its Executive Committee, under this Code

14. APPEAL

Any player, umpire or official found to be in breach of the Code has the right of appeal against the decision of the Conducts Committee to an Appeals Committee, as appointed by the Queensland Cricket Board of Directors.

Any appeal against the decision of the Conducts Committee must be lodged within 48 hours of the hearing with the Chief Executive Officer, Queensland Cricket. The player or umpire are not permitted to participate in any competition until the penalty has been met or an appeal against such finding and or severity of the sentence has been adjudged by the Queensland Cricket Board of Directors.

Appendix D AUSTRALIAN CRICKET COMMUNITY CRICKET CONCUSSION AND HEAD IMPACT POLICY

Applies to All Competitions **NEW VERSION JULY 2025**

<https://resources.playcommunity.pulselive.com/playcommunity/document/2025/07/07/a1304c46-c82b-491b-925c-6cec89040a57/Community-Cricket-Concussion-Policy-Template.pdf>

1. OVERVIEW

1.1 Australian Cricket (AC) considers it critical to pursue best practice in prevention and the management of concussion and head trauma in organised community cricket competitions, matches and training sessions. A conservative approach that prioritises the safety and wellbeing of everyone involved in cricket is recommended.

1.2 Repeated head trauma (RHT) and concussion is a growing concern in sporting communities. While most concussions recover quickly, some can lead to complications including prolonged symptoms, increased susceptibility of further injury and chronic traumatic encephalopathy (CTE).

1.3 Clear and consistent information on concussion recognition and management is crucial for everyone involved in cricket, from administrators, officials, coaches, parents/guardians and athletes themselves to keep everyone safe.

1.4 Australian Cricket endorses the following key resources which guide our approach to concussion management.

- a) 2023 Amsterdam Consensus Statement on Concussion in Sport (Consensus Statement)
- b) 2024 AIS Concussion and Brain Health Position Statement
- c) 2024 International Cricket Council Concussion Guidelines

1.5 The aim is for the AC Community Cricket Concussion Guidelines to be consistent with these resources where appropriate, ensuring a comprehensive and up-to-date approach to concussion management.

1.6 It is recommended that Affiliated Clubs and Associations should enforce these Guidelines for Cricket Participants taking part in Community Cricket training, matches and competitions.

1.7 These guidelines are intended to assist in the management of concussion and do not replace the need to seek medical assessment.

2. BACKGROUND

2.1 What is concussion?

2.1.1 A concussion is a brain injury resulting in a disturbance in brain function following an impact to the head, neck or the body with force transmitting to the head meaning this can be from a direct or indirect blow.

2.1.2 Concussion can affect individuals in varying ways:

- a) Physical: nausea or vomiting, sensitivity to noise, balance problems, dizziness, blurred vision,
- b) Cognitive: "don't feel right", difficulty remembering, drowsiness, difficulty concentrating
- c) Emotional: irritable, more emotional, sadness, change in personality
- d) Fatigue: low energy
- e) Sleep: Not being able to sleep or sleeping more than normal

A person does not need to have lost consciousness to have suffered a concussion.

2.2 Concussion is often an evolving injury, with symptoms changing over hours or days following the injury. There are often adverse effects on balance and cognitive function. Recovery times following concussion vary between individuals.

3. PROTECTIVE EQUIPMENT REQUIREMENTS

3.1 CA strongly recommends the use of neck protectors and British Standard BS7928:2013 helmets in community cricket.

3.2 Players should wear:

- (a) properly fitted British Standard (BS7928:2013) compliant helmets; and
- (b) products/attachments properly fitted to helmets that provide additional protection for the vulnerable upper neck (occipital) area of the batsman or close in fielder (Neck Protectors), when batting, fielding within seven meters of the bat (except for off-side slips and gully fielders) and when wicket-keeping up to the stumps (regardless of age).

3.3 Umpires should wear:

- a) properly fitted BS7928:2013 compliant helmets in higher risk situations (umpiring for T20 formats or when there is a match situation where attacking batting is being played).

3.4 Helmets should be replaced immediately following a significant impact (a blow to the helmet) in accordance with the manufacturer's recommendations.

4. MANAGEMENT OF HEAD IMPACTS AND CONCUSSION

4.1 It is recommended to take a conservative approach to removal of players.

Continuing to play following a concussion can increase risks and lead to a longer recovery period.

5. KEY STEPS IN THE EARLY MANAGEMENT OF CONCUSSION

5.1 Recognising the injury may be a concussion or suspected concussion,

5.2 Removing the player from play or training,

5.3 Recording instances of head impacts and concussion, and

5.4 Referring the player to a medical professional.

6. RECOGNISING AND REMOVING

6.1 During organised community cricket competitions, matches and training sessions, Cricket Participants should be proactive in reporting the presence of any concussion symptoms to a coach, other club official, medical professional and/or family member.

6.2 AC encourages club members and teammates to look out for one another and promote a culture of reporting concussion symptoms.

6.3 If a Cricket Participant receives a blow to the head or upper neck (whether wearing protective equipment or not) or collides with another person or fixture (e.g. boundary fence) a concussion should be suspected.

6.4 A simple process to ascertain the extent that the individual is adversely affected by the head impact is to ask some or all of the below questions. This can be done by anyone who is checking on the individual.

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

6.5 If the Cricket Participant cannot answer the questions satisfactorily, they should be immediately removed from the field of play (or training environment) and a concussion should be considered likely. The participant must undertake an assessment from a qualified medical practitioner as soon as possible.

6.6 If any of the signs or symptoms listed below are present, they are considered as having concussion and should not return to play and be referred to a medical doctor for assessment.

6.6.1 Table of Symptoms:

Headache	Sensitivity to light	Sadness
'Pressure in head'	Sensitivity to noise	Nervous or anxious
Balance problems	Fatigue or low energy	Difficulty concentrating
Nausea or vomiting	'Don't feel right'	Difficulty remembering
Drowsiness	Neck pain	Feeling slowed down
Dizziness	More emotional	Feeling 'like in a fog'
Blurred vision	More irritable	

6.7 Additional information to support on the on-field management of suspected concussion can be found in:

- a) Cricket Australia's On-field Management of Suspected Concussion
- b) Concussion Recognition Tool 6 (CRT6)

6.8 If there is a doctor or other medically trained person available, they should be informed about the impact immediately if they did not witness it and should attend to the Cricket Participant and use the process outlined in the AIS Healthcare Practitioner On Field Concussion Management Decision Tree

12+ Years: Sport Concussion Assessment Tool 6 (SCAT6)

8-12 Years: Child SCAT6

6.9 Concussion is an evolving condition. Therefore, signs and symptoms can change or be delayed. It may take up to 48 hours following a head contact to confirm or exclude a diagnosis of concussion. Parents/caregivers, household members, coaches and attending healthcare practitioners need to be alert to behaviour that is unusual or out of character.

7. RECORDING AND REFERRING

7.1 The Concussion Officer is responsible for recording instances of head impact and concussion, ensuring the concussion protocol is enacted and manages the coordination of matters related to concussion.

7.2 A concussion officer is not a concussion expert and is not expected to diagnose or treat concussion or determine when a participant can return to play after a head impact or concussion.

7.3 It is recommended that all cases of concussion or suspected concussion (and all other head traumas) should be documented on an injury report form.

7.3.1 The QSDCA injury report form is downloadable at <https://tinyurl.com/58xzfnu4>.

7.3.2 It is further recommended that Injury Report Forms be completed for all concussion or suspected concussions including matches where no official umpire is in attendance.

7.4 Individuals with suspected or confirmed concussion should NOT:

- a) Be left alone initially (for first 3 hours). If worsening of symptoms occurs immediate medical attention should be sought
- b) Be sent home by themselves. They need to be with a responsible adult
- c) Drink alcohol
- d) Drive a vehicle until cleared to do so by a healthcare professional

8. RETURN TO CRICKET

8.1 An individual should not return to cricket on the same day if concussion is suspected, likely or confirmed.

8.2 If the individual has been diagnosed with a concussion, the final determination on when they return to cricket (including training), should be made by an independent qualified medical doctor. It is recommended that a Medical Clearance Form is completed and retained by the Club or Association.

8.3 For clarity, whenever possible, avoid medical clearance being provided by anyone that has a close personal relationship with the participant (e.g. spouse/partner, family members, teammates or close friends) in line with the S 4.15 of the Medical Board of Australia's Good medical practice: a code of conduct for doctors in Australia

8.4 The Australian Cricket Graded Return to Play after Concussion Framework (GRTP) should be used as a guide for whoever is overseeing the return to play process after a concussion. Key considerations are:

- a) At least 14 days symptom free (at rest) before return to full training.
- b) A minimum period of 21 days from incident until return to play.

9. JUNIOR CONSIDERATIONS

9.1 Managing concussion in juniors requires a more conservative approach.

Individuals are identified as being junior players if they are 18 years or younger.

9.2 Recovery from concussion for adolescents is slower than in adults, so return to school and studying should be guided by medical advice.

9.3 Junior participants should not return to play for a minimum of 21 days from the time of injury including remaining asymptomatic for a minimum of 14 days prior to return to play.

9.4 Some concussions require longer than 21 days to fully recover after symptoms depart. As with adult Participants, progression from lower to higher intensity (or risk) activities requires a minimum 24–48-hour period to monitor for the return or exacerbation of symptoms.

10. MULTIPLE CONCUSSIONS

10.1 Individuals who experience multiple concussions in cricket or have a history of multiple concussions are at risk of prolonged symptoms and recovery timeframes. Recovery timeframes will be influenced by factors such as the severity of the most recent injury, number of previous concussions and general medical history.

10.2 The AIS Concussion and Brain Health Position Statement (2024) describes multiple concussions as a minimum of two concussions within a 3-month period, or a minimum of three concussions in a 12-month period.

10.3 It is recommended that those who suffer from multiple concussions are:

- a) Assessed by a medical practitioner with specific training and expertise in concussion before returning to cricket,
- b) 28 days symptom-free before return to full training,
- c) Managed more conservatively in their return to cricket and not return to full training or play while symptomatic.

KEY DEFINITIONS

Cricket Participant means:

- a) Players that are registered with or participate in the activities of an Affiliated Association, Club or Indoor Centre.
- b) Umpires, and other officials, who are involved in the cricket matches for Affiliated Associations, Clubs and Indoor Centres.

See

Concussion Management Tools at the CA Playcricket Concussion webpage.

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

And

- On Field Concussion Management Form
- Head Injury Incident Report Form
- Maddocks Test Questions

in DIAGRAMS APPENDIX and at <https://qsdca.com.au/18-head-trauma-and-concussion/>

Appendix E BOWLING INJURY PREVENTION

Applies to all Competitions

AGE BOWLING RESTRICTIONS FOR ALL MATCHES		
Age Group	Max. Overs Each Spell *	Max. Overs Each Day
Players aged 10 or under (Under 11)	2	4
Players aged 11 or 12 (Under 13)	4	8
Players aged 13 or 14 (Under 15)	5	12
Players aged 15 or 16 (Under 17)	6	16
Players aged 17 or 18 (Under 19)	6	18

* Rest between spells will be the lesser of:

1 hour of interruption to play OR

the same number of overs from the same end as the completed spell.

Days off, gradual buildup prior to season, planned recovery periods and weekly maximums are also recommended.

For details and more information, see Guidelines at website below.

E1 This policy applies to all competitions.

These restrictions apply equally to male and female players.

E2 For the purposes of this policy, a player's age is determined by their age on 31-Aug in the current season.

E3 For example, a player who is 18 years of age on 31-Aug-24 is Under 19 for season 2024/25.

E4 A bowler who has bowled a spell less than the maximum overs per spell may resume bowling prior to the completion of their break.

The next over is considered an extension of the same spell. The maximum limit of overs for the spell will still apply. Following the completion of the spell, the normal break between spells will apply – **the break within the spell is disregarded.**

E5 For example, an U15 bowler bowls 3 overs, takes a short break of 20 minutes, then bowls 2 more overs to reach the limit of their first spell. The bowler must not bowl again for 5 overs from the same end as their last over.

E6 This policy applies to bowlers of medium pace or faster.

E7 The bowler's pace is determined by the umpire(s).

E8 Broadly defined medium pace (or faster) is a bowler for whom the wicket-keeper would normally stand back, or otherwise, a bowler who is not considered a slow bowler.

E9 The umpires will immediately notify the captains of both sides of each bowler who they determine should be treated differently to this broad definition.

E10 Change of Bowling Type: Where a bowler changes between medium pace (or faster) and slow bowling during a day's play:

E11 If the bowler begins with medium pace (or faster), the bowler is subject to the playing condition throughout the day.

E12 If the bowler begins with slow bowling and changes to medium pace (or faster), the playing condition applies from the time of the change, and all overs of slow bowling bowled prior to the change shall not be taken into account in either the current spell or the daily limit.

E13 Umpires will monitor the overs bowled by players.

E14 If a bowler tries to bowl more than the maximum of overs for his/her age group, the umpire[s] will advise the captain and/or coach that the maximum number of overs has been reached.

E15 Should the bowler continue to bowl and exceed the maximum, the umpire[s] will report the matter to Queensland Cricket.

E16 Umpires have no power to suspend a player who breaches this regulation from bowling.

Adapted from Australian Cricket Junior Bowling Guidelines and FAQ. Reviewed July 2023 by CA Head of Sports Science

<https://play.cricket.com.au/community/clubs/managing-your-club/youth-pace-bowling-guidelines>

Appendix F DOUBTFUL BOWLING ACTIONS PROCEDURES

Applies to all Competitions Effective 1st September 2023 (v3)

F1 Introduction

1.1 The aim of these procedures is to ensure that all bowlers playing cricket in Queensland have actions that comply with **Law 21.2 Fair Delivery – The Arm (2017 Code 3rd ed.)**

1.2 These procedures:

1.2.1 Detail the process for dealing with players bowling with a doubtful action in all competitions affiliated with Queensland Cricket

1.2.2 Provide for an additional mechanism for the reporting of players suspected of bowling with illegal bowling actions at Queensland Country Regional Championships and Under-Age Carnivals

1.3 Nothing contained herein shall override an umpire's responsibility and discretion to apply **Law 21 (2017 Code 3rd ed.)**

F2 Umpires

2.1 Umpires have a duty to ensure the game is played within both the Laws and the Spirit of the game. Umpires must police **Law 21.2 Fair Delivery – The Arm (2017 Code 3rd ed.)**, by notifying Queensland Cricket if they observe any bowler in a match situation who, in their opinion, possesses an action that may contravene these Laws.

2.2 Queensland Cricket has instructed umpires as follows:

2.2.1 There are three categories of delivery:

- a. Fair Delivery
- b. Illegal Delivery (Blatant Throw) and
- c. Doubtful Delivery

Illegal Delivery:

If an umpire believes a bowler has bowled a delivery that is clearly illegal (**i.e. deliberately and blatantly thrown**), the umpire shall call "no-ball" and Report the bowler on the Doubtful Bowling Action Report Form. To be considered an illegal delivery, the ball must be delivered with a markedly different action to the bowler's normal deliveries.

Doubtful Delivery:

If an umpire believes a bowler has bowled with an action that may be illegal, the umpire **should not "call"** the bowler, but record the bowler's name on the Doubtful Bowling Action Report Form. The Doubtful Bowling Action Report Form will offer the umpire two options;

Report: If an umpire believes that a bowler has bowled a ball with an action that ***is illegal***, the umpire should **"Report"** that bowler on the **Doubtful Bowling Action Report Form**.

Mention: If an umpire is suspicious that a bowler has bowled a ball with an action that ***may be illegal***, the umpire should **"Mention"** that bowler on the **Doubtful Bowling Action Report Form**.

Note: Umpires, in deciding whether to call or report a player under these regulations, should use the naked eye viewing the action live and/or on television at normal speed. Slow motion television replays should only be used to confirm initial suspicions.

2.3 If, in any of the competitions detailed in 1.2.1, a player is called by an umpire for throwing in accordance with Law 21.2 or is suspected by the umpire(s) for bowling with an action which contravenes Law 24.2 as read with Law 24.3 (a "Doubtful Bowling Action"), the following procedure shall apply.

2.4 "Umpire" in this procedure means a Cricket Australia accredited Umpire. Only a Cricket Australia accredited Umpire may "Mention" or "Report" a player under this procedure.

F3 Reporting Procedure

3.1 At the conclusion of the match the umpires shall write a report (the Doubtful Bowling Action Report) detailing their concerns about the bowling action of the Player, including whether those concerns relate to the Player's bowling action generally or whether they relate to one or more specific types of delivery.

3.2 The umpires will notify the player, the Player's coach (if applicable), at the end of the days play on which the report is made or the Player is called and email Queensland Cricket a copy of the report form within 72 hours of the conclusion of the match.

3.3 Queensland Cricket will then write to the Secretaries of the Player's Club & Association to advise that the Player has been Mentioned or Reported, to include a copy of the Doubtful Bowling Action Report, and to describe the implications of this Mention or Report for the Player with respect to Queensland Cricket's Doubtful Bowling Action Procedures.

3.4 If a player is called for throwing, Reported or Mentioned by the umpire/s officiating in that match the following procedure will apply:

3.4.1 **A first mention** it is important the Club coach works with the bowler to rectify any doubtfulness in the bowler's action. Queensland Cricket will take no action at this stage.

3.4.2 **A second mention** of a bowler's action within the same season will automatically elevate the bowler to the next level in the procedure.

3.4.3 A first report will place the bowler at **Level 1**. The Club coach works with the bowler to rectify any doubtfulness in the bowler's action. Queensland Cricket will assist the Club coach with coaching methods and drills to assist in the rehabilitation of the bowler.

3.4.4 A second report will place the bowler at **Level 2**. At this level a Queensland Cricket representative will attend a training session and take video evidence of the bowler's action. The Queensland Cricket representative will then provide video analysis of the action with recommendations for remedial work to be done on the bowler's action. At this stage there will be an **8 week "intervention period"** following the analysis to allow the remedial work to be undertaken. During this intervention period the player will be permitted to bowl in matches. They may still be reported, however such reports will not increase the bowlers level. When the 8 week intervention period is completed the Queensland Cricket representative will attend another session and review the bowler's action. (Any further work completed by Queensland Cricket shall be charged to the club at \$165.00 plus GST per session). At no stage does the Queensland Cricket "clear" the bowler's action.

Should the bowler/club decide not to co-operate or participate in this part of the procedure the player will immediately be classified as Level 4, and will be suspended from bowling for 12 months.

3.4.5 A third report will place the bowler at **Level 3**. At this stage the bowler will ***not be permitted to bowl*** in any cricket matches for a period of 8 weeks from the date of the third report. This will allow any remedial work to be continued without the pressure of bowling in a match.

3.4.6 A fourth report will place the bowler at **Level 4**. At this stage the bowler will ***not be permitted to bowl in any cricket matches for a period of 12 months*** from the date of the third report.

3.5 De-Escalation Procedure (effective 1 September 2023)

3.5.1 A player who has been placed at Level 1 and subsequently does not receive a mention or report for a period of three (3) years will revert to having no level in the Doubtful Bowling Action Procedures.

3.5.2 A player who has been placed at Level 2 or above and subsequently does not receive a mention or report for a period of three (3) years will revert down one (1) level in the Doubtful Bowling Action Procedures.

3.5.3 A player who is placed at Level 3 or Level 4 would de-escalate one level for each period of three (3) years that they do not receive a mention or report.

3.5.4 For the avoidance of doubt, the three (3) years referred to in 3.5.1, 3.5.2 & 3.5.3 is measured from the date of the match where the most recent mention or report originated from.

"The procedure is ongoing and players do not return to Level 1 each season. Each report (or two mentions in one season, as the case may be) will progress the procedure, irrespective of time". This is the same for Junior and Senior players treated.

See Report Form in DIAGRAMS APPENDIX and at <https://qsdca.com.au/08b-forms-diagrams-for-umpires>

Appendix G LIGHTNING SAFETY 30-30 RULE

Applies to all Competitions

Play will be suspended in Dangerous or Unreasonable Conditions

The following will apply in addition to **Law 2.8 (2017 Code 3rd ed.)**:

- G1** [30/30 Rule] If thunder follows a lightning flash by 30 seconds or less, play must cease immediately.
- G2** Players and umpires must leave the field immediately and must not return until 30 minutes after the initial lightning flash.
- G3** If during the suspension of play thunder follows a lightning flash by 30 seconds or less, the 30 minute suspension period is to recommence.

Appendix H HOT WEATHER GUIDELINES

Applies to all Competitions

HYDRATION

- H1.1** Due to the vast range of body composition, fitness, and states of acclimatisation represented in childhood and adolescence, no single recommendation on the volume of fluid to be consumed is appropriate.
- H1.2** Regular and effective drinking practices should become habitual to young athletes before, during, and after activity.

HEAT

- H2.1** Climatic conditions vary throughout Australia and individuals' tolerances of heat and humidity varies significantly. Cricket
- H2.2** Australia recommends that Clubs, schools and Associations apply common-sense guidelines to climatic conditions that exist within their respective regions and consult with the Sport Medicine Australia or health promotion organisation within their State or Territory to assist in the development of local policies.
- H2.3** Further information can be found at Sports Medicine Australia: www.sma.org.au

HOT WEATHER

- H3.1** Players' health must always be considered in the scheduling of matches.
- H3.2** Sports Medicine Australia recommends that for children and adolescents, activities should be postponed or cancelled if the temperature reaches the temperature as designated by the local or State Association.
- H3.3** Action should be taken promptly by umpires and officials to cease play under any conditions that may be dangerous to the players and officials.

GUIDELINES FOR FLUID REPLACEMENT

- H4.1** It is important that all involved with cricket take appropriate precautions to avoid sun damage.
- H4.2** Drinks breaks occur every 30 – 60 minutes in all matches (every 30 minutes in conditions of extreme temperature).
- H4.3** Water is the most appropriate drink for re-hydration. However, diluted cordial or sports drinks may be supplied.
- H4.4** Drinks should be available for individual players between drinks breaks. Umpires should be advised when additional drinks are sought and players should make every effort to ensure no time is wasted.
- H4.5** Players should be encouraged to have their own drink bottles.
- H4.6** This ensures that each player has access to an adequate level of replacement fluids and reduces the risk of contamination and viruses.
- H4.7** Where cups & a large container are supplied, cups should not be dipped into the container.
- H4.8** Used cups should be washed or disposed of after use.

From the Well Played booklet p62-63,

www.community.cricket.com.au/clubs/running-your-club/well-played

Appendix I NATIONAL CLUB RISK PROTECTION PROGRAM

Applies to All Competitions

The Cricket Australia **National Club Risk Protection Program** (NCRPP) is a joint initiative of Cricket Australia, the State Bodies and Marsh.

The program was developed to help Clubs and Associations achieve appropriate and affordable insurance cover through a collective approach and greater purchasing power.

In general, all cricket activities are covered under the NCRPP. This includes matches, training, functions, meetings and the like (anywhere in Australia). The program provides competitively broad protection across Public liability, Club management liability and personal injury.

From season 2023/24 onwards the insurance premium is paid by the PlayHQ National Registration Fee. Coverage is 12 months and Expiry/Renewal is 30 June each year.

For more details on the NCRPP please refer to the resources below:
Telephone contact for Marsh is 1300 130 373.

Marsh Website <https://au.marsh.com/sport/cricket-australia/clubs.html>

What's Covered <https://au.marsh.com/sport/cricket-australia/clubs.html>

Downloads <https://play.cricket.com.au/community/clubs/resources#national-club-risk-protection-programme>

Cricket Match Day Checklist

- The online Match Day Checklist is a pre-match inspection tool for evaluating potential injury and accident causes on and around the player and public areas. Designed to introduce and improve risk management processes, it allows Club Officials to identify safety concerns and record any actions required to address these concerns.

<https://info-pacific.marsh.com/acton/media/44357/cricket-check-list-marsh>

- **A printable version of this GAME DAY CHECKLIST is available at**
<https://qsdca.com.au/wp-content/uploads/2023/08/Cricket-Match-Day-Checklist-2023-Marsh-1.pdf>

Certificate of Currency

<https://secure-pacific.marsh.com/forms/au/sch/coc/cricket>

Clubs need to register enough players in PlayHQ for insurance with the National Club Risk Protection Program. Then go to the above website, complete the online risk management module, download their Certificate of Currency and file with QSDCA before the start of the season.

Claims

Forms and Instructions for Personal Injury, Loss of Income, Liability claims here:

<https://au.marsh.com/sport/make-a-claim.html> (select Cricket Australia)

Note: Marsh was previously known as JLT Sport.

Appendix J CHILD PROTECTION POLICIES

Applies to All Competitions

J1 Cricket Australia's most up to date Safeguarding Children and Young People policy will be adopted subject to a QSDCA Management Committee motion.

J2 Policy, Member Protection Declaration form, Links to online Child Protection Training, Instructions on Reporting Allegations or Concerns of Child Abuse, QSDCA Member Protection Information Officer contact, Links to Australian Cricket Child Safety Officer Toolkit can be found at <https://qsdca.com.au/12-safeguarding-children-and-young-people/>

BLUE CARDS

J3 Volunteers need a blue card if their work in sport includes, or is likely to include, providing services that are directed mainly towards children, or conducting activities that mainly involve children, unless an exemption applies.

J4 Required information can be found at <http://www.bluecard.qld.gov.au/>

J5 QSDCA maintains an online Blue Card Register database with Blue Card Services for all volunteers' Blue Cards.

J6 QSDCA maintains a no card, no start policy for all those who work for the association including umpires, committee members and office bearers.

Appendix K PLAYING CONDITION – HELMETS

Applies to All Competitions

In all Association competitions and training sessions the following regulations will apply:

KB Batting

KB1 A batter must wear a British Standard 7928:2013 compliant helmet at all times when batting

KK Wicketkeeping

KK1 At all times when wicket-keeping up to the stumps, the wicketkeeper must wear a British Standard 7928:2013 compliant helmet.

KJ Junior Wicketkeepers Playing in Senior Competitions

KJ1 Any wicket-keeper who is eligible to play junior cricket (under 18) must wear a British Standard 7928:2013 compliant helmet at all times when wicket-keeping within 7 metres of the stumps.

KJ2 The umpire(s) are the sole judges of the distance from the stumps in this clause.

KF Fielding Inside arc from gully to leg gully

KF1 Any fielder in a position closer than 7 metres of the stumps from the batter's position on the popping crease on a middle stump line must wear a British Standard 7928:2013 compliant helmet at all times when fielding, with the exception of any fielding position behind the stumps between the accepted position of off side gully to the accepted position of leg side gully.

KF2 The umpire(s) are the sole judges of the distance from the stumps in this clause.

KF3 The exchange of protective equipment between members of the fielding side on the field of play is permitted provided that the umpire(s) do not consider that it constitutes a waste of playing time.

KF4 Note: For the avoidance of doubt, any fielder within the prescribed distance regarded to be fielding wider than a standard "gully" or "leg gully" must wear a British Standard 7928:2013 helmet. But fielders fielding finer than gully or leg gully e.g. any slip or leg slip are not required to wear a British Standard 7928:2013 helmet.

KE Responsibility and Enforcement

KE1 In a match with official umpires, the umpire(s) is (are) responsible for ensuring that a helmet is worn when required by clauses **KB1, KK1, KJ1 and KF1** but are not responsible for ensuring that the helmet being worn by the batter, wicket-keeper or fielder is compliant with British Standard 7928:2013.

KE2 In a match with official umpires, the umpire(s) must not allow the match to continue during any period in which a batter, wicket-keeper or fielder fails to wear a helmet when required by clauses **KB1, KK1, KJ1 and KF1**.

KE3 In a match without official umpires, the captains of both batting and bowling teams are responsible for compliance with these clauses.

KE4 In a match without official umpires, the captains of both batting and bowling teams will not permit the match to continue during any period in which any batter, wicket-keeper standing up to the stumps or fielder within the prescribed area fails to wear a helmet.

KE5 If any player plays in a match in contravention of clauses in Appendix K the Management Committee may impose on that player's Club a penalty in accordance with **Playing Regulation 46 and 47**.

KA For the avoidance of doubt

KA1 Caught: A batter can be out caught where the ball rebounds or ricochets directly or indirectly off the helmet worn by any player.

KA2 Run Out: A batter can be out run out where the ball rebounds or ricochets directly or indirectly onto the stumps off the helmet worn by a fielder.

KA3 Stumped: A batter can be out stumped where the ball rebounds or ricochets directly or indirectly onto the stumps off the helmet worn by a wicketkeeper.

KA4 Replacement helmets: Helmets should be replaced immediately in accordance with the manufacturers recommendations following a significant impact.

KA5 7 metre distance: Research shows that the minimum distance for a fielder to react to a batter hitting the ball is 7 metres.

Appendix L QSDCA PLAYER UMPIRE POLICY

Applies to all Competitions

Preamble

The Association aims to appoint Cricket Australia accredited umpires for each and every match in all competitions. However there are many times when this is not actually possible due to shortages of umpires. Consequently the player umpire is a necessary part of most games whether standing at the square leg position or at both ends.

- L1** Any person appointed as a player umpire in QSDCA match is appointed under the **Laws of Cricket (2017 Code 3rd ed)** and by the consent of the two captains of the teams in the match and has the same status, rights, powers and responsibilities as any other umpire.
- L2** In accordance with the **Preamble - The Spirit of Cricket, Laws 1.4 and 41.1 (2017 Code 3rd ed.)**, Captains will be held responsible for both the conduct of and behaviour towards any person acting as a player umpire.
- L3** In addition to the Codes of Behaviour, The Spirit of Cricket and provisions of **Law 2 The Umpires(2017 Code 3rd ed.)**, the following statements are applicable to player umpires whether in partnership with a Cricket Australia accredited umpire or in Player Umpire only matches.
- L4** Player umpires will change over when needed without unnecessary delay or interruption to play.
- L5** Player umpires will be reasonably clothed including footwear and a shirt which is visually different to other player clothing when standing during matches.
- L6** Player umpires will be suitably equipped (eg. ball counters).
- L7** Player umpires will be familiar with suitable umpiring practices and the laws of Cricket **(2017 Code 3rd ed.)** the game including but not limited to:
 - run out
 - stumped
 - hit wicket
 - short runs
 - creases
 - conditions of ground weather and light
 - wicket-keeper position
 - height of non-pitching and short pitched balls
 - boundaries
 - fair catches
 - signals to scorers
 - umpire to umpire signals
- L8** Player umpires will be expected to pay sufficient attention to the play so as to be able to give credible decisions.
- L9** Player umpires will limit conversation with other players to that which is necessary for the conduct of the game.
- L10** Player umpires will not coach members of either team on the field.
- L11** Player umpires will report to the other umpire any pitch damage made by batters or fielders. See **Laws 41.12 and 41.14 (2017 Code 3rd ed.)**
- L12** Player umpires do not need to explain their decisions nor should there be any expectation to do so.
- L13** All players and participants are expected to be sufficiently familiar with the **Laws of Cricket (2017 Code 3rd ed.)** and the Spirit of Cricket and the Codes of Behaviour as found in the QSDCA Playing Regulations.
- L14** Abuse of player umpires will not be tolerated.
- L15** Violations of the Codes of Behaviour are expected to be reported by any person specified in Appendix A Section 4(a) using the QC COB Report form at <http://www.qldcricket.com.au/cobreport>
- L16** If a member of either team wishes to make a comment about a player umpire they may do so ONLY via their Captain.
- L17** Either captain may discuss player Umpire performance with the Cricket Australia accredited umpire or, in their absence, the opposing captain at any time.
- L18** If the issue raised can be resolved by replacement of the player umpire with another person then both Captains will be expected to agree to such a change immediately.
- L19** All participants must behave at all times in a way that does not breach the **Laws of Cricket** (such as **Laws 41.09 and 41.10 (2017 Code 3rd ed.)**) or the Code Of Behaviour (such as Dissent and Conduct Detrimental to the Game).

Appendix M SOCIAL MEDIA USE POLICY

Applies to all QSDCA Participants and Competitions

NEW VERSION JULY 2025**Purpose**

Social media is an important business tool and allows Affiliated Clubs, Associations and Indoor Centres to communicate and engage with a variety of audiences in a manner that is timely and cost-effective. The purpose of the Social Media Use Policy is to encourage positive, responsible and safe use of Social Media by the Association, Affiliated Clubs and all Cricket Participants in QSDCA Competitions while ensuring appropriate standards, which protect the interests and reputation of Australian Cricket.

This Policy helps Cricket Participants understand the parameters for use of personal Social Media accounts and the responsibilities of Cricket Participants when using the Social Media accounts of Cricket Organisations. It outlines the circumstances in which the use of Social Media will be monitored, and the actions which will be taken in respect of breaches of this policy.

This Policy does not apply to Cricket Participants using Social Media for personal expression or other online activities in their personal life, independent of their relationship to the Cricket Organisation.

Australian Cricket Commitment to Online Safety

Cricket Australia has signed the Online Safety Statement of Commitment alongside 23 other major sporting organisations from around Australia, to actively support the work of the Commonwealth Government eSafety Commissioner to help keep all Australians safe online.

Scope

This Policy applies to all QSDCA Participants including players, umpires, coaches, volunteers and committee members. This Policy applies to Social Media in the following situations:

- Cricket-related Social Media where the Cricket Participant is posting as a representative of QSDCA on branded Social Media pages or sites; and
- Personal use of Social Media by a Cricket Participant whenever they are identifiable as a QSDCA member and when they are posting about QSDCA including it Cricket Participants, teams, sponsors or other stakeholders.

POLICY DETAIL**M1.1 Cricket Related Social Media**

Only QSDCA representatives who are authorised as part of their role are permitted to post material or content on the page or profiles representing the entity. Such posts must be consistent with the Spirit of Cricket and Values and must comply with 1.3 Expectations of Appropriate Social Media Use below.

M1.2 Personal Use of Social Media

Cricket Participants are encouraged to share their passion for cricket by posting photos and information to Social Media in a positive manner. Such posts must be consistent with the Spirit of Cricket and the values of QSDCA.

Just like behaviour on the pitch, Social Media posts and interactions must reflect the Spirit of Cricket and values of your club.

When using Social Media, Cricket Participants should consider the following:

- Would I want my family, friends, team or coach to see this post?
- Am I revealing any confidential or sensitive information?
- Could my post damage the reputation of my Club, Association or Australian Cricket?
- Is my post disrespectful, unkind or harmful to others?
- Could my post be viewed as discriminatory, defamatory or in breach of any Integrity policies or Federal, State or Territory legislation?

M1.3 Expectations of Appropriate Social Media Use

a) Be Respectful

All Cricket Participants must treat all others with dignity, courtesy and respect when using Social Media. Posts should be consistent with the State or Territory Cricket Association's Code of Conduct, Members Protection Policy, Australian Cricket's Framework for Safeguarding Children and Young People, and other relevant policies.

As a general guide, if a comment is not appropriate within the workplace, then it is also not appropriate on Social Media. Posting material, statement, comment or views that is or considered to be offensive, obscene, defamatory, harassment, bullying, discriminatory, racist, sexist, homophobic, biphobic, transphobic, infringes copyright, or is unlawful is prohibited conduct. If Social Media content is posted by someone else that may be considered prohibited conduct, it is recommended that you do not 'like' or become involved in that post in any way.

b) Maintain Privacy and Confidentiality

You may have access to sensitive, private and confidential information and intellectual property that is not in the public domain including information about Cricket Participants, sponsors or Australian Cricket entities. If you are unsure whether information is confidential, you must confirm with that person or organisation before it is posted.

Be mindful of who you share confidential or private information with and how it is shared within to ensure that it is not inadvertently made public. For example, when using a closed Facebook 'Group', posts are accessible by all group members and images or posts can be "screenshot" and shared externally without knowledge. If you publish photos or videos on Social Media that have children, you must have parental consent. Do not share confidential personal information or intellectual property obtained via your role in a Cricket Organisation or its Stakeholders online. For example, information that you can view or access in PlayHQ that is not publicly available should not be downloaded and stored on your personal device and/or shared with others. You should never share your personal ID or logon details or use the ID or logon details of another person (without express permission) or otherwise impersonate any other person.

c) No disparaging comments

Social media posts made by Cricket Participants should in no way disparage other Cricket Participants, Clubs or associations. Do not post or link to content that contains illegal or indecent content, including defamatory, vilifying or misleading and deceptive content.

When posting online consider the digital footprint and ensure that your online presence and reputation reflects the personal image you want to display. As a Cricket Participant if a post, comment, statement or view is made and determined by the relevant Cricket Organisation to be unacceptable, you may be asked to remove the post, comment, statement or view prior to returning to Cricket. Further action may be taken by the Cricket Organisation against the Cricket Participant in accordance with relevant policies or code.

d) Use of Image and Copyright

If publishing photos or videos on Social Media that may contain children, prior consent is required as per the Australian Cricket Framework for Safeguarding Children and Young People.

You must obtain express permission from an individual to use a direct, clearly identifiable image of that person.

You should also refrain from posting any information or photos of a sensitive nature. This could include accidents, incidents or controversial behaviour.

Only publish material you have a right to publish. Do not upload or post content belonging to a third party unless you have obtained the subject's explicit prior written consent.

e) Being targeted by poor conduct on Social Media

Cricket Participants and clubs may be targeted by poor behaviour online, as a result of being involved in our sport. This can be by other members, or unknown sources. It could include comments, posts and messages that are offensive, obscene, defamatory, harassment, bullying, discriminatory, racist, sexist, homophobic, image-based abuse, or unlawful. The wellbeing and safety of all Cricket Participants is vital. Like poor conduct or issues that occur in-person, poor conduct online should be dealt with swiftly and/or reported to your Club and/or State or Territory Cricket Associations MPIO. If someone is targeted by online abuse refer to the relevant Member Protection, Complaints and Resolutions or other relevant policies. You can also take extra steps to report serious online abuse.

- Collect evidence – take screenshots of what has happened and where
- Report to platform – report harmful posts or profiles to the online service or platform first
- Report to eSafety *– if the platform doesn't respond, report to eSafety. Image-based abuse should be reported immediately to eSafety
- Stop contact, tighten security and prevent sharing on Social Media accounts.

* The eSafety Commissioner (eSafety) is an Australian Government Organisation that can help deal with serious online abuse or illegal and restricted online content. In the most serious cases, eSafety can direct an online service or platform to remove harmful content that has been sent, posted or shared about them.

BREACH OF POLICY

M2.1 If a Cricket Participant believes that they may have breached this Policy, they should immediately remove the relevant Social Media post or comment and discuss the matter with a Club or Association representative immediately.

M2.2 If a Cricket Participant notices a post or comment posted by someone else that may be a breach of this policy, they are asked to take a screenshot and report the comment to their Club or a QSDCA representative.

M2.3 A breach of this Policy may be considered serious and require the Club or Association to refer the incident to the State or Territory Cricket Association in accordance with the Member Protection or Complaints and Disputes Policy.

RELATED DOCUMENTS, LEGISLATION AND STANDARDS

This document should be read and implemented in conjunction with:

- Code of Conduct relevant to the State or Territory Cricket Association
- Member Protection Policy relevant to the State or Territory Cricket Association
- Australian Cricket's Framework for Safeguarding Children and Young People
- Community Cricket Social Media Use Guidelines
- Relevant Federal, State or Territory Legislation, including The Online Safety Act 2021

DEFINITIONS

Affiliated Associations, Clubs and Indoor Centres means any cricket association or club or indoor centre that has agreed to be bound by this Policy including Queensland Sub-districts Cricket Association (QSDCA).

Cricket Participant means:

1. Directors, committee members and officers of Queensland Sub-districts Cricket Association.
2. Employees, consultants or contractors of Queensland Sub-districts Cricket Association.
3. Volunteers of Queensland Sub-districts Cricket Association (QSDCA)
4. Players that are registered with or entitled to participate in the activities of Queensland Sub-districts Cricket Association (QSDCA)
5. Coaches (including assistant coaches), who:
 - a. hold a Cricket Coaches Australia Accreditation unless the coach falls within the definition of Australian Cricket Personnel;
 - b. are appointed and/or engaged by Queensland Sub-districts Cricket Association (QSDCA)
 - c. have an agreement (whether or not in writing) with an Affiliated Association, Club or Indoor Centre to coach in a facility owned or managed by the State and Territory Cricket Association; or
 - d. have an agreement (whether or not in writing) with an Affiliated Association, Club or Indoor Centre to coach in a facility owned or managed by the Affiliated Association or Club
6. Umpires, selectors and other officials, who:
 - a. hold a Cricket Umpires Australia Accreditation unless the umpire falls within the definition of Australian Cricket Personnel; or
 - b. umpire or officiate cricket matches for Affiliated Associations, Clubs or Indoor Centres
7. Cricket Blast Coordinators
8. Team support staff;
9. Parents/guardians holding a specific role within Queensland Sub-districts Cricket Association (QSDCA) (including regular scorers); and
10. Any other person who has agreed to be bound by this Policy

Social Media means any online media (including websites and applications whether on a desktop computer, tablet or mobile device) that allows Cricket Participants to create, share, broadcast or exchange information, ideas, and pictures/videos in virtual communities and networks.

Commonly used Social Media platforms in Australia include Facebook, Instagram, TikTok, WhatsApp, YouTube and many others.

Spirit of Cricket means the Preamble to the Laws as published by the Marylebone Cricket Club which promotes respect, fairness, and positive conduct by all participants, upholding the game's values beyond its Laws.

Adapted from the CA Social Media Use Policy template at <https://tinyurl.com/2cahc6d3>

And PlayCricket Social Media Use Guidelines at

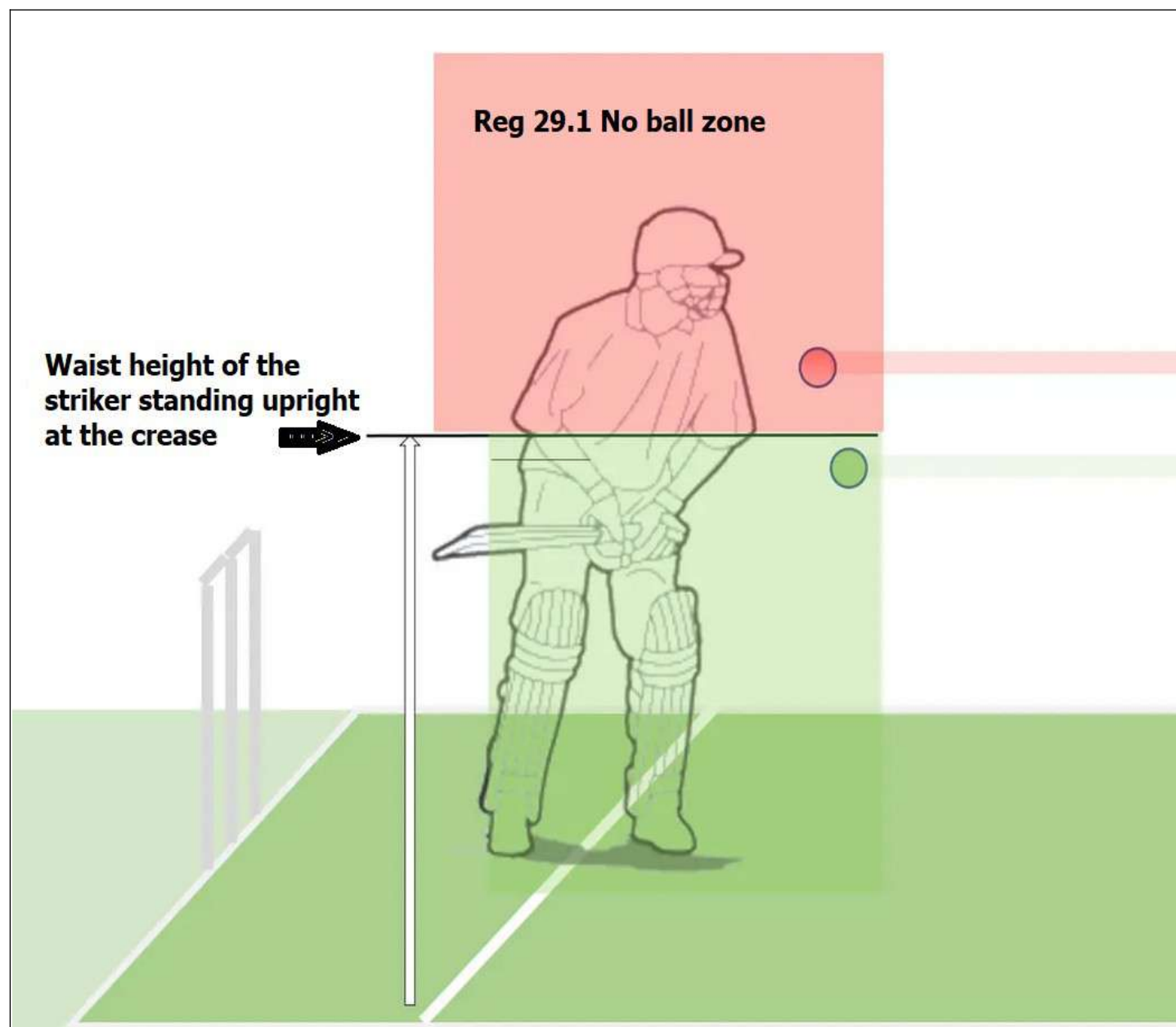
<https://play.cricket.com.au/community/resources/player-safety/social-media>

Diagrams Appendix

See Regulation 29.1 Waist High Non-pitching Balls

LINK <https://tinyurl.com/nhfnd7fj>

Applies to all competitions

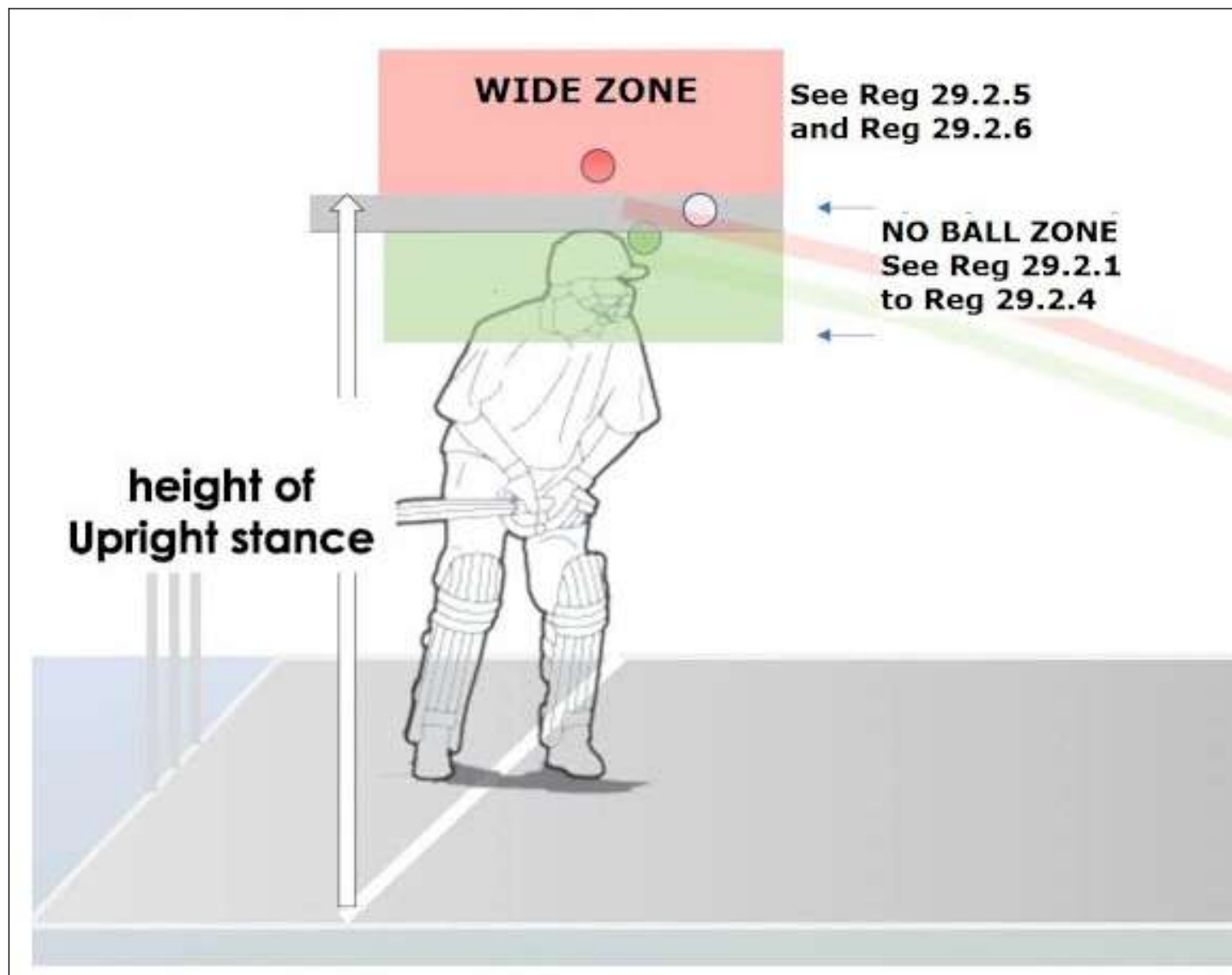


Diagrams Appendix

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

LINK <https://tinyurl.com/yc5nfpsp>

Applies to all competitions



Diagrams Appendix


See Regulation 7 The Team List

LINK <https://tinyurl.com/26vkcak2>

Applies to all competitions

Queensland Sub Districts Cricket Association Inc.

TEAM LIST

TEAM NAME					
ROUND			DATES		
GRADE			GROUND		
STARTING TEAM		AGE If 18 or younger	REPLACEMENTS Saturdays Maximum 4 Sundays 1 x "Supersub" Over 40's 1 x non-batter if 12 v11		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			11		
12			 Over 40's Matches only		
CAPTAIN		PHONE NO.			
OPPOSITION TEAM NAME					
UMPIRE(S)					
			COPY with mobile phone camera		

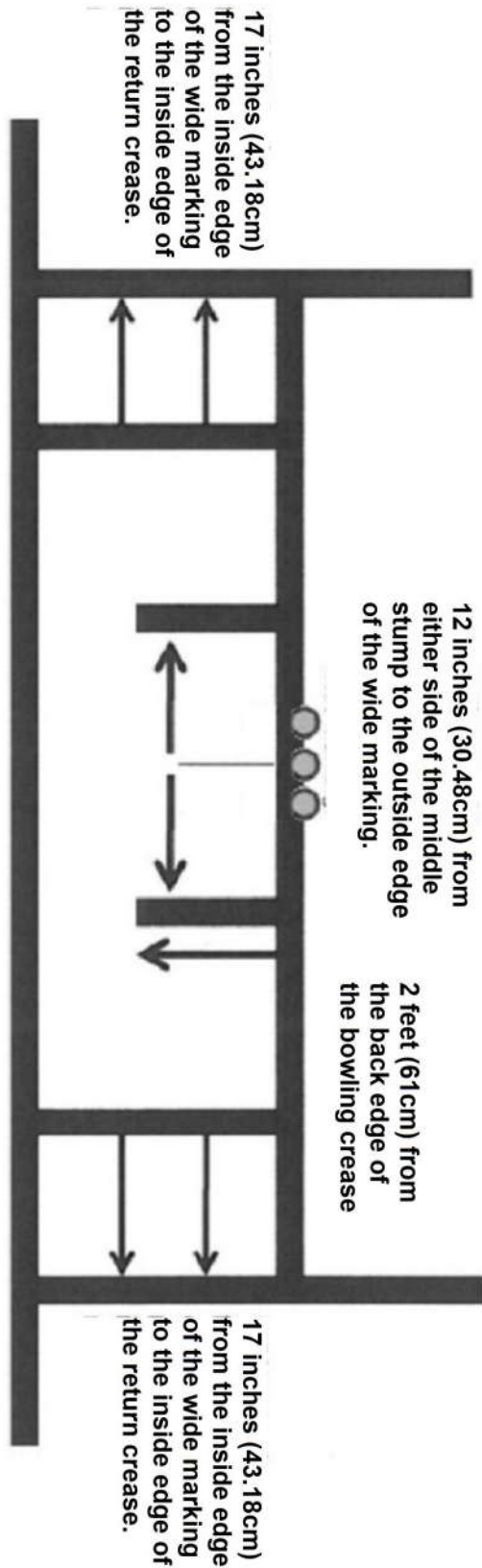
Diagrams Appendix

See Regulation 28.3 One Day Wide Markings

LINK <https://tinyurl.com/yknxc22a>

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

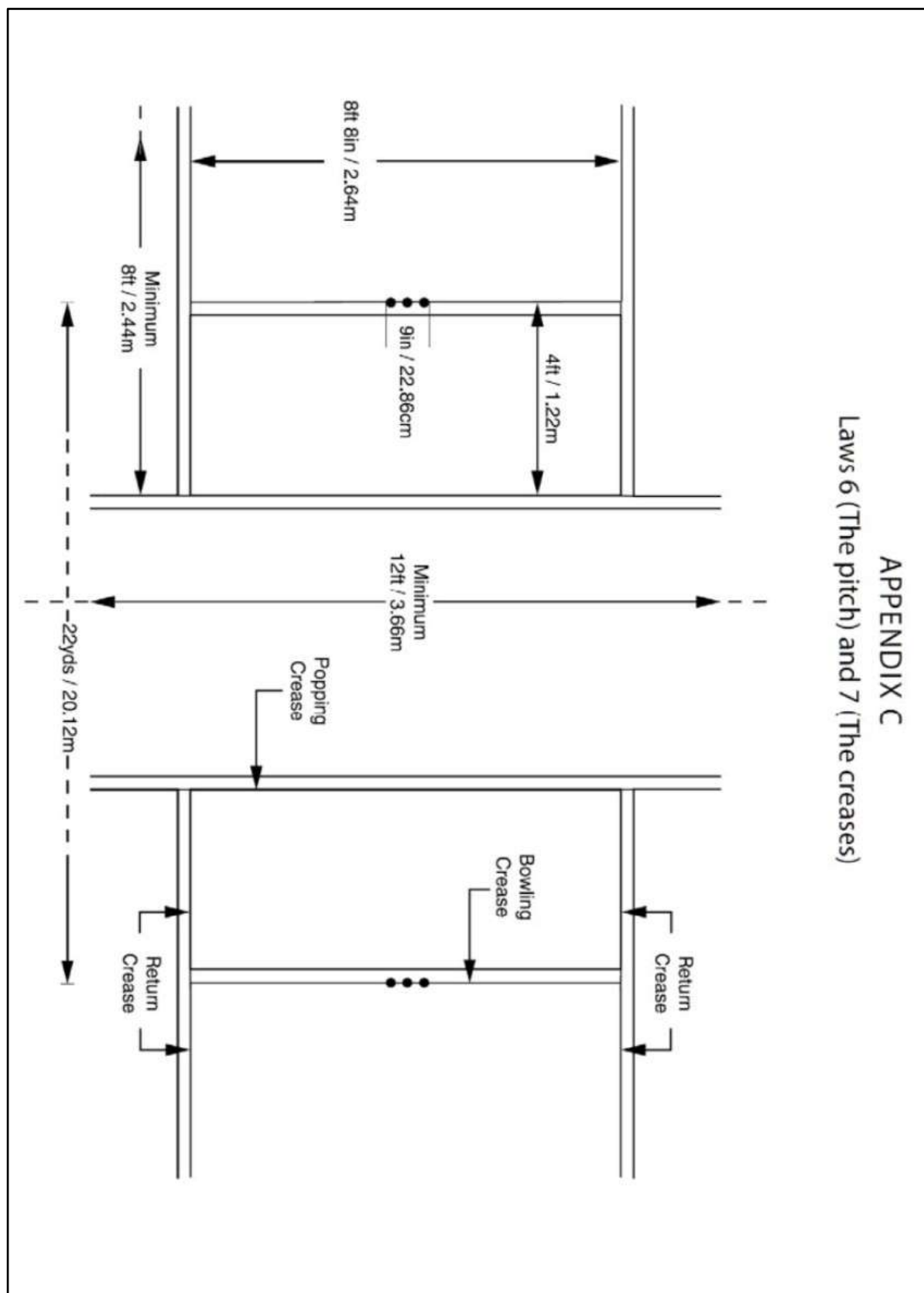
Wide Marking for One Day and T20 Matches



adapted from QLD Cricket Premier Grade Handbook 2012/13 p108

LINK <https://tinyurl.com/w8za3a33>

Applies to all competitions

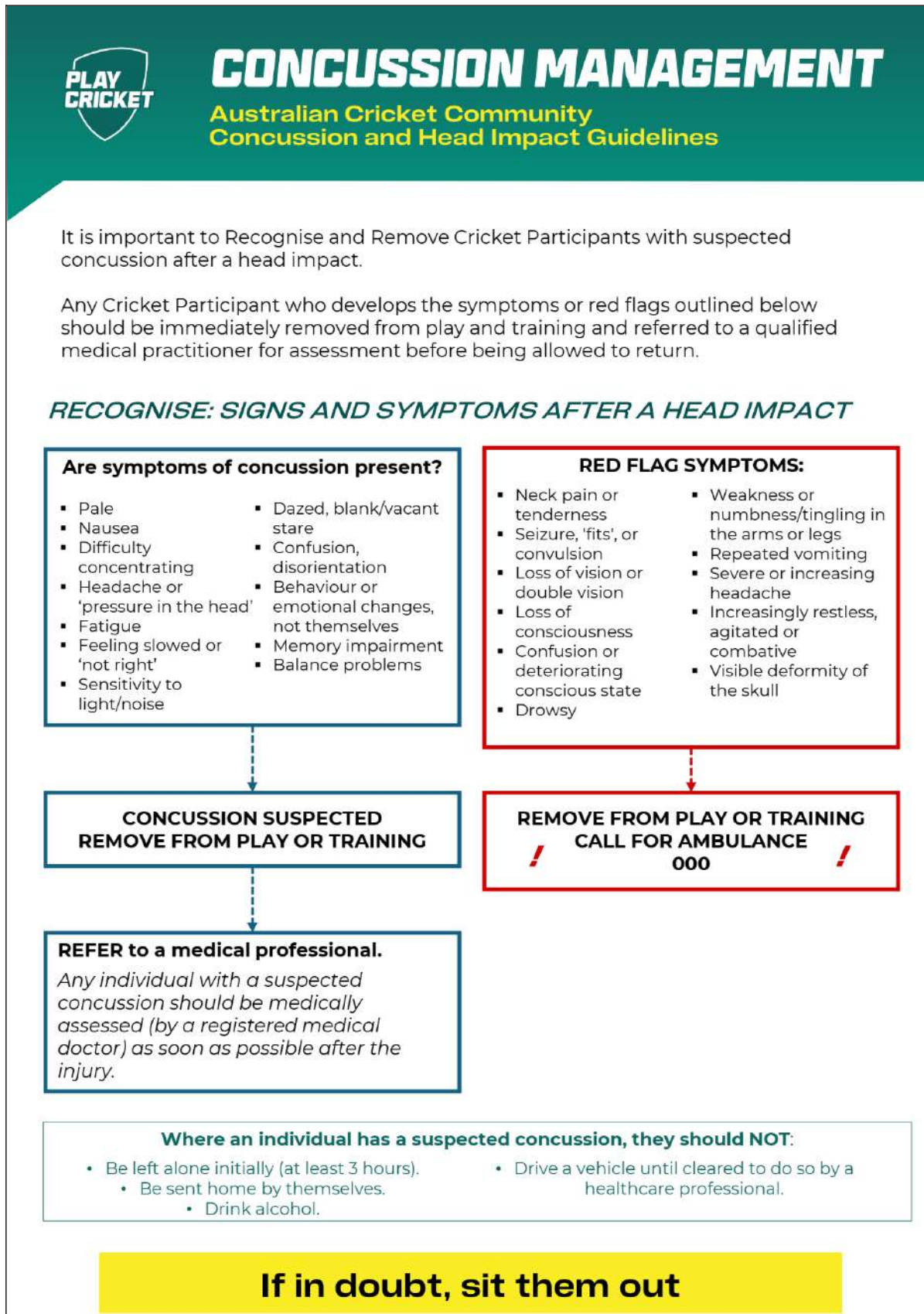


Diagrams Appendix

Appendix D On Field Concussion Management Form

LINK <https://tinyurl.com/mpvacrf2>

Applies to all competitions




Diagrams Appendix

Appendix D Head Injury Incident Report Form

LINK <https://tinyurl.com/36y7ykkj>

Applies to all competitions

 INCIDENT REPORT FORM Australian Cricket Community Concussion and Head Impact Guidelines	
Australian Cricket recommends a conservative approach to suspected concussion after a head impact or collision. This report form should be completed as soon as practical following an incident.	
Participant Name	Date of Birth
Club Name	Date of Injury
Location/Venue of Incident	
Activity	<input type="checkbox"/> Training <input type="checkbox"/> Match <input type="checkbox"/> Other:
Cause of Impact	<input type="checkbox"/> Ball Strike <input type="checkbox"/> Body/Collision <input type="checkbox"/> Bat <input type="checkbox"/> Other:
Details of Injury/Incident	
<div> <div> RED FLAG SYMPTOMS PRESENT? <div> <input type="checkbox"/> Neck pain or tenderness <input type="checkbox"/> Seizure, 'fits', or convulsion <input type="checkbox"/> Loss of vision or double vision <input type="checkbox"/> Loss of consciousness <input type="checkbox"/> Confusion or deteriorating conscious state </div> <div> <input type="checkbox"/> Drowsy <input type="checkbox"/> Weakness or numbness/tingling in the arms or legs <input type="checkbox"/> Repeated vomiting <input type="checkbox"/> Severe or increasing headache <input type="checkbox"/> Increasingly restless, agitated or combative <input type="checkbox"/> Visible deformity of the skull </div> </div> <div> IF YES, CALL 000 </div> </div> <div> SUSPECTED CONCUSSION SIGNS <div> <input type="checkbox"/> Pale <input type="checkbox"/> Nausea <input type="checkbox"/> Difficulty concentrating <input type="checkbox"/> Headache or 'pressure in the head' <input type="checkbox"/> Fatigue <input type="checkbox"/> Feeling slowed or 'not right' </div> <div> <input type="checkbox"/> Sensitivity to light/noise <input type="checkbox"/> Dazed, blank/vacant stare <input type="checkbox"/> Confusion, disorientation <input type="checkbox"/> Behaviour or emotional changes, not themselves <input type="checkbox"/> Memory impairment <input type="checkbox"/> Other: _____ </div> </div> <div> IF YES, REFER FOR MEDICAL ASSESSMENT </div>	

Diagrams Appendix

See Appendix D from Concussion Guidelines 6.4

LINK <https://tinyurl.com/mrxnussy>

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 <https://tinyurl.com/3mb6v6yx>

Diagrams Appendix

QSDCA Injury Report Form

LINK <https://tinyurl.com/3628yd8v>

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:	Ground:
MATCH TEAMS:	Vs	
Name of injured person:		
		Date of Birth: ____ / ____ / ____

Occurrence:

- New ☐
 Aggravated ☐
 Recurrent ☐
 Illness ☐
 Existing ☐

Injury Mechanism:

- Collision with player ☐
 Collision with object ☐
 Field Conditions ☐
 Slip/Fall ☐
 Struck by object ☐
 Overuse ☐
 Overextension ☐
 Other ☐

Intervention:

- RICE ☐
 Referred to medical assistance (e.g. ambulance, hospital, doctor) ☐
 Rest ☐
 First Aid ☐
 Other ☐

Site of Injury (draw circle or arrow)



Describe briefly what happened:

Witnesses:

Name of person making this report:

Send a copy of this report to secretary@qsdca.com.au 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.*

Diagrams Appendix

See Regulation 26.6 Calculation Sheet

LINK <https://tinyurl.com/mrxxhc36>

Applies to Saturday 35 Over 1 Day Matches

Queensland Sub Districts Cricket Association Inc.	
INTERRUPTIONS TO A 35 OVER ONE DAY MATCH	
2025/26	
Calculation Sheet 1A	
For use when a delay or interruptions occur in the FIRST INNINGS	
Time	280 minutes
TOTAL PLAYING TIME AVAILABLE AT START OF THE MATCH	(A) mins
ENTER TIME INNINGS HAS BEEN IN PROGRESS	(B) mins
PLAYING TIME LOST	(C) mins
TOTAL REMAINING PLAYING TIME AVAILABLE [A - B - C]	(D) mins
Overs	
OVERS BOWLED AT TIME OF INTERRUPTION	(E) overs
OVERS REMAINING IN MATCH [D ÷ 4] (to 2 decimal places)	(F) overs
MAX. OVERS PER TEAM [(F + E) ÷ 2] (round up to even number)	(G) overs
OVERS TO BE BOWLED AFTER RESTART [G - E]	(H) overs
Overs per bowler (select one)	
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
(11) overs	
Rescheduled Playing Hours	
TIME FIRST INNINGS TO RESTART	(I) time
REMAINING LENGTH OF INNINGS [H x 4]	(K) mins
NEW FIRST INNINGS FINISH TIME [J + K]	(L) time
LENGTH OF INTERVAL	20 minutes
NEW SECOND INNINGS START TIME [L + M]	(N) time
NEW SECOND INNINGS FINISH TIME [N + G x 4]	(O) time
Calculation Sheet 1B	
To check if an interruption during the FIRST INNINGS should close the innings	
TIME FIRST INNINGS TO RESTART	(P) time
SECOND INNINGS FINISH TIME (5.30pm or 6.00pm)	(Q) time
TOTAL REMAINING TIME (minutes between P and Q)	(R) mins
LESS INTERVAL [R - M]	(R1) mins
POTENTIAL OVERS TO BE BOWLED [R1 ÷ 4] (round up fractions)	(S) overs
OVERS BOWLED AT TIME OF INTERRUPTION	(T) overs
If S is greater than T then First Innings will continue, go back to Calculation Sheet 1A	
If S is less than or equal to T, then First Innings is ENDED, go to Calculation Sheet 2A	

Queensland Sub Districts Cricket Association Inc.	
INTERRUPTIONS TO A 35 OVER ONE DAY MATCH	
2025/26	
Calculation Sheet 2A	
For the start of the SECOND INNINGS	
Maximum overs to be bowled:	
OVERS TO BE BOWLED (if first innings was terminated, 5 from Appendix 1B)	(a) overs
SCHEDULED LENGTH OF INNINGS [a x 4]	(b) mins
TIME FOR SECOND INNINGS TO START	(c) time
NEW SECOND INNINGS FINISH TIME [c + b]	(d) time
Overs per bowler (select one)	
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
(11) overs	0
Calculation Sheet 2B	
For use when interruption occurs after the start of the SECOND INNINGS	
Time	
TOTAL TIME AVAILABLE AT START OF INNINGS (140 mins or reduced no.)	(e) time
ENTER TIME SECOND INNINGS HAS BEEN IN PROGRESS	(f) time
PLAYING TIME LOST	(g) mins
TOTAL REMAINING PLAYING TIME AVAILABLE [e - f - g]	(h) time
Overs	
TOTAL OVERS AVAILABLE AT START OF INNINGS (35 or reduced number)	(i) overs
OVERS BOWLED AT TIME OF INTERRUPTION	(j) overs
OVERS TO BE BOWLED AFTER RESTART [h ÷ 4] (round down fractions)	(k) overs
Rescheduled Playing Hours	
TIME SECOND INNINGS TO RESTART	(m) time
REMAINING LENGTH OF INNINGS [k x 4]	(n) mins
NEW SECOND INNINGS FINISH TIME [m + n]	(o) time
Overs per bowler (select one)	
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
(11) overs	
Target Score (Average Run Rate)	
First Innings total	(v) runs
First Innings overs (if all out then = 35, use correct fractions 1/6 1/3 1/2 2/3 5/6)	(w) overs
Average Run Rate [v ÷ w]	(x) R.P.O
Second Innings overs [j + k]	(y) overs
Target Score [x x y] (Round up for winning score)	(z) runs

Diagrams Appendix

See Regulation 26.6 Calculation Sheet

LINK <https://tinyurl.com/ywjhawtr>

Applies to Sunday 50 Over 1 Day Matches

Queensland Sub Districts Cricket Association Inc.

INTERRUPTIONS TO A 50 OVER MATCH

Calculation Sheet 1A

2025/26

For use when a delay or interruptions occur in the FIRST INNINGS

Time

TOTAL PLAYING TIME AVAILABLE AT START OF THE MATCH

ENTER TIME INNINGS HAS BEEN IN PROGRESS

PLAYING TIME LOST

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

TOTAL REMAINING PLAYING TIME AVAILABLE [A - B - C + (30 - C1)]

Overs

OVERS BOWLED AT TIME OF INTERRUPTION

OVERS REMAINING IN MATCH [D ÷ 4] (to 2 decimal places)

MAX. OVERS PER TEAM [(F + E) ÷ 2] (round up to even number)

OVERS TO BE BOWLED AFTER RESTART [G - E]

Overs per bowler (select one)Total Overs in Innings 46 to 50 41 to 45 36 to 40 31 to 35 25 to 30
Max. Overs each bowler 10 9 8 7 6**Rescheduled Playing Hours**

TIME FIRST INNINGS TO RESTART

REMAINING LENGTH OF INNINGS [H x 4]

NEW FIRST INNINGS FINISH TIME [J + K]

NEW SECOND INNINGS START TIME [L + C1]

NEW SECOND INNINGS FINISH TIME [N + G x 4]

Calculation Sheet 1B

To check if an interruption during the FIRST INNINGS should close the innings

TIME FIRST INNINGS TO RESTART

SECOND INNINGS FINISH TIME (4.40pm on standard schedule)

TOTAL REMAINING TIME (minutes between P and Q)

LESS INTERVAL [R - C1]

POTENTIAL OVERS TO BE BOWLED [R1 ÷ 4] (round up fractions)

OVERS BOWLED AT TIME OF INTERRUPTION

If S is greater than T then First Innings will continue, go back to Calculation Sheet 1A

If S is less than or equal to T, then First Innings is ENDED, go to Calculation Sheet 2A

Queensland Sub Districts Cricket Association Inc.

INTERRUPTIONS TO A 50 OVER MATCH

Calculation Sheet 2A

2025/26

For the start of the SECOND INNINGS

Maximum overs to be bowled:

OVERS TO BE BOWLED (if first innings was terminated, S from Appendix 1B)

SCHEDULED LENGTH OF INNINGS [a x 4]

TIME FOR SECOND INNINGS TO START

NEW SECOND INNINGS FINISH TIME [c + b]

Overs per bowler (select one)Total Overs in Innings 46 to 50 41 to 45 36 to 40 31 to 35 25 to 30
Max. Overs each bowler 10 9 8 7 6**Calculation Sheet 2B**

For use when interruption occurs after the start of the SECOND INNINGS

Time

TOTAL TIME AVAILABLE AT START OF INNINGS (200 mins or reduced no.)

ENTER TIME SECOND INNINGS HAS BEEN IN PROGRESS

PLAYING TIME LOST

TOTAL REMAINING PLAYING TIME AVAILABLE [e - f - g]

Overs

TOTAL OVERS AVAILABLE AT START OF INNINGS (50 or reduced number)

OVERS BOWLED AT TIME OF INTERRUPTION

OVERS TO BE BOWLED AFTER RESTART [h ÷ 4] (round down fractions)

Rescheduled Playing Hours

TIME SECOND INNINGS TO RESTART

REMAINING LENGTH OF INNINGS [k x 4]

NEW SECOND INNINGS FINISH TIME [m + n]

Overs per bowler (select one)Total Overs in Innings 46 to 50 41 to 45 36 to 40 31 to 35 25 to 30
Max. Overs each bowler 10 9 8 7 6**Target Score (Average Run Rate)**

First Innings total

First Innings overs (if all out then =50, use correct fractions 1/3 1/3 2/3 5/6)

Average Run Rate [v ÷ w]

Second Innings overs [j + k]

Target Score [x x y] (Round up for winning score)

(a)	overs
(b)	mins
(c)	mins
(d)	mins
(e)	mins
(f)	mins
(g)	mins
(h)	mins
(i)	overs
(j)	overs
(k)	overs
(l)	mins
(m)	mins
(n)	mins
(o)	mins
(p1)	overs
(v)	runs
(w)	overs
(x)	R.P.O
(y)	overs
(z)	runs

Diagrams Appendix

See Regulation 26.6 Calculation Sheet

LINK <https://tinyurl.com/mutz98rz>

Applies to Super 20 Matches

Queensland Sub Districts Cricket Association Inc.	
INTERRUPTIONS TO A SUPER 20 MATCH	
2025/26	
Calculation Sheet 1A	
For use when a delay or interruptions occur in the FIRST INNINGS	
Time	160 minutes
TOTAL PLAYING TIME AVAILABLE AT START OF THE MATCH	(A) mins
ENTER TIME INNINGS HAS BEEN IN PROGRESS	(B) mins
PLAYING TIME LOST	(C) mins
TOTAL REMAINING PLAYING TIME AVAILABLE [A - B - C]	(D) mins
Overs	
OVERS BOWLED AT TIME OF INTERRUPTION	(E) overs
OVERS REMAINING IN MATCH [D ÷ 4] (to 2 decimal places)	(F) overs
MAX. OVERS PER TEAM [(F + E) ÷ 2] (round up to even number)	(G) overs
OVERS TO BE BOWLED AFTER RESTART [G - E]	(H) overs
Overs per bowler (select one)	
Total Overs in Innings	16 to 20 11 to 15 10
Max. Overs each bowler	4 3 2
(11) overs	
Fielding Restriction Overs (select one)	
Total Overs in Innings	20 17-19 14-16 10-13
FRO's	6 5 4 3
(12) overs	
Rescheduled Playing Hours	
TIME FIRST INNINGS TO RESTART	(J) time
REMAINING LENGTH OF INNINGS [H x 4]	(K) mins
NEW FIRST INNINGS FINISH TIME [J + K]	(L) time
LENGTH OF INTERVAL	10 minutes
NEW SECOND INNINGS START TIME [L + M]	(M) mins
NEW SECOND INNINGS FINISH TIME [N + G x 4]	(N) time
(O) time	
Calculation Sheet 1B	
To check if an interruption during the FIRST INNINGS should close the Innings	
TIME FIRST INNINGS TO RESTART	(P) time
SECOND INNINGS FINISH TIME (12.20pm or 4.20pm on standard schedule)	(Q) time
TOTAL REMAINING TIME (minutes between P and Q)	(R) mins
LESS INTERVAL [R - M]	(R1) mins
POTENTIAL OVERS TO BE BOWLED [R1 ÷ 4] (round up fractions)	(S) overs
OVERS BOWLED AT TIME OF INTERRUPTION	(T) overs
(7) overs	
If S is greater than T then First Innings will continue, go back to Calculation Sheet 1A	
If S is less than or equal to T, then First Innings is ENDED, go to Calculation Sheet 2A	

Queensland Sub Districts Cricket Association Inc.	
INTERRUPTIONS TO A SUPER 20 MATCH	
2025/26	
Calculation Sheet 2A	
For the start of the SECOND INNINGS	
Maximum overs to be bowled:	
OVERS TO BE BOWLED (if first Innings was terminated, S from Appendix 1B)	(a) overs
SCHEDULED LENGTH OF INNINGS [a x 4]	(b) mins
TIME FOR SECOND INNINGS TO START	(c) time
NEW SECOND INNINGS FINISH TIME [c + b]	(d) time
Overs per bowler (select one)	
Total Overs in Innings	16 to 20 11 to 15 10
Max. Overs each bowler	4 3 2
(d1) overs	
Fielding Restriction Overs (select one)	
Total Overs in Innings	20 17-19 14-16 10-13
FRO's	6 5 4 3
(d2) overs	
Calculation Sheet 2B	
For use when interruption occurs after the start of the SECOND INNINGS	
Time	
TOTAL TIME AVAILABLE AT START OF INNINGS (80 mins or reduced no.)	(e) mins
ENTER TIME SECOND INNINGS HAS BEEN IN PROGRESS	(f) mins
PLAYING TIME LOST	(g) mins
TOTAL REMAINING PLAYING TIME AVAILABLE [e - f - g]	(h) mins
Overs	
TOTAL OVERS AVAILABLE AT START OF INNINGS (20 or reduced number)	(i) overs
OVERS BOWLED AT TIME OF INTERRUPTION	(j) overs
OVERS TO BE BOWLED AFTER RESTART [h ÷ 4] (round down fractions)	(k) overs
Rescheduled Playing Hours	
TIME SECOND INNINGS TO RESTART	(m) time
REMAINING LENGTH OF INNINGS [k x 4]	(n) mins
NEW SECOND INNINGS FINISH TIME [m + n]	(o) time
Overs per bowler (select one)	
Total Overs in Innings	16 to 20 11 to 15 10
Max. Overs each bowler	4 3 2
(p1) overs	
Fielding Restriction Overs (select one)	
Total Overs in Innings	20 17-19 14-16 10-13
FRO's	6 5 4 3
(p2) overs	
Target Score (Average Run Rate)	
First Innings total	(v) mins
First Innings overs (if all out then =20, use correct fractions 1/6 1/3 1/2 5/6)	(w) overs
Average Run Rate [v ÷ w]	(x) R.P.O
Second Innings overs [j + k]	(y) overs
Target Score [x x y] (Round up for winning score)	(z) runs

Diagrams Appendix

See Regulation 26.6 Calculation Sheet

LINK <https://tinyurl.com/2arxzu2m>

Applies to Sunday Over 40 Matches

Queensland Sub Districts Cricket Association Inc.	
INTERRUPTIONS TO A 40 OVER ONE DAY MATCH	
2025/26	
Calculation Sheet 1A	
For use when a delay or interruptions occur in the FIRST INNINGS	
Time	330 minutes
TOTAL PLAYING TIME AVAILABLE AT START OF THE MATCH	(A) mins
ENTER TIME INNINGS HAS BEEN IN PROGRESS	(B) mins
PLAYING TIME LOST	(C) 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
(C1) mins	
TOTAL REMAINING PLAYING TIME AVAILABLE [A - B - C + (30 - C1)]	(D) mins
Overs	
OVERS BOWLED AT TIME OF INTERRUPTION	(E) overs
OVERS REMAINING IN MATCH [D + 4] (to 2 decimal places)	(F) overs
MAX. OVERS PER TEAM [(F + E) ÷ 2] (round up to even number)	(G) overs
OVERS TO BE BOWLED AFTER RESTART [G - E]	(H) overs
Overs per bowler (select one)	
Total Overs in Innings	36 to 40 31 to 35 26 to 30 20 to 25
Max. Overs each bowler	8 7 6 5
(I1) overs	
Rescheduled Playing Hours	
TIME FIRST INNINGS TO RESTART	(J) time
REMAINING LENGTH OF INNINGS [H x 4]	(K) mins
NEW FIRST INNINGS FINISH TIME [J + K]	(L) time
NEW SECOND INNINGS START TIME [L + C1]	(M) time
NEW SECOND INNINGS FINISH TIME [N + G x 4]	(O) time
Calculation Sheet 1B	
To check if an interruption during the FIRST INNINGS should close the Innings	
TIME FIRST INNINGS TO RESTART	(P) time
SECOND INNINGS FINISH TIME (3.30pm on standard schedule)	(Q) time
TOTAL REMAINING TIME (minutes between P and Q)	(R) mins
LESS INTERVAL [R - C1]	(R1) mins
POTENTIAL OVERS TO BE BOWLED [R1 ÷ 4] (round up fractions)	(S) overs
OVERS BOWLED AT TIME OF INTERRUPTION	(T) overs
If S is greater than T then First Innings will continue, go back to Calculation Sheet 1A	
If S is less than or equal to T, then First Innings is ENDED, go to Calculation Sheet 2A	

Queensland Sub Districts Cricket Association Inc.	
INTERRUPTIONS TO A 40 OVER ONE DAY MATCH	
2025/26	
Calculation Sheet 2A	
For the start of the SECOND INNINGS	
Maximum overs to be bowled:	
OVERS TO BE BOWLED (if first Innings was terminated, S from Appendix 1B)	(a) overs
SCHEDULED LENGTH OF INNINGS [a x 4]	(b) mins
TIME FOR SECOND INNINGS TO START	(c) time
NEW SECOND INNINGS FINISH TIME [c + b]	(d) time
Overs per bowler (select one)	
Total Overs in Innings	36 to 40 31 to 35 26 to 30 20 to 25
Max. Overs each bowler	8 7 6 5
(d1) overs	
Calculation Sheet 2B	
For use when interruption occurs after the start of the SECOND INNINGS	
Time	
TOTAL TIME AVAILABLE AT START OF INNINGS (165 mins or reduced no.)	(e) mins
ENTER TIME SECOND INNINGS HAS BEEN IN PROGRESS	(f) mins
PLAYING TIME LOST	(g) mins
TOTAL REMAINING PLAYING TIME AVAILABLE [e - f - g]	(h) mins
Overs	
TOTAL OVERS AVAILABLE AT START OF INNINGS (40 or reduced no.)	(i) overs
OVERS BOWLED AT TIME OF INTERRUPTION	(j) overs
OVERS TO BE BOWLED AFTER RESTART [h ÷ 4] (round down fractions)	(k) overs
Rescheduled Playing Hours	
TIME SECOND INNINGS TO RESTART	(m) time
REMAINING LENGTH OF INNINGS [k x 4]	(n) mins
NEW SECOND INNINGS FINISH TIME [m + n]	(o) time
Overs per bowler (select one)	
Total Overs in Innings	36 to 40 31 to 35 26 to 30 20 to 25
Max. Overs each bowler	8 7 6 5
(p1) overs	
Target Score (Average Run Rate)	
First Innings total	(v) runs
First Innings overs (if all out then =40, use correct fractions 1/6 1/3 2/3 5/6)	(w) overs
Average Run Rate [v ÷ w]	(x) R.P.O
Second Innings overs [j + k]	(y) overs
Target Score [x x y] (round up for winning score)	(z) runs

Diagrams Appendix

See Regulation 26.6 Calculation Sheet **NEW 2025/26**LINK <https://tinyurl.com/4x3cu9ry>

Applies to Night T10 Matches

Queensland Sub Districts Cricket Association Inc.	
INTERRUPTIONS TO A NIGHT T10 MATCH	
2025/26	
Calculation Sheet 1A	
For use when a delay or interruptions occur in the FIRST INNINGS	
Time	80 minutes
TOTAL PLAYING TIME AVAILABLE AT START OF THE MATCH	(A) mins
ENTER TIME INNINGS HAS BEEN IN PROGRESS	(B) mins
PLAYING TIME LOST	(C) mins
TOTAL REMAINING PLAYING TIME AVAILABLE [A - B - C]	(D) mins
Overs	(E) overs
OVERS BOWLED AT TIME OF INTERRUPTION	(E) overs
OVERS REMAINING IN MATCH [D + 4] (to 2 decimal places)	(F) overs
MAX. OVERS PER TEAM [(F + E) ÷ 2] (round up to even number)	(G) overs
OVERS TO BE BOWLED AFTER RESTART [G - E]	(H) overs
Overs per bowler (select one)	
Total Overs in Innings	6 to 10 5
Max. Overs each bowler	2 1
Fielding Restriction Overs (select one)	
Total Overs in Innings	6 to 10 5
FRO's	3 2
Rescheduled Playing Hours	
TIME FIRST INNINGS TO RESTART	(J) time
REMAINING LENGTH OF INNINGS [H x 4]	(K) mins
NEW FIRST INNINGS FINISH TIME [J + K]	(L) time
LENGTH OF INTERVAL	10 minutes (M) mins
NEW SECOND INNINGS START TIME [L + M]	(N) time
NEW SECOND INNINGS FINISH TIME [N + G x 4]	(O) time
Calculation Sheet 1B	
To check if an interruption during the FIRST INNINGS should close the innings	
TIME FIRST INNINGS TO RESTART	(P) time
SECOND INNINGS FINISH TIME (See Regulations)	(Q) time
TOTAL REMAINING TIME (minutes between P and Q)	(R) mins
LESS INTERVAL [R - M]	(R1) mins
POTENTIAL OVERS TO BE BOWLED [R1 ÷ 4] (round up fractions)	(S) overs
OVERS BOWLED AT TIME OF INTERRUPTION	(T) overs
IF S is greater than T then First Innings will continue, go back to Calculation Sheet 1A	
IF S is less than or equal to T, then First Innings is ENDED, go to Calculation Sheet 2A	

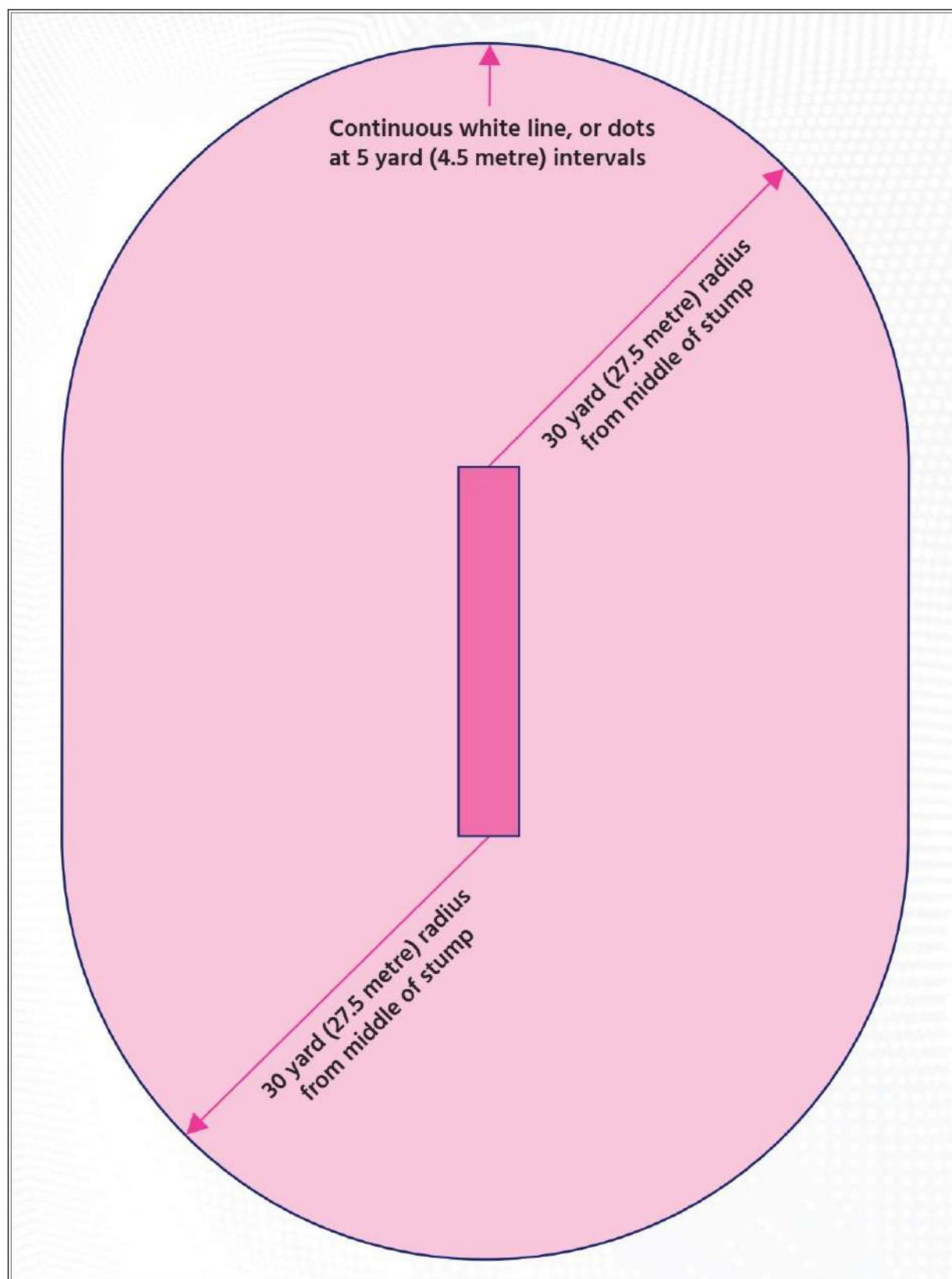
Queensland Sub Districts Cricket Association Inc.	
INTERRUPTIONS TO A NIGHT T10 MATCH	
2025/26	
Calculation Sheet 2A	
For the start of the SECOND INNINGS	
Maximum overs to be bowled:	
OVERS TO BE BOWLED (If first innings was terminated, S from Appendix 1B)	(a) overs
SCHEDULED LENGTH OF INNINGS [a x 4]	(b) mins
TIME FOR SECOND INNINGS TO START	(c) time
NEW SECOND INNINGS FINISH TIME [c + b]	(d) time
Overs per bowler (select one)	
Total Overs in Innings	6 to 10 5
Max. Overs each bowler	2 1
Fielding Restriction Overs (select one)	
Total Overs in Innings	6 to 10 5
FRO's	3 2
Calculation Sheet 2B	
For use when interruption occurs after the start of the SECOND INNINGS	
Time	
TOTAL TIME AVAILABLE AT START OF INNINGS (40 mins or reduced no.)	(e) mins
ENTER TIME SECOND INNINGS HAS BEEN IN PROGRESS	(f) mins
PLAYING TIME LOST	(g) mins
TOTAL REMAINING PLAYING TIME AVAILABLE [e - f - g]	(h) mins
Overs	
TOTAL OVERS AVAILABLE AT START OF INNINGS (10 or reduced number)	(i) overs
OVERS BOWLED AT TIME OF INTERRUPTION	(j) overs
OVERS TO BE BOWLED AFTER RESTART [h ÷ 4] (round down fractions)	(k) overs
Rescheduled Playing Hours	
TIME SECOND INNINGS TO RESTART	(m) time
REMAINING LENGTH OF INNINGS [k x 4]	(n) mins
NEW SECOND INNINGS FINISH TIME [m + n]	(o) time
Overs per bowler (select one)	
Total Overs in Innings	6 to 10 5
Max. Overs each bowler	2 1
Fielding Restriction Overs (select one)	
Total Overs in Innings	6 to 10 5
FRO's	3 2
Target Score (Average Run Rate)	
First Innings total	(v) runs
First Innings overs (if all out then -20, use correct fractions 1/2, 1/3, 2/3, 3/4)	(w) overs
Average Run Rate [v ÷ w]	(x) R.P.O
Second Innings overs [j + k]	(y) overs
Target Score [x x Y] (Round up for winning score)	(z) runs

Diagrams Appendix

See Regulation 29.4.4 Fielding Restriction Area

LINK <https://tinyurl.com/67ssn2sd>

Applies to Super 20 matches



Diagrams Appendix

See Regulation 49 Request for Change of Playing Regulations

LINK <https://tinyurl.com/26nm96nn>

Applies to All Competitions

Qld Sub Districts Cricket Association Inc.	
Request For Change Of Playing Regulations	
Person or group making request	
Name: <input type="text"/>	Club <input type="text"/>
Preferred contact	
phone <input type="text"/>	email <input type="text"/>
address <input type="text"/>	
Name/Number of Playing Regulation requiring modification	
<input type="text"/>	
Please detail the problem	
<i>Please include any specific instances where this has caused a problem. If you need more room attach extra pages.</i>	
photos diagrams whatever you have	
<div style="border: 1px solid black; height: 150px; width: 100%;"></div>	
Proposed new regulation	
<i>This does not have to be in final rule form. Just write what it has to say to do what you want.</i>	
<div style="border: 1px solid black; height: 100px; width: 100%;"></div>	
Please present at next AGM <input type="checkbox"/>	
Please present at a Special General Meeting <input type="checkbox"/>	
Email this to secretary@qsdca.com.au	
or post it to The Secretary, Qld Sub-Districts Cricket Association, PO Box 1460, Milton Q 4064	

Diagrams Appendix

See Appendix F DOUBTFUL BOWLING ACTION PROCEDURES

LINK <https://tinyurl.com/5n86ef75>

Applies to All Competitions



**QUEENSLAND
CRICKET**

DOUBTFUL BOWLING ACTION FORM (effective 1 September 2021)

UMPIRE/S MUST COMPLETE A SEPARATE FORM FOR EACH MENTION/REPORT

REPORT:	If an umpire believes that a bowler has bowled a ball with an action that is illegal, the umpire should Report that bowler on the Umpires' Doubtful Bowling Action Form		
MENTION:	If an umpire is suspicious that a bowler has bowled a ball with an action that may be illegal, the umpire should Mention that bowler on the Umpires' Doubtful Bowling Action Form		
MATCH DETAILS			
Home Team			
Away Team			
Round/Game		Date/s	
Venue:			
PLAYER DETAILS AND REPORT/ MENTION			
Name:			
Team:			
Do you wish to Report or Mention this player?	Please tick	Report	Mention
Please tick your concern with the Action			
General concern with action	Concern with specific deliveries	Concern with specific type of delivery	
Suspect delivery/s	Over/s	Ball	
Comments			
REPORTING UMPIRE/S DETAILS			
Name	Signed	Date	
Name	Signed	Date	
Has the player/captain been advised?	Yes/No	Date	Time
Emailed to Queensland Cricket	Matthew.Skinner@qldcricket.com.au		
Date		Time	

Diagrams Appendix

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.**Kookaburra 'Soft' Spikes****For Baseball or Softball**

15mm/0.59"

For Football**Some of the many types for Golf****Lengths for Track and Field****Shapes for Track and Field**

2025/26 Updates checklist

WHAT CHANGED	NAME OF REGULATION	MEANING	CCC Reg's
<u>All Competitions</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
App E	BOWLING INJURY PREVENTION	Updated to show clear age groups	App E
App J	CHILD PROTECTION POLICIES	Update to QC latest	App J
App M	SOCIAL MEDIA USE POLICY	NEW CA policy on Social Media	None yet
<u>Limited over Competitions (Sun 50, Super 20, Sat 1d, Over 40's)</u>			
Reg 25	INNINGS FINISH TIME	New Second Innings Finish Time limit for Sat 1d, Sun50, Over 40's	Reg 18 for 1d
Reg 26	IN A DELAYED OR INTERRUPTED MATCH	Adjustments due to Reg 21, 22, 25 (above) for Sat 1d, Sun 50, Over 40's	n/a
Reg 34.2	SUPER BONUS POINTS	Removed from all limited over competitions.	Reg 27.2.6
<u>Sat 2 Day/1 Day</u>			
Reg 21	MINIMUM OVERS FOR TWO DAY MATCHES	Minimum overs down to 70 = 4 mins per over for Sat 2d	n/a
Reg 22	INTERVALS	Saturday tea break now 20 minutes. For Sat 1d, Sat 2d	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 Saturday 1 days	n/a

Instructions for use of TEAM LIST

PLEASE COMPLETE IN INK BEFORE TOSS BEFORE START OF PLAY (DAY 1)

- **UMPIRE(S) TO RETAIN BOTH TEAM LISTS UNTIL REQUIRED BY QSDCA MANAGEMENT.**
- IT'S UP TO CAPTAINS TO COLLECT OPPOSITION'S TEAM LIST.
- **BOTH CAPTAINS TO RETAIN COPIES OF BOTH TEAM LISTS.**

SATURDAYS ONLY

- NAME THE STARTING 11 PLAYERS IN THE LEFT SIDE COLUMN.
- PLEASE USE FULL NAMES AS REGISTERED. DO NOT USE NICKNAMES OR ABBREVIATIONS.
- INDICATE AGES OF YOUNG PLAYERS FOR BOWLING INJURY PREVENTION.
- FOR TWO DAY MATCHES A **MAXIMUM OF 4** DAY TWO REPLACEMENT PLAYERS CAN BE NAMED.
- WRITE NAMES OF **DAY TWO REPLACEMENT PLAYERS** IN RIGHT SIDE COLUMN NEXT TO THE CORRESPONDING **DAY ONE PLAYERS** THEY WILL REPLACE.
- IF A PLAYER IS NOT TO BE REPLACED RIGHT SIDE COLUMN CAN BE LEFT BLANK.
- PLAYERS CAN BAT AND BOWL ONLY ON THE DAYS THEY ARE NAMED.
- REPLACED/REPLACEMENT PLAYERS CAN ACT AS 12th MAN (FIELDING ONLY) ON EITHER DAY.

SUNDAY 50 & SUPER 20 "SUPERSUBS" ONLY

- NAME 12 PLAYERS
- NAME 1 PLAYER AS BATTING "SUPERSUB" AND 1 PLAYER AS BOWLING "SUPERSUB" IN RIGHT SIDE COLUMN.
- BATTING "SUPERSUB" DOES NOT BOWL.
- BOWLING "SUPERSUB" DOES NOT BAT.
- TEAMS MAY ALSO NAME 11 PLAYERS AS NORMAL.

OVER 40's ONLY

- IF **BOTH** TEAMS NAME 12 PLAYERS...
- EACH OF THE 12 PLAYERS MAY BOWL
- 12th BATTER BATS AHEAD OF RETURNING RETIRED BATTERS.
- **IF OPPOSITION TEAM NAMES 11 PLAYERS**, NAME A NON-BATTER.
- BATTING IS 11 v 11 AS NORMAL. See Reg 23.8

Example Saturday 2 Day

Queensland Sub Districts Cricket Association Inc.

TEAM LIST

TEAM NAME	Queensland
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ROUND	Final	DATES	24-28 Mar 1995
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GRADE	A1+	GROUND	Gabba
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STARTING TEAM		AGE If 18 or younger	REPLACEMENTS Saturdays Maximum 4 Sundays 1 x "Supersub" Over 40's 1 x non-batter if 12 v11	AGE If 18 or younger
1	Trevor Barsby		1	
2	Matthew Hayden		2	
3	Martin Love	17	3	
4	Stuart Law		4	
5	Allan Border		5	
6	Jimmy Maher		6	Andrew Symonds
7	Wade Seccombe		7	
8	Andy Bichel		8	Gavin Fitness
9	Paul Jackson	16	9	
10	Dirk Tazelaar		10	Greg Rowell
11	Carl Rackemann		11	Michael Kasprowicz
12			← Over 40's Matches only	

CAPTAIN	Stuart Law	PHONE NO.	0400 012 345
---------	------------	-----------	--------------

OPPOSITION TEAM NAME	South Australia
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UMPIRE(S)	Darrell Hair, Peter Parker
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	COPY with mobile phone camera
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Example Saturday 1 Day

Queensland Sub Districts Cricket Association Inc.

TEAM LIST

TEAM NAME <i>AUSTRALIA</i>	
ROUND <i>ODI#1</i>	DATES <i>05-Jan-1971</i>
GRADE <i>A1+</i>	GROUND <i>MCG</i>

STARTING TEAM			REPLACEMENTS		
		AGE If 18 or younger		Saturdays Maximum 4 Sundays 1 x "Supersub" Over 40's 1 x non-batter if 12 v11	AGE If 18 or younger
1	<i>Ashley Mallett</i>		1		
2	<i>Alan Connolly</i>		2		
3	<i>Greg Chappell</i>	<i>17</i>	3		
4	<i>Ian Redpath</i>		4		
5	<i>Keith Stackpole</i>		5		
6	<i>Bill Lawry</i>		6		
7	<i>Alan Thomson</i>		7		
8	<i>Graham McKenzie</i>		8		
9	<i>Ian Chappell</i>	<i>16</i>	9		
10	<i>Doug Walters</i>		10		
11	<i>Rod Marsh</i>		11		
12			← Over 40's Matches only		

CAPTAIN	<i>Bill Lawry</i>	PHONE NO.	<i>0400 012 346</i>
---------	-------------------	-----------	---------------------

OPPOSITION TEAM NAME	<i>England</i>
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UMPIRE(S)	<i>Lou Rowan, Tom Brooks</i>
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	COPY with mobile phone camera
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Example Sunday 50/20 overs

Queensland Sub Districts Cricket Association Inc.

TEAM LIST

TEAM NAME	AUSTRALIA		
ROUND	ODI#1	DATES	05-Jan-1971
GRADE	A1+	GROUND	MCG

STARTING TEAM			REPLACEMENTS		
		AGE If 18 or younger		Saturdays Maximum 4 Sundays 1 x "Supersub" Over 40's 1 x non-batter if 12 v11	AGE If 18 or younger
1	Ashley Mallett		1		
2	Alan Connolly		2		
3	Greg Chappell	17	3		
4	Ian Redpath (Supersub batter only)		4	Johnny Gleeson (Supersub bowler only)	
5	Keith Stackpole		5		
6	Bill Lawry		6		
7	Alan Thomson		7		
8	Graham McKenzie		8		
9	Ian Chappell	16	9		
10	Doug Walters		10		
11	Rod Marsh		11		
12			← Over 40's Matches only		

CAPTAIN	Bill Lawry	PHONE NO.	0400 012 346
---------	------------	-----------	--------------

OPPOSITION TEAM NAME	England
----------------------	---------

UMPIRE(S)	Lou Rowan, Tom Brooks
-----------	-----------------------

	COPY with mobile phone camera
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Example Sunday Over 40's

Queensland Sub Districts Cricket Association Inc.

TEAM LIST

TEAM NAME <i>AUSTRALIA</i>	
ROUND <i>ODI#1</i>	DATES <i>05-Jan-1971</i>
GRADE <i>A1+</i>	GROUND <i>MCG</i>

STARTING TEAM			REPLACEMENTS		
		AGE If 18 or younger		Saturdays Maximum 4 Sundays 1 x "Supersub" Over 40's 1 x non-batter if 12 v11	AGE If 18 or younger
1	<i>Ashley Mallett</i>		1		
2	<i>Alan Connolly</i>		2		
3	<i>Greg Chappell</i>	<i>17*</i>	3		
4	<i>Ian Redpath</i>		4		
5	<i>Keith Stackpole</i>		5		
6	<i>Bill Lawry</i>		6		
7	<i>Alan Thomson</i>		7		
8	<i>Graham McKenzie</i>		8	<i>** name a non-batter here if playing against team of 11</i>	
9	<i>Ian Chappell</i>	<i>16*</i>	9		
10	<i>Doug Walters</i>		10		
11	<i>Rod Marsh</i>		11		
12	<i>Johnny Gleeson</i>		← Over 40's Matches only		

CAPTAIN <i>Bill Lawry</i>	PHONE NO. <i>0400 012 346</i>
---------------------------	-------------------------------

OPPOSITION TEAM NAME <i>England</i>

UMPIRE(S) <i>Lou Rowan, Tom Brooks</i>
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	COPY with mobile phone camera
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* Young players are allowed if cleared by cricketops@qsdca.com.au

** if your team is 12 and other team is 11, name a non-batter
(but all 12 can bowl)

Queensland Sub Districts Cricket Association Inc.

TEAM NAME		AUSTRALIA	
ROUND	T10 R1	DATES	05-Jan-1971
GRADE	1	GROUND	Gibson Park No1

CAPTAIN	<i>Bill Lawry</i>	PHONE NO.	<i>0400 012 346</i>
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UMPIRE(S) Lou Rowan, Tom Brooks

COPY with mobile phone camera

For Night T10 Matches

20 HOURS OF PLAY

For Night T10 Matches

20.1 Hours of Play will be as determined by the Queensland Sub Districts Cricket Association Management Committee.

20.2 Unless otherwise determined by the Queensland Sub Districts Cricket Association Management Committee, the hours of play for fixtures will be:

EARLY MATCH

6.20pm to 7.00pm (team batting first)

7.00pm to 7.10pm (interval between innings)

7.10pm to 7.50pm (team batting second)

LATE MATCH

8.10pm to 8.50pm (team batting first)

8.50pm to 9.00pm (interval between innings)

9.00pm to 9.40pm (team batting second)

21 Nil

22 INTERVALS

For Night T10 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 Night T10 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 Night T10 competition.

23.1- 23.15 NIL

NIGHT T10 "SUPERSUB"

23.16 Each Team will consist of 12 players: 10 nominated players and 2 "supersubs".

23.17 At any one moment the maximum number of the fielding team on the field will be 10.

23.18 Only 10 players will bat. 9 out is all out.

23.19 On the Team list, prior to the toss, team captains will identify:

23.20 Two players of their twelve who are batting only players

23.21 Two players of their twelve who are bowling/fielding only players

- 23.22** These players will be swapped at the innings break. The order of replacement is determined by the innings order.
- 23.23** Only in case of injury or other unavoidable circumstances, these players may be swapped at any other point in the match. The umpire(s) will be informed immediately or as soon as practical when such a replacement is made.
- 23.24** After replacement, the replaced player may not return to the match except as a substitute fielder.
- 23.24** If the replaced player has already batted then the replacement player is not permitted to bat.
- 23.25** If the replaced player has already bowled all permitted overs under **Playing Regulation 27** then the replacement player is not permitted to bowl.
- 23.26** Teams are also permitted to name and play ten players in the normal way.

24 LENGTH OF INNINGS

For Night T10 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 10 overs unless all out earlier.

25 INNINGS FINISH TIME

For Night T10 Matches

25.1 -25.30 Nil

- 25.31** The Innings Finish Time for all innings is 40 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 10 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 10 overs unless circumstances in **Playing Regulation 26 and 27** apply.
- 25.35** If the team batting first is dismissed in less than 10 overs, the team batting second will be entitled to bat for 10 overs.
- 25.35.1** **For example**, if the team batting first is all out after 7 overs then the team batting second will face up to 10 overs.

25.36 OVER-RATE PENALTY

- 25.37** Both teams are expected to be in position ready to bowl the first ball of the 10th over within 40 minutes playing time.
- 25.38** In the event of the bowling side failing to do so, the full 10 overs will be completed, and two fielders will be withdrawn from the field of play from the first ball after the expiration of 40 minutes playing time.

- 25.39** For example, a bowling side which is part way through bowling the 8th over when the Innings Finish Time is reached will withdraw two fielders immediately from the field until the end of the innings.
- 25.40** This applies to both innings of the match.
- 25.41** Nil
- 25.42** Nil
- 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 5 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 Night T10 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 **5** overs, to make a completed match each team must receive a minimum of **5** 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 5 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 Night T10 Match Calculation Sheets** 1A, 1B, 2A and 2B may be used to determine the match progress.

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.

26.1 In Night T10 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 **down**.

26.12 If the total number of overs in the match (remaining plus completed) results in an odd number, then one over will be **subtracted**.

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 Night T10 match, initial total playing time is 80 minutes (6.30pm to 8.00pm less 10 minute interval).
- Play is interrupted due to a power failure in the first innings after 4 overs and 16 minutes of play.
- 30 minutes playing time is lost.
- When play restarts, total remaining playing time is 34 minutes ($80 - 16 - 30 = 34$)
- In the remaining time, 8.5 more overs can be bowled ($34 / 4 = 8.5$)
- Rounding down calculations as in **Playing Regulation 26.11** makes the match 8 more overs.
- Subtract 1 over to make the innings equal as in **Playing Regulation 26.12** (only if needed)
- The first innings will be 2 more overs and second innings will be 6 overs. ($8 + 4 = 12 \Rightarrow 6$ overs each innings).
- FRO's will be 3 in the second innings. See **Playing Regulation 29.4.8**
- For a match which started at 6.30pm
- First innings will restart 7.16pm
- New first Innings Finish Time will be 7.24pm
- Second innings will start 7.34pm
- New Second Innings Finish Time will be 7.58pm.
- For a match which started at 8.00pm
- First innings will restart 8.46pm
- New first Innings Finish Time will be 8.54pm
- Second innings will start 9.04pm
- New Second Innings Finish Time will be 9.28pm.
- After restart bowlers will be limited to 2 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 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.
- 26.2** In the second innings calculations resulting in a fraction of an over will rounded down.

26.21 For Example:

- In a Night T10 match initial playing time in the second innings is 40 minutes.
- Play is interrupted by rain in the second innings after 4 overs and 16 minutes of play.
- 17 minutes playing time is lost.
- When play restarts, total remaining playing time is 23 minutes. ($40 - 16 - 17 = 7$)
- In remaining playing time 1.75 more overs can be bowled ($7 / 4 = 1.75$)
- Rounding down calculations as in **Playing Regulation 26.20** makes the second innings 1 more over 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 6.30pm
- Second innings will restart at 7.53pm
- New second Innings Finish Time will be 7.57pm
- For a match which started at 8.00pm
- Second innings will restart at 9.23pm
- New second Innings Finish Time will be 9.27pm
- 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 Night T10 Matches

27.1 In an uninterrupted innings no bowler will be permitted to bowl more than 2 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
6 to 10	2
5	1

- 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 Night T10 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->

29 NO BALLS

29.1 WAIST HIGH NON-PITCHING BALLS

For Night T10 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-](https://qsdca.com.au/05-)

29.2 SHORT PITCHED DELIVERIES

For Night T10 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-](https://qsdca.com.au/05-)

29.3 FREE HIT

For Night T10 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 Night T10 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 3 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://qsdca.com.au/05->

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.

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	Over for which fielding restrictions apply
6-10	3
5	2

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 Night T10 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 Night T10 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 Night T10 Matches

31.1 Runners for batters will not be permitted in **Night T10** matches.

31.1-31.4 Nil

BATTERS RETIRE AT 25

31.6 Batters will retire on scoring 25 runs in Night T10 matches.

31.7 Subject to the dismissal of all other batters, retired batters must return to the crease in the order that they retired.

31.8 Any batters retiring due to genuine injury or illness with the umpires agreement (as opposed to being compulsory retired under **Playing Regulation 31.6**), may continue their innings at the fall of a wicket as per normal "retired hurt" rules. See **Law 25.4 (2017 Code 3rd ed.)**

32 DRINKS BREAKS

For Night T10 Matches

32.1 No drinks intervals are permitted.

33 RESULT OF THE MATCH

For Night T10 Matches

33.1 Unless either team is dismissed in less than 5 overs, to make a completed match each team must receive a minimum of 5 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 75 batting first (10 overs).
- Average Run rate is $75/10 = 7.50$
- Team B – has only 7 overs available as a result of an interruption to play.
- Target score is $7.50 \times 7 = 52.5$.
- 52.5 runs rounded up = 53.
- Team B requires 53 runs to win from 7 overs.

- 33.6** **For example:**
- Team A – scores 62 batting first (10 overs)
 - Average Run Rate is $62 / 10 = 6.20$
 - Team B – batting second scores 41 not all out in 4 overs and 2 balls (rain stops play).
 - Average Run Rate is $41 / (4.33) = 9.46$
 - Match is a draw because minimum overs not achieved.
 - To win Team B must face at least 5 overs and score more than 6.20 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 Night T10 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 Night T10 Finals 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.

35.1 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 **2** 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 **one** 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**.
- 35.2** 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 Night T10 Finals 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