



COMMUNITY CRICKET CHAMPIONSHIP

Regulations Governing Competition 2024-25



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REGULATIONS GOVERNING COMPETITION MATCHES

Also known as “The Playing Regulations” Incorporating the “Playing Regulations Review 2024” and All Code of Behaviour and Player Protection Appendixes

GLOSSARY

“This association” and “association” means Community Cricket Championship (abbreviation CCC)

“Management Committee” means a group of office bearers nominated by the QSDCA and WCA Committees who have responsibility for the management and conduct of cricket matches played under the name of this association.

“Game”, “fixture”, “match” means games of cricket which have been organised under the management of the CCC. In this new edition the preferred term is “match”.

“Round” means matches played between all teams in the grade at the same time. ‘Cricket Australia’... the major cricket authority in Australia with whom Qld Cricket is affiliated. (abbreviation CA)

‘Queensland Cricket’... the major cricket authority in Queensland with whom this association is affiliated. (abbreviation QC)

‘PlayHQ’... an online database of cricket match results used by many associations throughout Australia www.PlayHQ.com.au

‘Match abstract’... a report of match scores and players’ names submitted by participating teams at the conclusion of each fixture match.

“Play off and Premiership matches” are terms that have been replaced by “Semi Finals and Grand Finals”.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.

“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

“Waist high non-pitching balls” means the same as “waist high full pitch balls”. The term is taken from the Laws of Cricket (2017 Code Law 41.7).

“Match points” means points awarded to each team for the result of a match as in Playing Regulation 23 (Two Day Matches) and Playing Regulation 27 (One Day Matches).

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

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

1. APPLICATION

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

2.1 Clubs nominating teams for all competitions will submit details in a format approved by this Association.

2.2 Nominations are due as notified by the association 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 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.

2.6 Acceptance of nominations will be at the discretion of the Management Committee.

2.7 Nominations will not be accepted on the condition that any club or team plays in a particular grade.

2.8 Any other competitions organised by this association will be subject to team nomination procedures determined by the Management Committee.

3. REGISTRATION OF PLAYERS

3.1 All players will be registered in PlayHQ

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 one (1) occasion.

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 second 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 31 and 32** on the 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

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.

PLAYING IN A HIGHER GRADE

4.2 Any previously graded player can play in a higher grade.

DOWNGRADE STEPS FOLLOWING AUTOMATIC UPGRADE

4.3 Any previously graded player who plays four matches in a higher grade is automatically upgraded.

4.3.1 Any automatically upgraded player may seek permission from the Management Committee for a downgrade.

4.3.2 The player's club will seek permission from the Management Committee by submitting in writing details of the player's performances in those four matches.

4.3.3 Management Committee will decide permission based on the player's performances in those matches played in the higher grade.

4.3.4 The 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.

4.3.5 See Playing Regulation 24 for additional finals player eligibility conditions.

GENERAL DOWNGRADE STEPS

4.4 No previously graded player may play in a lower grade without the consent of the Management Committee.

4.4.1 Any previously graded 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 and reasons supporting the downgrade.

CHANGING GRADES FOR SAME CLUB, DIFFERENT COMPETITION

4.5 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.

4.5.1 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.

4.5.2 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)

4.5.3 In such cases, the decision of the Management Committee will be final.

5. CLEARANCES FOR PLAYERS CHANGING CLUBS

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 or another association 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 31 and 32** on that player's team.

6. GRADING OF TEAMS, MATCHES AND GROUNDS

Applies to All Grades

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 by the Management Committee.

6.3 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 Grades

Preamble: The Team List is a very important part of a competitive cricket match. 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. The Team List must not be altered after the toss. Teams risk loss of points or disqualification for failing to comply with this regulation.

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 the age of 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 includes 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 18.2** to replace a named player in unexpected circumstances for a Two Day match.

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 FORM in the DIAGRAMS APPENDIX or at <https://qsdca.com.au/08f-forms-diagrams-for-match-day/>

7.23 Example Team Lists for each competition are available at the website <https://gsdca.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/cream trousers or pants

8.1.2 White/cream cricket shirt

8.1.3 White/cream socks

8.1.4 Cricket shoes

8.1.5 Players must wear cricket shoes with full metal spikes while bowling.

Spike length will be limited to 9mm.

8.1.6 Any bowler with shoes that do not comply with **Playing Regulation 8.1.5** will not be allowed to bowl.

8.1.7 Recognised cricket hats including helmets.

8.1.8 White jumpers

TEAM SHIRTS

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

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

8.2.2 The uniform club team shirts **MUST** be 75% white above the waist on both front and rear and there must be no colour on the arms below the elbow.

8.2.3 **ALL** members of a team **MUST** wear the uniform club team shirt on the field of play.

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

8.2.5 Sponsorship or advertising on attire will meet requirements specified by Cricket Australia.

PROTECTIVE EQUIPMENT

8.3 Fielders or batters may wear protective equipment such as shin guards, boxes,

face guards, helmets.

UMPIRES' CLOTHING

8.4 Official umpires will wear their respective association badged umpiring shirt, long black trousers or pants, white shoes and an umpiring hat.

REPORTING OF CLOTHING BREACHES

8.5 Breaches of Playing Regulation 8 will be referred to the Management Committee.

9. KIT, BALLS, AND EQUIPMENT

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.

9.3.1 Stumps and bails will be wholly made of wood or approved material.

9.4 The fielding team will use a new leather cricket ball in each first innings.

See **Playing Regulation 16.18** for the second innings of Saturday Two Day Matches.

9.5 New balls will be of brand and type approved by the Management Committee.

10. FITNESS OF GROUNDS

Applies to All Grades

BEFORE PLAY

10.1 Before the start of play, any decision regarding the fitness of a ground for play will be made together by Captains of the teams drawn to play on that ground. If the ground is deemed fit for play 30 minutes prior to the scheduled start of play, any further decisions on the ground fitness will be under the control of the Umpire/s.

For any match played on wickets controlled by a neutral ground authority, a

groundsperson appointed by that authority will have overriding authority to determine whether play will commence.

10.2 Such decisions by the Captains 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.

DURING THE MATCH

10.7 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).

10.8 In the absence of official umpire(s) Captains will agree about fitness of the pitch, ground, weather and light for play.

10.8.1 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

10.9 Play will be suspended in Dangerous or Unreasonable Conditions

10.9.1 The following will apply in addition to Law 2.8 (2017 Code)

10.9.2 [30/30 Rule] If thunder follows a lightning flash by 30 seconds or less, play must cease immediately.

10.9.3 Players and umpires must leave the field immediately and must not return until 30 minutes after the initial lightning flash.

10.9.4 If during the suspension of play thunder follows a lightning flash by 30 seconds or less, the 30-minute suspension period is to recommence.

11. FORFEITS

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 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 round 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.

11.9.1 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

Preamble: Because CCC 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 batsman commencing an innings (2017 Code) 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 RESULTS

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 No notifications are required when play is officially abandoned by the Management Committee.

ENTERING MATCH RESULTS AFTER THE END OF THE MATCH

13.3 Both teams will enter match results into PlayHQ by 11.59pm of the Wednesday following the end of each match.

13.4 Match results will include all player names, all scores and any Captain's Report (Umpire Assessment).

13.5 Entry of match results is required for any match abandoned due to weather or forfeit.

13.6 Players listed for abandoned or forfeited matches count toward qualification for play-offs and finals matches.

FAILURE TO NOTIFY SCORES OR ENTER MATCH RESULTS

13.7 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 results.

13.7.1 The amount of the fine will be determined by the Management Committee

14. LIQUOR

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.

For Saturday Two Day Matches

15. HOURS OF PLAY

For Saturday Two Day Matches

15.1 Matches in the early part of the season will commence at 12.00pm and finish at 5.40pm subject to conditions in **Two Day Playing Regulations 15 to 24**.

15.2 The transition date for the change of start of play time is expected to be 23rd November but can be varied by the CCC Management Committee.

15.3 Matches will commence at 12:30pm and finish at 6.10pm throughout the remainder of the season subject to conditions in **Two Day Playing Regulations 15 to 24**.

15.4 The following Laws of Cricket are suspended in all competitions in this association.

15.4.1 Law 12.6 Last Hour of Match – Number of Overs (2017 Code)

15.4.2 Law 12.7 Last Hour of Match – Interruptions of Play (2017 Code)

15.4.3 Law 12.8 Last Hour of Match – Intervals Between Innings (2017 Code)

16.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.

16.1 On each day the initial minimum number of overs will be eighty (80).

16.2 Play will not cease on any day unless the minimum number of overs has been bowled (as calculated in Playing Regulation 16.4 below and subject to playing time lost due to weather, injuries or other reasons).

16.3 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.

16.4 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

16.4.1 Method 1 is 80 overs less overs already bowled (part overs count as 1 over) less 3 overs for innings change.

16.4.2 For example: a team batting first is all out in 25.1 overs. Minimum overs to play method 1 is $80 - 26 - 3 = 46$ overs minimum to play.

METHOD 2

16.4.3 Method 2 is the number of minutes remaining to the scheduled finishing time less tea break and innings break divided by four (4).

16.4.4 For example: a team batting first is all out at 2.30pm. Minimum overs to play method 2 is (6:10pm – 2.30pm less the 10 minute innings break less 20 minute tea break) = 190 minutes. $190 / 4 = 47.5 \rightarrow 48$ overs minimum to play.

16.4.5 The method that gives the higher number of overs will be used.

16.5 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.

16.6 If no official umpire is present, the Captains must agree before the next innings commences.

16.7 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.

16.8 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.

16.9 If minimum overs have not been completed at scheduled finishing time, then play will continue until the minimum number of overs have been completed.

16.10 When play continues after the scheduled finishing time, no reduction of minimum number of overs will be allowed for drink intervals or player injuries.

16.11 When play continues after the scheduled finishing time, the Umpire(s) will determine the minimum number of overs remaining to be bowled.

16.12 When play continues after the scheduled finishing time, the Umpire(s) will inform the fielding captain and the batsmen of the minimum number of overs remaining. This number will not be subject to reduction.

16.13 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

16.14 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.

16.15 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.

16.16 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.

16.17 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

16.18 In the second innings of a two day match the fielding team may choose to use a new ball or a previously used ball.

16.19 Any previously used ball must be playable in the option of the umpire(s).

16.20 The fielding team may choose to take a new ball after the completion of no less than 80 overs in any innings.

16.21 The fielding team will retain possession of the ball at the end of the first day's play.

16.22 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

16.23 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 15-27** for Saturday One Day 40 Over Matches.

16.24 If the first day's play is abandoned without any play then any toss for innings is also abandoned.

17. INTERVALS

For Saturday Two Day Matches

17.1 For matches starting at 12:00pm a tea interval of 20 minutes will be taken at 2.40pm

17.2 For matches starting at 12:30pm a tea interval of 20 minutes will be taken at 3.10pm

17.3 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.

17.4 The immediately taken tea interval will include the ten (10) minute break between innings.

17.5 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.

17.6 Note that retirements do not count in the nine (9) wickets down.

18.REPLACEMENT PLAYERS

For Saturday Two Day Matches

Preamble to Playing Regulation 18, note that Substitute Fielders are defined in Law 24 (2017 Code) and should not be confused with Replacement Players.

18.1 For two day matches the Team List will include up to three (3) Day One Replaced players and Day Two Replacement players.

18.1.1 All Day One replaced players must be named in the Team List.

18.1.2 All Day Two Replacement players must be named in the Team List.

18.1.3 The Day One Replaced players can bat or bowl only on day one of the match.

18.1.4 The Day Two Replacement players can bat or bowl only on day two of the match.

18.1.5 If the Day One Replaced player is out then the Day Two Replacement player is out in any continuing innings.

18.1.6 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 in any continuing innings.

18.1.7 If a 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.

18.1.8 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.)**

18.1.9 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.

18.1.10 The Day Two Replacement player(s) must be from the same or a lower grade team.

18.1.11 The Day Two Replacement player(s) must not be from a higher grade team unless written approval is given by the CCC Management Committee

18.1.10 Replacement player(s) may play in two different matches in the same round as long as they comply with **Playing Regulation 18.2** and all other parts of **Playing Regulation 18.1.**

18.1.11 No more than 11 players may play on each day of a two day match.

18.1.12 This rule may be exercised in SEMI FINAL AND GRAND FINAL MATCHES.

18.1.13 There will be no changes to Day One Replaced players or Day Two Replacement players following the toss.

18.1.14 Substitute Fielders (such as a 12th man who may not bat or bowl) will not be entered on the team list.

18.2 REPLACEMENT 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 18.1 rather than rely on this Playing Regulation 18.2.

18.2.1 This regulation applies in addition to and not in substitution for Playing Regulation 18.1

18.2.2 If a player named on the team list becomes unavailable during the match because of an unexpected representative cricket duty, or an unexpected serious injury or illness, or work commitment, or financial reason, or personal crisis, or carer or family responsibility or lawful reason(s) then that player may be replaced subject to the following regulations.

18.2.3 Note: The replacement outlined in clause 18.2.2 can not be applied in Semi Final and Grand Final matches.

QUALIFICATION CONDITIONS FOR REPLACEMENT PLAYER

18.2.4 The replacement player must:

18.2.5 be Registered and cleared in PlayHQ. (See Playing Regulations 3 and 5)

18.2.6 have their name added to the Team List

18.2.7 be subject to the conditions in Playing Regulations 18.1.5, 18.1.6, 18.1.7

18.2.8 be graded the same or lower grade. See **Playing Regulation 4.4.2**

18.2.9 Any player may act as a substitute fielder only (no batting, no bowling) if not qualified. See **Law 24.1 (2017 Code)**

18.2.10 Substitute fielders require only the approval of the match umpire.

STEPS FOR THE CLUB SECRETARY (OR DEPUTY) OF A PLAYER TO BE REPLACED AS PER PLAYING REGULATION 18.2.2

18.2.11 The player's Club Secretary of the player to be replaced will make a written request to the Association Secretary.

18.2.12 The time limit for replacement requests is 6.00pm Friday prior to start of play day 2.

18.2.13 Note that a verbal request is not sufficient.

18.2.14 The request will include the following information about the replacement.

18.2.15 Name and PlayHQ ID of the player to be replaced.

18.2.16 Description of the player's reason for absence as per Playing Regulation 18.2.2

18.2.17 In any case of illness or injury that the illness or injury first occurred after the start of the match.

18.2.18 Current Match grade, Current Match venue, Current Match opposition, Current Match Umpire's name.

18.2.19 Name and contact phone number of the player's team captain.

18.2.20 Opposition team captain's name.

18.2.21 The name and PlayHQ ID of the replacement player.

18.2.22 Note that all information in Playing Regulations 18.2.14 to 18.2.21 is required for approval of the replacement.

18.2.23 Note that a medical certificate is not required.

STEPS FOR THE ASSOCIATION SECRETARY (OR DEPUTY)

18.2.24 In response to a valid request the Association Secretary will issue a written approval to be sent to the replaced player's club secretary.

18.2.25 The Association Secretary will also notify the opposition team club secretary, the match umpire, the opposition team captain.

PLAYER SUSPENSION

18.2.26 In any case of a replaced player as per Playing Regulation 18.2.2, 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. 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.

18.2.27 No suspension applies to replacement players due to representative duty.

18.2.28 Any player on the inactive list will not play in any Association match, be it CCC, WCA or QSDCA until the inactive time period has expired.

ALLOWANCES

18.2.29 Consequential vacancies in lower grade teams must be filled in accordance with Playing Regulation 18.2.4

18.2.30 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 18.2.12

18.2.31 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.

18.2.32 For the purposes of this regulation, “representative duties” includes:

18.2.32.1 participation in any QC recognised carnival or district representative match

18.2.32.2 State duties (all ages)

18.2.32.3 National duties

REPLACEMENTS CAUTION

18.2.33 The replacement may only proceed when written approval from the Association Secretary has been received.

18.2.34 If any replacement player plays in a match in contravention of Playing Regulation 18.2 the Management Committee may impose on that player’s Club a penalty in accordance with **Playing Regulations 31 and 32**.

19. NO BALLS

19.1 WAIST HIGH NON-PITCHING BALLS

For Saturday Two Day Matches

19.1.1 Waist high non-pitching balls are considered dangerous and unfair.

19.1.2 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.

19.1.3 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.

19.1.4 There will be no free hit ball following a no ball.

19.2 SHORT PITCHED BALLS

For Saturday Two Day Matches

19.2.1 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.

19.2.2 The umpire at the bowler's end will advise the bowler and the batter on strike when each short-pitched delivery has been bowled.

19.2.3 In any one over there will be a limit of two such short pitched balls.

19.2.4 The third and any subsequent short pitched balls will be called a no ball by the bowler's end umpire.

19.2.5 **Law 21.10 (2017 Code 3rd ed.)** will be replaced by the following:

19.2.6 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.

19.2.7 For the avoidance of doubt any short pitched delivery that is called a Wide under **Playing Condition 19.2.6** will also count as one of the short pitched deliveries in that over.

19.3 FREE HIT

For Saturday Two Day Matches

19.3.1 There will be no free hit ball following a no ball.

19.4 PENALTY

For Saturday Two Day Matches

19.4.1 **Law 21.15 (2017 Code)** will apply. The penalty for a no ball will be 1 run.

20. TIMED OUT

For Saturday Two Day Matches

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

21. RUNNERS FOR INJURED BATSMEN

For Saturday Two Day Matches

Preamble: This competition will allow any injured batsman to have a runner since this is regarded as more desirable than forcing a player to stop playing if injured.

21.1 A batsman may have a runner provided:

21.2 The batsman has become injured since the completion of the Team List.

21.3 This does not apply when a batsman is already carrying an injury at the start of the match or if the batsman becomes tired.

21.4 The runner must wear equipment matching the batsman's equipment including helmets and other protective equipment.

21.5 Runners will only be allowed with the express permission of the umpire(s).

22. DRINKS BREAKS

For Saturday Two Day Matches

22.1 Drinks breaks will be taken off the field.

22.2 Each Drinks break will be limited to as short a time as possible.

22.3 No time or minimum overs will be deducted from the day's play to make up for drinks breaks.

22.4 On playing days the time and frequency of drinks breaks will be agreed prior to the start of play between captains and umpires.

22.5 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.

22.6 Extra drinks breaks on hot weather days is encouraged. Two drink breaks in a session is possible, but not mandatory.

22.7 See Appendix H Hot Weather Guidelines.

22.8 Suggested times for drinks breaks are:

Saturday Two Day 12.00 pm start: 1.20 pm and 4.35 pm

Saturday Two Day 12.30 pm start: 1:50 pm and 5.05 pm

22.9 If extra breaks are not required, they will not be taken simply because they were granted on a previous playing day.

23. POINTS

For Saturday Two Day Matches

23.1 MATCH POINTS

23.1.1 Teams in all grades will be allocated the following points for two day matches.

23.1.2 Outright win after leading on the first innings... 10 points

23.1.3 Outright win after tie on the first innings... 8 points

23.1.4 Outright win after trailing on the first innings... 6 points

23.1.5 Tie after winning on the first innings... 7 points

23.1.6 Tie after trailing on the first innings... 3 points

23.1.7 Win on the first innings... 4 points

23.1.8 Outright loss after leading on the first innings... 4 points

23.1.9 Draw or tie on the first innings... 2 points

23.1.10 Outright loss after tie on first innings... 2 points

23.1.11 Draw (no play on both days)...3.5 points

23.1.12 Loss on first innings... 0 points

23.1.13 Outright loss after trailing on the first innings... 0 points

23.1.14 Match abandoned before any result (where play has commenced)... 2 points

23.2 BONUS POINTS

For Saturday Two Day Matches

23.2.1 In addition to above, bonus incentive points will be awarded for the whole match as follows.

23.2.2 Batting... 0.01 of a point for every run made.

23.2.3 Bowling... 0.20 of a point for every wicket taken.

23.2.4 Bowling side will be awarded points for absent players from the batting side when all wickets have fallen.

23.2.5 Bowling bonus points will not be awarded for batsmen who are retired hurt.

24. SEMI FINAL AND GRAND FINAL MATCHES

For Saturday Two Day Matches (Finals)

24.1 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.

24.2 In grades with small numbers of teams the CCC 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

24.3 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.

24.4 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.

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

24.6 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.

24.7 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 24.8**.

DETERMINATION OF PLACINGS

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

24.8.1 Most number of wins (outright wins plus first innings wins)

24.8.2 Most number of outright wins

24.8.3 Least number of losses (outright losses plus first innings losses)

24.8.4 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

24.9 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 23.8.

24.9.1 In some circumstances the Management Committee will determine the venues for the SEMI FINAL and GRAND FINAL MATCHES with respect to ground facilities, ground availability and equipment.

HOURS OF PLAY

24.10 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 HOURS OF PLAY

24.11 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.

24.11.1 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.

24.11.2 When playing time on day 2 is added as in Playing Regulation 23.9.2, minimum overs for day 2 will be extended by 15 overs

24.11.3 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

24.11.4 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.

24.11.5 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.

24.11.6 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

24.12 Play will not cease on any day unless the minimum number of overs has been bowled.

24.13 On each day the initial minimum of overs will be 90.

24.14 Minimum overs will be calculated as in two day matches in Playing Regulation 16.

PLAYER ELIGIBILITY FOR SEMI FINAL AND GRAND FINAL MATCHES

24.15 To be eligible to play in a SEMI FINAL or GRAND FINAL MATCH a player must have appeared in at least 5 matches of the current season of Saturday Competition matches in that particular grade or a lower grade for the same club.

24.16 Any exceptions to CCC **Playing Regulation 24.15** must be submitted to the Management Committee for approval.

24.17 Players listed for abandoned or forfeited matches count toward qualification for SEMI FINAL and GRAND FINAL MATCHES. **See Playing Regulation 13.**

24.18 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.

24.19 Any player downgraded as in **Playing Regulation 24.16** for a SEMI FINAL MATCH will become ineligible for the GRAND FINAL MATCH if the higher-grade team is eliminated.

24.20 All other player downgrades in SEMI FINAL AND GRAND FINAL MATCHES are not permitted unless approval is granted by the Management Committee.

UMPIRES IN SEMI FINAL AND GRAND FINAL MATCHES

24.21 Official umpires will stand in all SEMI FINAL and GRAND FINAL MATCHES.

25. DETERMINATION OF WINNERS

25.1 The team finishing in first place according to **Playing Regulation 24.8** are the Minor Premiers.

25.2 The winner of the GRAND FINAL in each grade will be determined as the Premiers for each grade.

25.3 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 23**.

25.3.1 Note that this excludes bonus points.

25.3.2 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.

25.4 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 24.8**

25.5 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.

25.6 Any such decisions made will be final and conclusive.

For Saturday One Day 40 Over Matches

15. HOURS OF PLAY

For Saturday One Day 40 Over Matches

15.1 In the early part of the season matches will commence at 12.00pm and finish at 5.40pm subject to conditions in **One Day Playing Regulations 15 to 27**.

15.2 The transition date for the change of start of play time is expected to be 23 November but can be varied by the CCC Management Committee.

15.3 Matches will commence at 12.30pm and finish at 6.10pm throughout the remainder of the season subject to conditions in **One Day Playing Regulations 15 to 27**.

16. INTERVALS

For Saturday One Day 40 Over Matches

16.1 The break between innings will be 20 minutes.

17. LENGTH OF INNINGS

For Saturday One Day 40 Over Matches

17.1 NUMBER OF INNINGS

17.1.1 A match will be one innings for each team

17.1.2 Each team will take their innings alternately

17.1.3 Law 14 The Follow-On (2017 Code 3rd ed.) will not apply.

17.1.4 Law 15 Declaration And Forfeiture (2017 Code 3rd ed.) will not apply.

IN AN UNINTERRUPTED MATCH

17.2 Each team will bat for 40 overs unless all out earlier.

18. INNINGS FINISH TIME

For Saturday One Day 40 Over Matches

18.1 For matches scheduled to start at 12.00pm, the first innings will be completed by at 2.40pm (referred to as the Innings Finish Time).

18.2 For matches scheduled to start at 12:30pm, the first innings will be completed by 3.10pm (referred to as the Innings Finish Time).

18.3 If overs in the first innings are not complete by the Innings Finish Time, the first innings will continue until 40 overs have been bowled or until 10 wickets have fallen.

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

18.4.1 For example, Team B (bowling first) is part way through over 38 at Innings Finish Time. Overs 39 and 40 will be bowled, followed by a standard-length innings break then Team B (batting second) will face up to 38 overs.

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

18.5.1 For example if the team batting first is all out after 34 overs then after the standard innings break the team batting second will face up to 40 overs.

18.6 If the team batting first is all out in less than 40 overs, after the 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 Innings Finish Time..

18.6.1 For example, Team B (bowling first) is part way through the over 34 at the Innings Finish Time. Team A (batting first) is all out in 36 overs, 10 minutes after the Innings Finish Time. Following a standard-length innings break, Team B (batting second) will face up to 34 overs.

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

18.8 Changes to Innings Finish Time is only allowed under circumstances due to interruptions in Playing Regulations 29.15 and 29.22

19. IN A DELAYED OR INTERRUPTED MATCH

For Saturday One Day 40 Over Matches

19.1 Delayed means a match which does not begin at the scheduled time for reasons of weather, light, or other conditions.

19.2 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.

19.3 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 End of Innings finish times,
- shortening intervals,
- reducing over limits for bowlers.

19.4 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 26**.

19.4.1 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.

19.5 In the event of a suspension occurring in the middle of an over, the number of overs lost will be calculated as in **One Day Playing Regulation 19 and 20** and the innings of the team batting will continue from the point of the interruption.

19.6 Deciding winners with interruptions to a 40 Over One Day Match will be

determined by **Playing Regulation 26.4**.

See FORM in the DIAGRAMS APPENDIX or at <https://qsdca.com.au/05-playing-regulations>

THE TEAM BATTING FIRST

19.8 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.

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

19.10 On Saturdays the interval is 20 minutes between innings as per **Playing Regulation 16**.

19.11 In the first innings calculations resulting in a fraction of an over the fraction will be rounded up.

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

19.13 Remaining overs in the match will be split so that both teams have the opportunity to bat for the same number of overs.

19.14 Example: After 10 overs and 40 minutes of play in the first innings, playing time is lost. If play can resume when there is 190 minutes remaining Playing Time, then first innings will be 19 more overs and second innings will be 29 overs.

NEW FIRST INNINGS FINISH TIME

19.15 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.

19.16 The first innings will close at the end of the over in progress at the New First Innings Finish Time in the same manner as CCC Playing Regulations 28.

19.17 All relative delays, interruptions in play, and the duration of the interval will be taken into account.

19.18 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

19.19 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.

19.20 In the second innings calculations resulting in a fraction of an over will rounded down.

19.21 Example: After 10 overs and 40 minutes of play in the second innings, playing time is lost. If play can resume when there is 40 minutes of playing time remaining, then there will be 10 overs to play.

NEW END TIME OF INNINGS (SECOND INNINGS)

19.22 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.

19.23 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.

19.24 If the innings of the team batting first has been completed prior to the scheduled, or Rescheduled Finish Time, 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.

19.25 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.

19.26 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.

20. NUMBER OF OVERS PER BOWLER

For Saturday One Day 40 Over Matches

20.1 In an uninterrupted innings no bowler will be permitted to bowl more than 8 overs.

20.2 In an interrupted innings, where the overs are reduced, each bowler is limited to the number of overs shown below.

Total Overs	36 to 40	31 to 35	26 to 30	21 to 25	16 to 20	15
Max. Overs						
Each Bowler	8	7	6	5	4	3

20.3 Note: **Playing Regulation 20.2** does not apply in uninterrupted matches in which the Innings Finish Time as made the innings shorter. **See Playing Regulation 18.**

20.3 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.

20.4 In the event of a bowler being unable to complete an over, the remaining balls will be bowled by another bowler.

20.5 Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

21. ONE DAY WIDES

For Saturday One Day 40 Over Matches

21.1 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

21.2 Any off side or leg side delivery that in the opinion of the umpire does not give the batsman a reasonable opportunity to score will be called a wide.

21.3 As a guideline to the umpires for the calling of wides, crease markings indicating a wide line will be marked at each end of the pitch.

22. NO BALLS

22.1 WAIST HIGH NON-PITCHING BALLS

For Saturday One Day 40 Over Matches

22.1.1 Waist high non-pitching balls are considered dangerous and unfair.

22.1.2 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.

22.1.3 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. There will be a free hit ball following a no ball.

22.2 SHORT PITCHED BALLS

For Saturday One Day 40 Over Matches

22.2.1 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.

22.2.2 The umpire at the bowler's end will advise the bowler and the batter on strike when each short pitched delivery has been bowled.

22.2.3 In any one over there will be a limit of one short pitched ball.

22.2.4 The second and any subsequent short pitched balls will be called a no ball by the bowler's end umpire.

22.2.5 **Law 21.10 (2017 Code 3rd ed.)** will be replaced by the following.

22.2.6 The bowler's end umpire will call and signal Wide for any ball after which pitching passes over head height of the batter standing upright at the batting crease.

22.2.7 For the avoidance of doubt any short-pitched delivery that is called a Wide under **Playing Condition 22.2.6** will also count as one of the short pitched deliveries in that over.

22.3 LEG SIDE FIELDING LIMITATION

For Saturday One Day 40 Over Matches

22.3.1 No more than five fielders are allowed on the leg side at the instant of delivery, with no more than two fielders behind the popping crease.

22.4 FREE HIT

For Saturday One Day 40 Over Matches

22.4.1 The delivery following a no ball called (all modes of no ball) will be a free hit for which ever batter is facing it.

22.4.2 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.

22.4.3 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 hit is called a wide ball.

22.3.4 Neither field changes nor the exchange of individual between fielding position 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.

22.3.5 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.

22.5 PENALTY

For Saturday One Day 40 Over Matches

22.5.1 Law 21.15 (2017 Code) will apply. The penalty for a no ball will be 1 run.

23. TIMED OUT

For Saturday One Day Matches

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

24. RUNNERS SUBSTITUTING FOR INJURED BATSMEN

For Saturday One Day 40 Over Matches

Preamble: This competition will allow any injured batsman to have a runner since this is regarded as more desirable than forcing a player to stop playing

if injured.

24.1 A batsman may have a runner provided:

24.2 The batsman has become injured since the completion of the Team List.

24.3 This does not apply when a batsman is already carrying an injury at the start of the match or if the batsman becomes tired.

24.4 The runner must wear equipment matching the batsman's equipment including helmets and other protective equipment.

24.5 Runners will only be allowed with the express permission of the umpire(s).

25. DRINKS BREAKS

For Saturday One Day 40 Over Matches

25.1 Drinks breaks will be taken off the field.

25.2 Each Drinks break will be limited to as short a time as possible.

25.3 No time or minimum overs will be deducted from the day's play to make up for drinks breaks.

25.4 On playing days the time and frequency of drinks breaks will be agreed prior to the start of play between captains and umpires.

25.5 Suggested time for drinks breaks is after 20 overs have been completed.

25.6 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.

25.7 Extra drinks breaks on hot weather days is encouraged. Two drink breaks in a session are possible, but not mandatory.

25.8 See Appendix H Hot Weather Guidelines.

26. RESULT OF THE MATCH

For Saturday One Day 40 Over Matches

26.1 Unless either team is dismissed in less than 15 overs, to make a completed match each team must receive a minimum of 15 overs.

26.2 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.

26.3 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.

26.4 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 by the Duckworth-Lewis-Stern (DLS) method.

26.5 The fielding side may request from the scorers a DLS update at the end of each over.

27. POINTS

For Saturday One Day 40 Over Matches

27.1 MATCH POINTS

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

27.1.2 Win... 4 points

27.1.3 Tie... 2 points

27.1.4 Draw... 2 points

27.1.5 Draw no play ... 3.5 points

27.1.6 Loss... 0 points

27.2 BONUS POINTS

For Saturday One Day 40 Over Matches

27.2.1 In addition to above, bonus incentive points will be awarded for the match as follows.

27.2.2 Batting... 0.01 of a point for every run made.

27.2.3 Bowling... 0.20 of a point for every wicket taken.

27.2.4 Bowling side will be awarded points for absent players from the batting side when all wickets have fallen.

27.2.5 Bowling bonus points will not be awarded for batsmen who are retired hurt.

27.2.6 SUPER BONUS POINT

27.2.7 A super bonus point will be awarded for a win achieved by the end of 23

overs.

27.2.8 This will not apply in any match delayed, interrupted or rearranged as in Playing Regulation 19.

28. CODE OF BEHAVIOUR

28.1 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.

28.2 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.

28.3 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.

28.4 Law 42 Player Conduct (2017 Code) will not be used in any competition in this association.

29. PLAYER PROTECTION

29.1 The Policies Appendix “Community Cricket Concussion & Head Trauma Guidelines” 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.

29.2 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.

29.3 The Policies Appendix “Suspect Bowling Actions” 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.

29.4 The Policies Appendix “Lightning Safety 30-30 Rule” set out in Appendix G forms part of the Playing Regulations of this Association.

29.5 The Policies Appendix “Hot Weather Guidelines” set out in Appendix H forms part of the Playing Regulations of this Association.

29.6 The Policies Appendix “National Club Risk Protection Program” set out in Appendix I forms part of the Playing Regulations of this Association.

29.7 The Policies Appendix “Child Protection Queensland Cricket” 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.

29.8 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.

30. BEHAVIOUR REPORTS AGAINST PLAYERS

Applies to All Competitions

30.1 Any report on player behaviour whether by an umpire, player, captain or other person must be lodged with Queensland Cricket by 8.30pm on the Sunday after conclusion of the match.

30.2 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.

30.3 A report is expected to be signed by the person submitting it and a contact number provided.

30.4 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.

30.5 The Queensland Cricket Code of Behaviour will be followed with regards to the process involved.

30.6 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.

30.7 Any appeals of the decisions made by the Commissioner with respect to Playing Regulation 39.6 will follow the Queensland Cricket Appeals Process.

31. BREACHES OF THE PLAYING REGULATIONS BY CLUBS

31.1 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.

31.2 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.

31.3 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.

31.4 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.

31.5 Without limiting the generality of CCC Playing Regulation 31.4, the penalty may include any of, or any combination of, the following:

31.5.1 Forfeiture of the match points and/or incentive points gained by the club in the particular competition match or matches

31.5.2 In the event of a SEMI FINAL or GRAND FINAL, forfeiture of the match.

31.5.3 A monetary penalty.

31.6 Clubs may appeal a decision of the Management Committee made under Playing Regulation 31.

31.7 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.

31.8 The decision of the Management Committee under CCC Playing Regulation 31 may only be overturned by a meeting of Delegates.

31.9 This appeal process applies only to decisions of the Management Committee made under Playing Regulation 31.

32. CONDUCT DETRIMENTAL TO THE SPIRIT OF THE GAME

Applies to All Competitions

32.1 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.

32.2 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.

32.3 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.

32.4 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.

32.5 Without limiting the generality of CCC **Playing Regulation 32.4**, the penalty may include any of, or any combination of, the following:

32.5.1 Forfeiture of the match points and/or incentive points gained by the club in the particular competition match or matches

32.5.2 In the event of a SEMI FINAL or GRAND FINAL, forfeiture of the match.

32.5.3 A monetary penalty.

32.6 Clubs may appeal a decision of the Management Committee made under **Playing Regulation 32**.

32.7 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.

32.8 The decision of the Management Committee under **Playing Regulation 32** may only be overturned by a meeting of Delegates.

32.9 This appeal process only applies to decisions of the Management Committee made under **Playing Regulation 32**.

33. POWER TO MAKE REGULATIONS

33.1 The Management Committee may from time to time make Regulations for the governing of competition matches and will be promulgated to the Teams.

33.2 Such amendment or new Regulation to apply from the commencement of the Playing Season.

33.3 Every member will be bound by and submit to the Regulations of the Association.

APPENDIX A. BEHAVIOUR

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 QC Grade 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

Note: 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.

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 unnecessary obvious dissension, displeasure or disapproval 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. An umpire would be expected to caution the player and advise the captain of his concern before reporting any player for this type of behaviour.

[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 four 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 Behavior will in the first instance be heard and determined by a Queensland Cricket Conducts Commissioner unless the Commissioner decides to refer the matter to a Conducts Committee hearing;

[c] The Commissioner will conduct a hearing, when possible to be held on a

Tuesday evening:

[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 be assisted by another person [such as a Club representative].

[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 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 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, when possible to be held on a Thursday evening:

[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 be assisted by another person [such as a Club representative].

[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 Grade Committee; or
 - [vi] The Chief Executive Officer of Queensland Cricket.

- [b] For umpires there are two processes for reporting an alleged breach of the Code of Behaviour:
 - [i] **Level 1 Offences:** Where the umpires doesn't consider that the alleged breach

exceeds Level 1, they will speak to the player regarding his/her behaviour, the incident will be noted on the umpire's Report Form and the player will receive a caution. The umpire[s] must also inform captains of the caution of his/her player as soon as practical, either on the field or at the close of a 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 by 4.30pm Monday after the completion of the match.

NOTE: If a player receives two such cautions in a season, they will be reported by the Premier Cricket Officer and have the matter heard by a Conducts Commissioner. All Level 1 cautions will also be subject to Clause [h] below.

[ii] Serious breaches (Levels 2 & 3): Where an umpire is considering or wishes to report an alleged breach of the Code of Behaviour (Level 2 or 3), the umpire[s] must inform captains of the lodgement or pending lodgement 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 by 4.30pm Monday after the completion of the match.

NOTE: Umpire[s] must nominate the grade of offence on the report.

[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 by 4.30pm Monday 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:

Level 1: The Commissioner or Conducts Committee may invoke any of the following options:

[i] official reprimand

[ii] a suspended sentence

[iii] a one [1] match suspension or,

[iv] refer the report to the Conducts Committee.

[v] refer the report to the Conducts Committee who may impose any penalty as it sees fit.

Level 2 Offences: The Commissioner or Conducts Committee may invoke any of the following options:

[i] official reprimand

[ii] a suspended sentence

[iii] may impose up to a two [2] match suspension or,

[iv] refer the report to the Conducts Committee.

[v] refer the report to the Conducts Committee who may impose any penalty as it sees fit.

Level 3 Offences: The Commissioner may offer a penalty to a player or official that pleads guilty or refer the matter to a Conducts Committee who may impose any penalty as it sees fit.

[g] If found guilty of a second Level 1 offence/caution, a player would ordinarily expect to receive a minimum one [1] multi-day match suspension [or equivalent]. If found guilty of a 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 level 2 or level 3 offences, the Commissioner or Conducts Committee has discretion to determine whether a suspension applies for representative matches

[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 (2(a), 2(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.

2(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.

2(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

2(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.

2(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. QC Code of Behaviour

Level 3 Intimidate an umpire or referee whether by language or conduct. Includes appealing in an aggressive or threatening manner.

2(b)(vi) 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.

2(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.

2(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 QC Code of Behaviour

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.

2(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.

2(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 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 and from Affiliates Codes of Conducts processes as the case may be.

[h] Any appeal against the decision of the Conducts Committee must be lodged within 7 Days of the Hearing with the Chief Executive Officer, Queensland Cricket.

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 [i] 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 Grade 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.

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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; or
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 QC 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

7.1 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.

7.2 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.

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

7.4 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.

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Appendix D. COMMUNITY CRICKET CONCUSSION & HEAD TRAUMA GUIDELINES (reproduced from):

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

1. EXECUTIVE SUMMARY

1.1 Community Cricket representatives and participants should take a conservative approach to managing concussion.

1.2 Participants in Community Cricket should wear appropriate and well fitted protective gear including helmets and neck protectors.

1.3 Any player or official that has a suspected concussion should:

1.3.1 be immediately removed from the training and playing environment;

1.3.2 not return on the same day without medical clearance;

1.3.3 not drive a motor vehicle or take part in any activity that puts them or others at risk; and

1.3.4 be assessed by a qualified medical doctor.

1.4 Any player or official with a confirmed concussion should:

1.4.1 not return to play or train on the same day; and

1.4.2 only return to play or train once cleared by a qualified medical doctor but no earlier than:

(a) 13 days from the concussion incident for adult players/umpires; and

(b) 14 days from the date the player became symptom-free for junior players.

2. INTRODUCTION

2.1 Australian Cricket (AC) considers it critical to pursue best practice in prevention and management of concussion and head trauma arising while participating in organised cricket competitions and training sessions, including Community Cricket.

2.2 Cricket Australia (CA) endorses the 2023 Amsterdam Consensus Statement on Concussion in Sport (Consensus Statement), 2023 AIS Concussion and Brain Health Position Statement, and 2018 International Cricket Council Concussion Guidelines.

The aim is for the AC Community Cricket Guidelines to be consistent with the International Consensus Statement, and the AIS and ICC Guidelines where appropriate.

3. SCOPE

3.1 These Guidelines apply to:

(a) all players; and

(b) umpires,

(collectively referred to as Participants):

3.1.1 participating in any organised community (that is, non-elite including Premier Cricket) cricket competitions and matches or training for such competitions or matches (collectively, Community Cricket); and

3.1.2 who receive a blow to the head or neck (either bare or while wearing protective equipment), whether by ball or otherwise.

3.2 Affiliated Clubs and Associations should enforce these Guidelines for Participants taking part in Community Cricket training, matches and competitions.

4. RELATED DOCUMENTS

4.1 Community Cricket Concussion Guidelines FAQ

<https://play.cricket.com.au/community/clubs/managing-your-club/community-cricket-concussion-guidelines-faq>

4.2 AC Helmet Recommendations

<https://play.cricket.com.au/community/clubs/managing-your-club/helmet-recommendations?>

5. PROTECTIVE EQUIPMENT REQUIREMENTS

5.1 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).

5.2 Umpires should wear 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).

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

6. DIAGNOSIS OF CONCUSSION

6.1 If a Participant receives a blow to the head or upper neck (whether wearing protective equipment or not), these Guidelines should be followed:

6.1.1 Medical or First Aid Assistance

(a) 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 Participant and use the process outlined below and in the Concussion Assessment Flowchart for Medical Personnel.

Concussion Assessment Flowchart for Medical Personnel

(AIS Concussion and Brain Health Position Statement February 2023)

(b) If there is no doctor or medically trained person available, another Participant (a player, coach or administrator etc.), ideally from the same team, or a match official (if there is one appointed) should assist in managing this process.

Concussion Assessment Flowchart for Non-Medical Personnel

(AIS Concussion and Brain Health Position Statement February 2023)

6.1.2 Before play resumes, the Participant should be asked some general questions that they should be able to easily answer to ascertain if they are orientated.

These questions are known as modified 'Maddocks' questions and should include some or all of the following:

- 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.

6.1.3 Before play resumes after the head or neck blow, the Participant should be asked if they are currently experiencing any symptoms since the blow to the head or neck. If the Participant reports any of the following symptoms 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.

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

6.1.4 The Participant should be instructed that if the Participant experiences any of the above symptoms over the 72 hours after the head or neck blow, they should assume that it is a sign of delayed concussion and be required to undertake an assessment from a qualified medical practitioner.

If the Participant suffers from any symptoms that are severe, or worsening rather than improving, the participant should seek further medical care at a local medical centre, hospital or general practitioner / medical doctor before resuming playing, training or umpiring.

6.1.5 If the Participant is witnessed or suspected to have demonstrated any of the following signs after the head or neck blow, it should be assumed that they have sustained a concussion and be removed from the field of play immediately:

- loss of consciousness;
- no protective action in fall to the ground observed directly or on video;
- impact seizure or tonic posturing;
- confusion;
- disorientation;
- memory impairment (e.g. fails Maddocks questions – see above);
- balance disturbance (e.g. ataxia);
- athlete reports significant new or progressive concussion symptoms;
- dazed or blank/vacant stare;
- not their normal selves; or
- observed behaviour change.

6.1.6 An ambulance should be called (by dialling 000) if the Participant has any of the following signs or symptoms;

- loss of consciousness for any time;

- amnesia – inability to remember recent details;
- inability to keep balance;
- nausea or vomiting not explained by another cause, such as known gastroenteritis; or
- fitting.

In no circumstance should the Participant return to playing, training or umpiring until an assessment is made by a qualified medical doctor. The Club or Association may request clearance by a qualified medical doctor prior to permitting the Participant to return to playing, training or umpiring.

6.2 If the Participant is suspected, presumed or has an established concussion, the Club or Association should seek a clearance by a qualified medical doctor before the Participant be permitted to return to playing, training or umpiring, in line with Section 7 below.

6.3 If the Participant is suspected, presumed or has an established concussion, the Participant should not perform activities that put them or others at risk such as driving a motor vehicle, climbing ladders, riding a bike etc. until medically cleared to do so.

6.4 More serious co-existing possible diagnoses (e.g. fractured skull, neck injury) should be managed as an emergency priority if suspected, and once these are excluded then diagnosis of concussion can be considered. In all circumstances, an ambulance should be called.

7. RETURN TO CRICKET

7.1 A Participant should not return to cricket on the same day if the diagnosis of concussion is suspected, likely or established.

7.2 If a Participant has been diagnosed with a concussion, the final determination on whether the Participant may return to cricket, should be made by a qualified medical doctor.

7.3 The graded return to training and playing should be adopted.

The Graded Return to Playing (GRTP) framework is outlined at the following website: <https://play.cricket.com.au/community/clubs/managing-your-club/community-cricket-concussion-guidelines>

Any Participant returning to cricket after a confirmed concussion should consult a qualified medical doctor, preferably with experience in sports concussion such as a qualified Exercise and Sport Physician or Sports Doctor, who should help determine when it is safe to return to training and playing.

7.4 Participants who are 19 years or older (adults), should not return to cricket for a minimum of 13 days from the time of concussion in accordance with the GRTP framework outlined in Appendix 1. Importantly, 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.

7.5 Any player returning to cricket;

(a) skills training should do so only after consulting a qualified medical doctor; and
(b) play should provide their club with a letter (or other in-writing communication) from a qualified medical doctor stating that they have recovered from the concussion and are medically fit to return to unrestricted training, and, following this, matches if they remain symptom free (in line with the GRTP timeline).

8. JUNIOR PLAYERS

8.1 Managing concussion in junior players requires a more conservative approach. The AIS Concussion and Brain Health Position Statement (2023) states that; 'young skulls are large compared to their brains because their brains are not fully developed and therefore easily move within the skull. Young brains have less myelination than adult brains and continue to increase/grow in size throughout adolescence until about 24 years*. Lack of myelination and the potential for the brain to move easily within the skull, predispose nerve fibres to be easily damaged during head trauma making youth more vulnerable to concussion. Also, weaker neck muscles in youth are proposed as being a confounding factor in impairing the attenuation of forces impacting the head and can increase the risk of concussions (compared to adult populations'**.

8.2 If concussion is suspected or confirmed in a junior player based on the criteria in section 6.1 above, they should be removed from playing and training (cricket or other sports) until cleared to return by a qualified medical doctor.

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

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

Junior participants should not return to play for a minimum of 14 days from the time they become symptom free in accordance the GRTP Framework.

For clarity, this is not 14 days from the time of concussion. This is the minimum amount of time that is recommended but some concussions require longer than 14 days to fully recover after symptom free. 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.

9. DOCUMENTATION

CA 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 name of any first responders or attending medical professionals, the venue and how the incident occurred (e.g. batting, fielding) and any of the symptoms reported or signs observed.

10. Graded Return To Play After Concussion Framework 18 Years And Younger

The Graded Return to Playing (GRTP) framework is outlined at the following website: <https://play.cricket.com.au/community/clubs/managing-your->

[club/community-cricket-concussion-guidelines](#)

Appendix E BOWLING INJURY PREVENTION

Applies to All Competitions

AGE BOWLING RESTRICTIONS FOR COMMUNITY LEVEL

Age Bowling Restrictions		
	Max Overs each spell*	Max Overs each Day
Under 11	2	4
Under 13	4	8
Under 15	5	12
Under 17	6	16
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 build-up 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 and the Association.

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

Appendix F DOUBTFUL BOWLING ACTIONS PROCEDURES

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

1. 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.)

2. 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 Fair Delivery – The Arm (2017 Code 3rd ed.) 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.

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, except to notify the Club and Association, as per 3.3.

3.4.2 A second mention of a bowler's action within 12 months of the first mention 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 within 12 months, 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 on DIAGRAMS APPENDIX and at <https://qsdca.com.au/wp-content/uploads/2021/10/doubtful-action-report-form-2021-22.pdf>

Appendix G LIGHTNING SAFETY 30-30 RULE

Play will be suspended in Dangerous or Unreasonable Conditions

The following will apply in addition to Law 2.8 (2017 Code):

1. [30/30 Rule] If thunder follows a lightning flash by 30 seconds or less, play must cease immediately.
2. Players and umpires must leave the field immediately and must not return until 30 minutes after the initial lightning flash.
3. 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 HYDRATION

Applies to all competitions

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 and 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

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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 updated 2022 Safeguarding Children and Young People was adopted by QSDCA in 2023. This updates the previously adopted 2018 version.

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 41 and 42.

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.

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Appendix L PLAYER UMPIRES 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 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 & 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 CALCULATION FOR DELAY OR INTERRUPTIONS IN FIRST INNINGS

CCC One Day Match - 40 overs per side.

3.1. Calculation sheet for use when a delay or interruptions occur in the First Innings.

Time **320** minutes (A)
 Net playing time available at start of the match _____ (B)
 Time Innings in progress in minutes _____ (C)
 Playing time lost _____ (C)

Adjusted net playing time for the match [A - C] _____ (G)
 Adjusted max overs for the match [G/4] _____ (H)
 Max overs per team [H/2] (round up fractions) _____ (I)
 Max overs per bowler _____ (I)

Total Overs	36 to 40	31 to 35	26 to 30	21 to 25	16 to 20	15
Max. Overs Each Bowler	8	7	6	5	4	3

Rescheduled Playing Hours

First session to commence or recommence _____ (J)
 Length of innings [I x 4] (round up fractions) _____ (K)
 Rescheduled first innings cessation time [J+(K-B)] _____ (L)
 Length of interval _____ (M)
 Second innings commencement time [L+M] _____ (N)
 Rescheduled second innings cessation time [N+K] _____ (O)

Compete Section 3.2 first

3.2. Calculation sheet to check whether an interruption during the First Innings should terminate the Innings
 Proposed re-start time _____ (P)
 Rescheduled cut-off time _____ (Q)
 Minutes between P and Q _____ (R)
 Potential overs to be bowled [R/4] (round up fractions) _____ (S)
 Number of complete overs faced to date in first Innings _____ (T)
 If S is greater than T, then revert to section 3.1. above
 If S is less than or equal to T, then the first Innings is terminated and go to section 3.3 below.

2022/23 12noon-2.40pm ->20m tea -> 3pm-5.40pm = 160 min each Innings
 (12.30pm-3.10pm->20m tea->3.30pm-6.10pm from 15-Nov)

3.3. Calculation sheet for the start of the Second Innings

Maximum overs to be bowled.
 (If first Innings was terminated, S from section 3.2. above) _____ (A)
 Scheduled length of Innings: [A x 4] _____ (B)
 Start Time _____ (C)
 Scheduled cessation time [C+B] _____ (D)

Total Overs	36 to 40	31 to 35	26 to 30	21 to 25	16 to 20	15
Max. Overs Each Bowler	8	7	6	5	4	3

Maximum overs per bowler _____ (D)
 3.4. Calculation sheet for use when interruption occurs after the start of the Second Innings.

Time
 Time at start of Innings _____ (A)
 Time at start of interruptions _____ (B)
 Time Innings in progress in minutes _____ (C)
 Restart time _____ (D)
 Length of interruptions [D-B] _____ (E)

Overs

Maximum overs at start of Innings _____ (H)
 Overs lost [E/4] (rounded down) _____ (I)
 Adjusted maximum length of Innings [H-I] _____ (J)
 Rescheduled length of Innings [J x 4] _____ (K)
 Amended cessation time of Innings [D+(K-C)] _____ (L)

Overs per bowler

Total Overs	36 to 40	31 to 35	26 to 30	21 to 25	16 to 20	15
Max. Overs Each Bowler	8	7	6	5	4	3

Note: Second Innings result see Reg 35.4 DLS