

- 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**.