

Applies to All Competitions

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a team or teams after the final nomination date may be liable for all fees as if matches had been played by the withdrawn team or teams during the season.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.
- 2.1 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

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- 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 PLAYER GRADING 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.

For the purposes of this Playing Regulation "Grade" means A B or C not A1 A2 B1 B2 B3 C1 C2 C3.

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 of each season.

THE ROUND 5 FINAL GRADING FOR TWO DAY COMPETITION

- 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.
 - 4.2.5** **Playing Regulation 4.2** applies only for Saturday Two Day Competition.

PLAYING IN A HIGHER GRADE

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

AUTOMATED 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.

DOWNGRADE WITHIN GRADES

- 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.

PLAYER ELIGIBILITY FOR SEMI FINAL AND GRAND FINAL MATCHES

- 4.5.1** **Playing Regulation 4.5** does not apply in SEMI FINAL and GRAND FINAL MATCHES.
- 4.5.2** Nil
- 4.5.3** To be eligible to play in a SEMI FINAL or GRAND FINAL MATCH of the each competition a player must have appeared in a minimum number of matches of the current season as shown in the table in 4.5.4
- for the same club
 - in the same grade (or a lower grade)
 - for the same team (or the same club in a lower grade)
 - as shown in PlayHQ records.

4.5.4	COMPETITION	Minimum Appearances for Finals Eligibility
	For Saturday Two Day Matches (Finals)	4
	For Saturday One Day 35 Over Matches (Saturday 1 day only competition Finals)	3
	For Sunday 50 Over Matches (Finals)	3
	For Super 20 Matches (Finals)	3
	For Sunday Over 40's - 40 Over Matches (Finals)	3
	For Friday Night T20 Matches (Finals)	2

- 4.5.5** If a club has with more than one team in a single grade this means that players can not become eligible for a final using games played in the other team in that grade.
- 4.5.6** Any exceptions to **Playing Regulation 4.5.3** must be submitted to the Management Committee for approval.

- 4.5.7** 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.
- 4.5.8** Players listed for abandoned or forfeited matches count toward qualification for SEMI FINAL and GRAND FINAL MATCHES. **See Playing Regulation 13.**
- 4.5.10** Any player downgraded as in **Playing Regulation 4.5.9** for a SEMI FINAL MATCH will become ineligible for the GRAND FINAL MATCH if the higher grade team is eliminated.
- 4.5.11** All other player downgrades in SEMI FINAL AND GRAND FINAL MATCHES are not permitted unless approval is granted by the Management Committee.

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 MOVING CLUBS

Applies to All Competitions

5.1 For the purposes of this regulation:

5.1.1 **"Club"** means a separated affiliated body consisting of many registered players and one or more teams. Clubs are affiliated to this Association as in **Playing Regulation 2**.

5.1.2 **"Club membership"** is defined as that which is shown in PlayHQ records for each player. A player may be a member of more than one club.

5.1.3 **"Competition"** means a separate series of cricket games with a distinct set of Playing Regulations.

5.1.4 **"Grade"** means the divisions within each competition.

5.1.5 Different grades of the same competition are not different competitions.

5.2 During the same season players may not move from one club to another during the same season without clearance from the first club and the consent of the Management Committee.

5.3 For the purposes of this Playing Regulation completion of Transfers and/or Permits in PlayHQ does not imply clearance from either the first club or consent of the Management Committee.

5.4 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) or any other form of suspension such as Concussion suspension.

5.5 Consent of the moving player's first club may be granted in writing by the Secretary (or a deputy) of that club stating the player is free of debts and permission to move is granted.

5.6 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.

5.7 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 the offending 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.

7.1 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.
- 7.2** 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** Players must wear cricket shoes with full metal cricket spikes while bowling.
 - 8.1.7** Players must wear cricket shoes with full metal cricket spikes while batting.
 - 8.1.8** Cricket spikes are rounded blunted made of steel and limited to 9mm in length.
 - 8.1.9** Spikes designed for sports other than cricket are not permitted.
 - 8.1.10** Full spikes means spikes on both the heel and ball areas of the shoe sole.
 - 8.1.11** See illustrations in **Diagrams Appendix**.
 - 8.1.12** Decisions about the compliance of shoes with **Playing Regulation 8.1.6 and 8.1.7** will be made by the match umpire(s) only.
 - 8.1.13** Any bowler with shoes that do not comply with **Playing Regulation 8.1.6** will not be allowed to bowl.
 - 8.1.14** Any batter with shoes that do not comply with **Playing Regulation 8.1.7** will not be allowed to bat.
 - 8.1.15** Recognised cricket hats including helmets either white or in recognised club colours.
 - 8.1.16** 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://qsdca.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.
- 9.7** The fielding team will use a new leather cricket ball in each first innings.
- 9.8** **See Playing Regulation 21.18** for the second innings of Saturday Two Day Matches.
- 9.9** New balls will be of brand and type approved by the Management Committee.
- 9.1** 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.
- 10.1** 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** See **Appendix G LIGHTNING SAFETY 40-30 RULE**
- 10.12-** Nil
- 10.16**

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 4th 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.

12.1 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 4th 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 4.5.8**

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