

## **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:**

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

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.**

<https://tinyurl.com/4r76pezt>

**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** Underage bowlers will not be permitted to exceed the limits listed in Appendix E.

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

## **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 40-30 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 4th ed.)**:

- G1** [40/30 Rule] If thunder follows a lightning flash by 40 seconds or less play must cease immediately.
- G2** Players and umpires must leave the field immediately and seek shelter indoors or in a car 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 40 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](http://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](http://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

Applies to All Competitions

- J1** QSDCA endorses and adopts:  
**Australian Cricket's Policy for Safeguarding Children and Young People**  
**Australian Cricket's 'Looking After Our Kids' Code of Behaviour**  
 and  
**Australian Cricket's Commitment to Safeguarding Children and Young People**  
 effective as at July 2025.
- J2** QSDCA endorses and adopts the:  
**Queensland Government Child Safe Standards and Universal Principal**  
 contained within the Child Safe Organisations Act and introduced in June 2025.
- J3** The following documentation relating to QSDCA's implementation of the Safeguarding Children and Young People policy and the Qld Government Child Safe Standards & Universal Principal can be found here:  
<https://qsdca.com.au/12-safeguarding-children-and-young-people/>
- Cricket Australia Safeguarding Children & Young People Policy
  - Cricket Australia 'Looking After our Kids' Code of Behaviour
  - QSDCA Child Safety Officer Information
  - Cricket Australia Child Safety Response Complaint Handling & Looking After our Kids in Senior Cricket processes as adopted by QSDCA
  - Cricket Australia E-learning module for recognising and reporting abuse
  - Queensland Cricket Child Safeguarding Support Resources
- BLUE CARDS**
- J4** 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.
- J5** Required information can be found at <http://www.bluecard.qld.gov.au/>
- J6** QSDCA will maintain an online Blue Card Register database via the portal with Blue Card Services for all QSDCA Committee members volunteers and umpires.
- J7** 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.

## **QSDCA Safety Notice – Helmet Neck Protector Guard**

The following safety advice is issued to all QSDCA affiliated clubs and players.

In line with the recommendations from Cricket Australia (CA), the Queensland Sub-District Cricket Association (QSDCA) strongly recommends that all participants in QSDCA competitions, and all grassroots and community cricket, wear a helmet neck protector guard in conjunction with a helmet that complies with the British Standard **BS7928:2013**.

While the wearing of a helmet neck protector guard is currently a recommendation rather than a mandatory requirement of CA, QSDCA advises that any player who chooses not to wear a helmet neck protector guard while batting and facing any delivered ball **does so at their own risk**.

Accordingly, any injury sustained as a result of not wearing a helmet neck protector guard will be the responsibility of the individual player, and **QSDCA accepts no liability for injuries arising from a player's decision not to wear this recommended protective equipment**.

**NOTE:** The neck protector guard shall also refer to the term 'Stem Guard', being a proprietary extension piece built in or added to the lower back edge of a cricket helmet to reduce the impact force of ball hitting a player in the upper back neck region.

*Image examples of 'Helmet neck protector guards' (aka Stem Guards) as follows:*



Cricket Australia recommendation reference

<https://play.cricket.com.au/community/resources/player-safety/head-neck-protectors?>, accessed 31-Jul-2026

**QSDCA Management Committee 4-Aug-2026**

**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 4th 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 4th 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 4th 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 4th 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 4th 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 4th 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 4th 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>