

Queensland Sub Districts Cricket Association Inc.

REGULATIONS GOVERNING COMPETITION MATCHES

Also known as "The Playing Regulations"
Incorporating the "Playing Regulations Review 2021" and
All Code of Behaviour and Player Protection Appendixes
and Sunday 50 Over and Super 20 Regulations

Applies to All Competitions			
	GLOSSARY	p2	
1	APPLICATION	p3	
2	AFFILIATION OF CLUBS & TEAMS	p3	
3	REGISTRATION OF PLAYERS	p3	
4	PLAYERS CHANGING GRADES	p4	
5	CLEARANCES FOR PLAYERS CHANGING CLUBS	p5	
6	GRADING OF TEAMS MATCHES & GROUNDS	p5	
7	THE TEAM LIST	p6	
8	CLOTHING	p7	
9	KIT, BALLS & EQUIPMENT	p7	
10	FITNESS OF GROUNDS	p8	
11	FORFEITS	p8	
12	PLAYER ABSENCES	p9	
13	NOTIFYING SCORES & MATCH RESULTS	p10	
14	LIQUOR	p10	
15-19	NIL		
	For Saturday Two Day Matches	p11	
	For Saturday One Day 35 Over Matches	p20	
	For Sunday 50 Over Matches	p28	
	For Super 20 Matches	p38	
20	HOURS OF PLAY		
21	PLAYING REGULATIONS FOR TWO DAY MATCHES		
22	INTERVALS		
23	REPLACEMENT PLAYERS		
24	LENGTH OF INNINGS		
25	COMPULSORY CLOSURE TIME/INNINGS FINISH TIME		
26	IN A DELAYED OR INTERRUPTED MATCH		
27	NUMBER OF OVERS PER BOWLER		
28	ONE DAY WIDES		
29	NO BALLS		
29.1	Waist High Non-Pitching Balls		
29.2	Short Pitched Balls		
29.3	Free Hit		
29.4	Fielding Restrictions		
29.5	Penalty		
30	TIMED OUT		
31	RUNNERS SUBSTITUTING FOR INJURED BATSMEN		
32	DRINKS BREAKS		
33	RESULT OF THE MATCH		
34	POINTS		
34.1	Match Points		
34.2	Bonus Points		
34.3	Net Run Rate		
35	SEMI FINAL & GRAND FINAL MATCHES		
36	DETERMINATION OF WINNERS		
37-39	NIL		
Applies to All Competitions			
40	SEASON AWARDS		p50
41	APPENDIXES – CODES OF BEHAVIOUR		p51
42	APPENDIXES – PLAYER PROTECTION		p51
43	BEHAVIOUR REPORTS AGAINST PLAYERS		p51
44	APPEALS OF PLAYER BEHAVIOUR FINDINGS		p52
45	SCOPE OF PENALTIES		p53
46	BREACHES OF THE PLAYING REGULATIONS BY CLUBS		p53
47	CONDUCT DETRIMENTAL TO THE SPIRIT OF THE GAME		p54
48	POWER TO MAKE REGULATIONS		p54
49	REQUEST FOR CHANGE OF PLAYING REGULATION		p55
App A	BEHAVIOUR		p58
App B	INTOXICATED PLAYER POLICY		p62
App C	RACIAL AND RELIGIOUS VILIFICATION CODE		p64
App D	COMMUNITY CRICKET CONCUSSION & HEAD TRAUMA GUIDELINES		p67
App E	BOWLING INJURY PREVENTION		p69
App F	DOUBTFUL BOWLING ACTIONS PROCEDURES		p70
App G	LIGHTNING SAFETY 30-30 RULE		p73
App H	HOT WEATHER GUIDELINES		p73
App I	NATIONAL CLUB RISK PROTECTION PROGRAM		p74
App J	CHILD PROTECTION POLICIES		p75
App K	PLAYING CONDITION – HELMETS		p76

Applies to All Competitions

GLOSSARY

Applies to All Competitions

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

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

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

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

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

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

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

'Super 20 competition'... a Twenty 20 competition organised by this association.

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

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

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

"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"** in previous regulations. 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 34. (was 10.29)

"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

Applies to All Competitions

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

2 AFFILIATION OF CLUBS AND TEAMS

Applies to All Competitions

- 2.1 Clubs nominating teams for all competitions will submit details in a format approved by this Association.
- 2.2 Nominations are due at the Club Secretaries meeting held prior to the start of each new season.
- 2.3 Each team nominated must have 11 or more playing members.
- 2.4 All fees and fines (including outstanding and past due) must be paid before any nomination will be accepted.
- 2.5 A meeting of affiliated clubs will be held on the first Monday of September.
- 2.6 The final nomination date will be 12 days before the first day's play of the season.
- 2.7 Affiliated clubs may nominate extra teams or withdraw teams by 7pm on the final nomination date.
- 2.8 Any club which withdraws a team or teams after the final nomination date may be liable for all fees, as if matches had been played by the withdrawn team or teams during the season.
- 2.9 Acceptance of nominations will be at the discretion of the Management Committee.
- 2.10 Nominations will not be accepted on the condition that any club or team plays in a particular grade.
- 2.11 Any other competitions organised by this association (such as the Super 20 competition) will be subject to team nomination procedures determined by the Management Committee.
- 2.12 Sunday 50 Over Competition Clubs and Super 20 Competition Clubs which are not otherwise affiliated with Queensland Sub Districts Cricket Association Inc. will be regarded as 'Associate Clubs' of the Queensland Sub Districts Cricket Association Inc. and will not be entitled to vote at General meetings of the Association.

3 REGISTRATION OF PLAYERS

Applies to All Competitions

- 3.1 All players will be registered in MyCricket www.mycricketadmin.cricket.com.au
- 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 If any player plays in a match without being registered in accordance with **Playing Regulation 3** the Management Committee may impose a penalty in accordance with **Playing Regulation 46 and 47** on that player's team.

4 PLAYERS CHANGING GRADES

Applies to All Competitions

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

AT THE START OF THE SEASON

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

THE ROUND 5 FINAL GRADING

- 4.2** After the completion of match 4 and before the beginning of match 5, Clubs with more than one team will finalise player gradings.

4.2.1 The finalised player gradings will be sent in writing to the Management Committee.

4.2.2 Finalised player gradings will be examined by the Management Committee.

4.2.3 Failure to register such player gradings will automatically register players in the grade played in match 5.

4.2.4 If an ungraded player does not play in match 5 then that player will be registered in the grade first played in after match 5.

PLAYING IN A HIGHER GRADE

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

DOWNGRADE STEPS FOLLOWING AUTOMATIC UPGRADE

- 4.4** Any previously graded player who plays three matches in a higher grade is automatically upgraded.

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

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

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

4.4.4 The Honorary Secretary of the Association will advise the player's Club of any decision prior to the match following the Management Committee Meeting at which the decision is reached.

4.5 No permission is required for a player downgrade within grades (such as from A1 to A2, B2 to B3, or C3 to C4) in regular competition rounds.

4.5.1 **Playing Regulation 4.5** does not apply in SEMI FINAL and GRAND FINAL MATCHES.

4.5.2 See **Playing Regulation 35** for additional finals player eligibility conditions.

GENERAL DOWNGRADE STEPS

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

4.6.1 Any previously graded player may seek permission from the Management Committee for a downgrade.

4.6.2 The player's club will seek permission from the Management Committee by submitting in writing details of the player's performances and reasons supporting the downgrade.

4.7 No player may appear in more than one match in any round.

CHANGING GRADES FOR SAME CLUB, DIFFERENT COMPETITION

- 4.8** Any club in the Association that also has teams in other QC affiliated competition(s) or has a written player exchange agreement with a club in another QC affiliated competition may register any of their players in any grade in this Association without the approval of the Management Committee.
- 4.8.1** 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.
- 4.8.2** 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)
- 4.8.3** In such cases, the decision of the Management Committee will be final.

5 CLEARANCES FOR PLAYERS CHANGING CLUBS

Applies to All Competitions NOW Applies Sunday 50/Super 20 too

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

6 GRADING OF TEAMS, MATCHES AND GROUNDS

Applies to All Competitions

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

7 THE TEAM LIST

Applies to All Competitions

Preamble: The Team List is a very important part of a competitive cricket match. 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 showing all replaced players and the players who replaced them on day 2.
- 7.2** Players will be listed on the Team List with their full name as shown in registration records.
- 7.2.1** This means no use of initials or familiar names.
- 7.2.2** 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.
- 7.3** A Team List will be completed for each team for all matches.
- 7.4** The Team Lists will be entered in the match abstract.
- 7.5** Captains from each team will exchange completed Team Lists before the toss.
- 7.6** When an Umpire is in attendance, the Team List will be given to the umpires also.
- 7.7** The Umpire's Team List will be kept by the umpire.
- 7.8** The Team Lists will not be altered after the toss.
- 7.9** The Team List will be referred in any dispute which may arise.
- 7.10** An example of the team list.

<small>Queensland Sub Districts Cricket Association Inc.</small>					
TEAM LIST					
TEAM NAME					
DATES			ROUND		
GRADE		GROUND			
1	DAY ONE PLAYERS	AGE if 18 or less	1	DAY TWO REPLACEMENT PLAYERS (maximum 3)	AGE if 18 or less
2			2		
3			3		
4			4		
5			5		
6			6		
7			7		
8			8		
9			9		
10			10		
11			11		
TEAM CAPTAIN					
OPPOSITION TEAM NAME					
UMPIRE(S)					
<small>TOP COPY (white) - HAND TO UMPIRE 2nd copy (pink) - Hand to Opposing captain 3rd copy (blue) - Keep Collect - Opposition Team List</small>					

8 CLOTHING

Applies to All Competitions

8.1 Players must wear proper cricket clothing. This means:

8.1.1 Long white trousers or pants

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

8.1.3 White cricket shirt

8.1.4 White socks

8.1.5 Cricket shoes

8.1.6 Players must wear cricket shoes with full metal spikes while bowling.
Spike length will be limited to 9mm.

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

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

8.1.9 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.

8.4 UMPIRES' CLOTHING

8.4.1 Player umpires will be reasonably clothed including a shirt and footwear when standing during matches.

8.4.2 Official umpires will wear the QSDCA 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

Applies to All Competitions

9.1 Each team will have 6 boundary markers available at the start of each day's play.

9.2 If a match is played at a ground which does not have defined boundaries the two Captains will agree the position of the boundaries and place the markers position prior to each day's play.

9.3 Each team will have 6 stumps complete with bails available at the start of each day's play.

9.3.1 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 21.18** 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 Competitions

BEFORE PLAY

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

DURING THE MATCH

- 10.8** After play has commenced all decisions concerning the fitness of the pitch, ground, weather and light for play will be made by the Umpire(s).
- 10.9** In the absence of official umpire(s) Captains will agree about fitness of the pitch, ground, weather and light for play.
- 10.9.1** 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

- 10.10** Play will be suspended in Dangerous or Unreasonable Conditions
- 10.10.1** The following will apply in addition to Law 2.8 (2017 Code)
- 10.10.2** [30/30 Rule] If thunder follows a lightning flash by 30 seconds or less, play must cease immediately.
- 10.10.3** Players and umpires must leave the field immediately and must not return until 30 minutes after the initial lightning flash.
- 10.10.4** If during the suspension of play thunder follows a lightning flash by 30 seconds or less, the 30 minute suspension period is to recommence.
- 10.10.5** Refer to Appendix G Lightning Safety 30-30 Rule.

11 FORFEITS

Applies to All Competitions

Preamble: Sometimes a match cannot start on time due to incomplete teams. In such circumstances Umpires and Captains are encouraged to delay the start of play in the hope that any team short of players might have some players arrive late so that the match can continue. It is important that teams making a claim for a forfeit make no statement or action that might be taken to mean they refuse to play because they have 'won by forfeit'.

FORFEIT CONDITIONS

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

FORFEIT CAUTION

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

POINTS FOR FORFEITED MATCHES

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

PROVISIONS FOR TEAM WITHDRAWALS

- 11.8** In the event of a team withdrawing from the competition after the commencement of the first match of the season, each opposing team will be allocated a number of points as determined from time to time by the Management Committee, or at the end of each match, in the particular grade.
- 11.9** If a team withdraws from the competition after the commencement of the first match of the season, the team withdrawing will be deemed to be lowest graded team from that club.
- 11.9.1** 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

Applies to All Competitions

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

- 12.1** Law 24.2 Fielder absent or leaving the field of play, Law 24.3 Penalty time not incurred and Law 25.3 Restriction on 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) (namely 24.1 Substitute fielders and 24.4 Player returning without permission) will still apply.

13 NOTIFYING SCORES AND MATCH ABSTRACTS

Applies to All Competitions

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

NOTIFYING SCORES AFTER THE DAY'S PLAY

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

ENTERING MATCH ABSTRACTS AFTER THE END OF THE MATCH

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

FAILURE TO NOTIFY SCORES OR ENTER MATCH ABSTRACTS

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

14 LIQUOR

Applies to All Competitions

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

15 - 19 NIL

For Saturday Two Day Matches

20

HOURS OF PLAY

For Saturday Two Day Matches

- 20.1 Matches played up to and including 31st October will commence at 12.30pm and finish at 5.30pm subject to conditions in **Playing Regulations 20 to 34**.
- 20.2 Matches will commence at 1.00pm and finish at 6.00pm throughout the remainder of the season subject to conditions in **Playing Regulations 20 to 34**.
- 20.3 The following Laws of Cricket are suspended in all competitions in this association.
 - 20.3.1 Law 12.6 Last Hour of Match – Number of Overs (2017 Code)
 - 20.3.2 Law 12.7 Last Hour of Match – Interruptions of Play (2017 Code)
 - 20.3.3 Law 12.8 Last Hour of Match – Intervals Between Innings (2017 Code)

21

PLAYING REGULATIONS FOR TWO DAY MATCHES

Applies for Saturday Two Day Matches

MINIMUM OVERS FOR TWO DAY MATCHES

Preamble: The aim of this section is to promote good play as much as possible. It is not regarded as sporting or desirable that teams bowl overs slowly. Indeed high over-rates have repeatedly shown to promote exciting and enjoyable cricket.

- 21.1 On each day the initial minimum number of overs will be seventy five (75).
- 21.2 Play will not cease on any day unless the minimum number of overs has been bowled (as calculated in **Playing Regulation 21.4** below and subject to playing time lost due to weather, injuries or other reasons).
- 21.3 If playing time is lost due to weather, injuries, or other reasons the initial number of overs will be reduced at the rate of one over for every four (4) minutes of time lost.
- 21.4 When an innings ends and a new innings is to commence before the scheduled finishing time, the minimum number of overs remaining to be bowled will be calculated two ways.
 - 21.4.1 Method 1 is 75 overs less overs already bowled (part overs count as 1 over) less 3 overs for innings change.
 - 21.4.2 For example: a team batting first is all out in 25.1 overs. Minimum overs to play method 1 is $75 - 26 - 3 = 46$ overs minimum to play.
 - 21.4.3 Method 2 is the number of minutes remaining to the scheduled finishing time less tea break and innings break divided by four (4).
 - 21.4.4 For example: a team batting first is all out at 2.25pm. Minimum overs to play method 2 is $(6\text{pm} - 2.25\text{pm} \text{ less } 10 \text{ minute innings break less } 15 \text{ minute tea break}) = 190$ minutes. $190 / 4 = 47.5$ --> 48 overs minimum to play.
 - 21.4.5 The method that gives the higher number of overs will be used.
- 21.5 The Umpire(s) will be responsible for determining the minimum number of overs to be bowled, and will advise both Captains and scorers of the number of overs required to be bowled.
- 21.6 If no official umpire is present, the Captains must agree before the next innings commences.
- 21.7 An over not completed at the end of play on the first day, and subsequently completed on the second day will be counted as a complete over on both days for the purpose of calculating minimum overs.
- 21.8 In two day match only, a fraction of an over is to be considered as a complete over in all calculations pertaining to minimum numbers of overs.

- 21.9** If minimum overs have not been completed at scheduled finishing time, then play will continue until the minimum number of overs have been completed.
- 21.10** When play continues after the scheduled finishing time, no reduction of minimum number of overs will be allowed for drink intervals or player injuries.
- 21.11** When play continues after the scheduled finishing time, the Umpire(s) will determine the minimum number of overs remaining to be bowled.
- 21.12** When play continues after the scheduled finishing time, the Umpire(s) will inform the fielding captain and the batsmen of the minimum number of overs remaining. This number will not be subject to reduction.
- 21.13** If minimum overs are completed before the scheduled finishing time then play will continue until the scheduled finishing time.

END OF PLAY ON DAY ONE

- 21.14** On day one of a match when minimum overs are complete, if a wicket falls within two minutes of normal finishing time the day's play will end.
- 21.15** On day one of a match when play continues after the normal finishing time, if a wicket falls during the last minimum over the day's play will end.
- 21.16** On day one of a match if play is under suspension for any reason such as unfit ground, weather or light at the normal finishing time then the day's play will end.
- 21.17** On day one of a match when play continues after the normal finishing time, if an innings ends after normal finishing time then the day's play will end.

THE BALL

- 21.18** In the second innings of a two day match the fielding team may choose to use a new ball or a previously used ball.
- 21.18.1** Any previously used ball must be playable in the opinion of the umpire(s).
- 21.19** The fielding team may choose to take a new ball after the completion of no less than 75 overs in any innings.
- 21.20** The fielding team will retain possession of the ball at the end of the first day's play.
- 21.21** If the ball is lost or damaged during the week it will be replaced by a ball with similar wear in the opinion of the umpire.

PLAY ABANDONED ON FIRST DAY

- 21.22** 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 Regulation 20-39** for Saturday One Day 35 Over Matches.
- 21.23** If the first day's play is abandoned without any play then any toss for innings is also abandoned.

22 INTERVALS

For Saturday Two Day Matches

- 22.1** For matches starting at 12.30pm a tea interval of 15 minutes will be taken at 2.55pm
- 22.2** For matches starting at 1pm a tea interval of 15 minutes will be taken at 3.25pm
- 22.3** If an innings ends or there is a suspension of play within thirty (30) minutes of the tea interval then tea interval will be taken immediately.
- 22.4** The immediately taken tea interval will include the ten (10) minute break between innings.
- 22.5** If an innings is nine (9) wickets down at the time for the tea interval then play will continue for a maximum of thirty (30) minutes or until the last wicket falls.
- 22.6** Note that retirements do not count in the nine (9) wickets down.

23 REPLACEMENT PLAYERS

For Saturday Two Day Matches

Preamble to 23.11 Note that Substitute Fielders are defined in Law 24 (2017 Code) and should not be confused with Replacement Players.

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

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

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

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

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

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

23.1.6 If the Day One Replaced player has bowled or is bowling in a continuing innings then the Day Two Replacement player can continue bowling.

23.1.7 A Day Two Replacement player may continue batting or bowling in any unfinished innings or keep wickets and field as if named in the initial 11 players.

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

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

23.1.10 The Day Two Replacement player(s) will not participate in two matches in the same round.

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

23.1.12 This rule may be exercised in SEMI FINAL AND GRAND FINAL MATCHES, or matches against non-Sub District teams.

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

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

23.2 REPLACEMENTS PLAYERS RESULTING FROM UNEXPECTED CIRCUMSTANCES

For Saturday Two Day Matches

Preamble: It is expected that in any situation where representative commitments are likely but unannounced that replacements will be arranged under Playing Regulations 23.1 rather than rely on this Playing Regulation 23.2

23.2.1 This regulation applies in addition to and not in substitution for **Playing Regulation 23.1**

23.2.2 If a player named on the team list becomes unavailable during the match because of: an unexpected representative cricket duty, or an unexpected Premier Cricket duty, or an unexpected serious injury or illness then that player may be replaced subject to the following regulations.

23.2.3 Note: The serious injury or illness replacement does not apply in Semi Final and Grand Final matches.

QUALIFICATION CONDITIONS FOR REPLACEMENT PLAYER

23.2.4 The replacement player must:

23.2.5 be Registered and cleared in MyCricket. (See **Playing Regulations 3 and 5**)

23.2.6 have their name added to the Team List

23.2.7 be subject to the conditions in **Playing Regulations 23.1.5, 23.1.6, 23.1.7**

23.2.8 be graded the same or lower grade. See **Playing Regulation 4.6.2**

- 23.2.9** Any player may act as a substitute fielder only (no batting, no bowling) if not qualified. See Law 24.1 (2017 Code)
- 23.2.10** Substitute fielders require only the approval of the match umpire. (See Law 24.1 2017 Code 2nd ed.)

STEPS FOR THE CLUB SECRETARY (OR DEPUTY) OF A PLAYER TO BE REPLACED

- 23.2.11** The Injured Player's Club Secretary of the player to be replaced will make a written request to the Association Secretary.
- 23.2.12** The time limit for replacement requests is 10am Saturday prior to start of play day 2.
- 23.2.13** Note that a verbal request is not sufficient.
- 23.2.14** The request will include the following information about the replacement.
- 23.2.15** Name and MyCricket ID of the player to be replaced.
- 23.2.16** Description of the player's injury or illness, or description of the player's Premier Cricket duties, or description of the player's representative cricket duties.
- 23.2.17** In any case of illness or injury that the illness or injury first occurred after the start of the match.
- 23.2.18** Current Match grade, Current Match venue, Current Match opposition, Current Match Umpire's name.
- 23.2.19** Name and contact phone number of the player's team captain.
- 23.2.20** Opposition team captain's name.
- 23.2.21** The name and MyCricket ID of the replacement player.
- 23.2.22** Note that all information is required for approval of the replacement.
- 23.2.23** Note that a medical certificate is not required.

STEPS FOR THE ASSOCIATION SECRETARY (OR DEPUTY)

- 23.2.24** In response to a valid request the Association Secretary will issue a written approval to be sent to the replaced player's club secretary.
- 23.2.25** The Association Secretary will also notify the opposition team club secretary, the match umpire, the opposition team captain.

INJURED PLAYER SUSPENSION

- 23.2.26** In any case of illness or injury, 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.
- 23.2.27** No suspension applies to replacement players due to representative duty or Premier Cricket duty.
- 23.2.28** Any player on the inactive list will not play in any Association match until the inactive time period has expired.

ALLOWANCES

- 23.2.29** Consequential vacancies in lower grade teams must be filled in accordance with **Playing Regulation 23.2.4**
- 23.2.30** If any player selected for Replacement becomes injured and so is unable to play on a subsequent day of play, a different player may be nominated as a replacement subject to the deadline in **Playing Regulation 23.2.12**
- 23.2.31** Regarding eligibility for finals, any replaced or replacement player will be counted as appearing in the whole match in the grade in which that player commenced the match.

23.2.32 For the purposes of this regulation, "representative duties" and "Premier Cricket duties" includes:

- participation in any QC recognised carnival or district representative match
- Premier cricket duties through club membership
- Premier cricket duties through a written player exchange agreement
- State duties (all ages)
- National duties

REPLACEMENTS CAUTION

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

23.2.34 If any replacement player plays in a match in contravention of **Playing Regulation 23.2** the Management Committee may impose on that player's Club a penalty in accordance with **Playing Regulations 46 and 47**.

23.3 - 5 NIL

24 -28 NIL

29 NO BALLS

29.1 WAIST HIGH NON-PITCHING BALLS

For Saturday Two Day Matches

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

29.1.2 Any delivery which passes or would have passed on the full above waist height of the striker standing upright at the crease will be a No Ball.

29.1.3 In the event of a bowler bowling a waist high non-pitching ball the umpire at the bowler's end will call and signal No Ball.

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

29.2 SHORT PITCHED BALLS

For Saturday Two Day Matches

29.2.1 A short pitched ball is any ball which passes or would have passed over the batsman's shoulder while standing upright at the batting crease.

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

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

29.3 FREE HIT

For Saturday Two Day Matches

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

29.4 NIL

29.5 PENALTY

For Saturday Two Day Matches

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

30 NIL

31 RUNNERS SUBSTITUTING 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.

- 31.1 A batsman may have a runner provided:
- 31.2 The batsman has become injured since the completion of the Team List.
- 31.3 This does not apply when a batsman is already carrying an injury at the start of the match or if the batsman becomes tired.
- 31.4 The runner must wear equipment matching the batsman's equipment including helmets and other protective equipment.
- 31.5 Runners will only be allowed with the express permission of the umpire(s).

32 DRINKS BREAKS

For Saturday Two Day Matches

- 32.1 Drinks breaks will be taken off the field.
- 32.2 Each Drinks break will be limited to as short a time as possible.
- 32.3 No time or minimum overs will be deducted from the day's play to make up for drinks breaks.
- 32.4 On playing days the time and frequency of drinks breaks will be agreed prior to the start of play between captains and umpires.
- 32.5 Captains will agree about the timing and frequency of extra drinks breaks in extreme heat conditions prior to the start of play on any playing day.
- 32.6 Extra drinks breaks on hot weather days are encouraged.
- 32.7 See Appendix H Hot Weather Guidelines.
- 32.8 If extra breaks are not required they will not be taken simply because they were granted on a previous playing day.

33 NIL**34 POINTS**

For Saturday Two Day Matches

34.1 MATCH POINTS

- 34.1.1 Teams in all grades will be allocated the following points for two day matches.
- 34.1.2 Outright win after leading on the first innings... 10 points
- 34.1.3 Outright win after tie on the first innings... 8 points
- 34.1.4 Outright win after trailing on the first innings... 6 points
- 34.1.5 Tie after winning on the first innings... 7 points
- 34.1.6 Tie after trailing on the first innings... 3 points
- 34.1.7 Win on the first innings... 4 points
- 34.1.8 Outright loss after leading on the first innings... 4 points
- 34.1.9 Draw or tie on the first innings... 2 points
- 34.1.10 Outright loss after tie on first innings... 2 points
- 34.1.11 Loss on first innings... 0 points
- 34.1.12 Outright loss after trailing on the first innings... 0 points
- 34.1.13 Match abandoned before any result... 2 points

34.2 BONUS POINTS

For Saturday Two Day Matches

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

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

34.2.3 Bowling... 0.15 of a point for every wicket taken.

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

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

34.2.6-8 NIL

34.3 NIL

35 SEMI FINAL AND GRAND FINAL MATCHES

For Saturday Two Day Matches

35.1 After completion of the competition round of matches teams placed first to fourth in each Grade will play in SEMI FINAL and GRAND FINAL MATCHES played over two (2) days.

35.2 In grades with small numbers of teams the Management Committee may elect to dispense with SEMI FINALS and proceed directly to a GRAND FINAL MATCH between teams placed first and second.

QUALIFYING FOR FINALS

35.3 The team with the highest placing in each grade at the completion of the preliminary matches will play the fourth placed team in SEMI FINAL No. 1.

35.4 The team with the second highest placing in each grade at the completion of the preliminary matches will play the third placed team in SEMI FINAL No. 2.

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

35.6 Any team playing in a SEMI FINAL OR GRAND FINAL MATCH whose club is not in good financial standing may be excluded by the Management Committee from playing in SEMI FINAL AND GRAND FINAL MATCHES.

35.7 Any team(s) excluded from playing in SEMI FINAL AND GRAND FINAL MATCHES will be replaced by the next highest placed team(s) in that Grade as determined in

Playing Regulation 35.8**DETERMINATION OF PLACINGS**

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

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

35.8.2 Most number of outright wins

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

35.8.4 Best average ratio calculated by dividing the team's batting average by the team's the team's bowling average.

VENUES FOR SEMI FINALS AND GRAND FINALS

35.9 The venue for all SEMI FINAL and GRAND FINAL MATCHES will be determined by the Management Committee in a manner favouring the team finishing with the highest place according to **Playing Regulation 35.8**.

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

HOURS OF PLAY

35.10 The hours of play for all SEMI FINAL and GRAND FINAL MATCHES will be: Session 1 10am to 12 Noon, Session 2 12.40pm to 2.40pm, Session 3 3pm to 5pm

35.11 Play may continue for a maximum of 30 minutes with a minimum of 7 overs to compensate for any time lost during that day.

35.11.1 For example: 20 minutes lost due to rain at 3pm, play extends to 5.20pm

35.11.2 For example: 90 minutes lost due to bad light from 10am, play extends to 5.30pm

35.11.3 For example: 40 minutes lost at 3.30pm, slow over rate means minimum overs completed at 5.15pm, play extends to 5.45pm

MINIMUM OVERS

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

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

35.14 Minimum overs will be calculated as in two day matches in **Playing Regulation 21**.

PLAYER ELIGIBILITY FOR SEMI FINAL AND GRAND FINAL MATCHES

35.15 To be eligible to play in a SEMI FINAL or GRAND FINAL MATCH of the Saturday competition a player must have appeared in 4 matches of the current season

* for the same club

* in the same grade (or a lower grade)

* for the same team (or the same club in a lower grade)

35.16 Note: in the case of clubs with more than one team in a single grade this means that players can not become eligible using games played in the other team in that grade.

35.17 Any exceptions to **Playing Regulation 35.15** must be submitted to the Management Committee for approval.

35.18 Request for exception of a player who has appeared in two or less matches in the current season in that particular grade or a lower grade will be denied in all cases.

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

35.20 When a club has consecutive teams in SEMI FINAL AND GRAND FINAL MATCHES a maximum of 2 eligible players may be downgraded from the higher grade team to the next lower grade team without approval.

35.21 Any player downgraded as in **Playing Regulation 35.19** for a SEMI FINAL MATCH will become ineligible for the GRAND FINAL MATCH if the higher grade team is eliminated.

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

35.23 See **Playing Regulation 4.5** for additional finals eligibility conditions.

UMPIRES IN SEMI FINAL AND GRAND FINAL MATCHES

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

35.25 If official umpires are not available, neutral umpires who have passed umpire training examinations approved by the Management Committee will stand.

36 DETERMINATION OF WINNERS

- 36.1** The team finishing in first place according to **Playing Regulation 35.8** are the Minor Premiers.
- 36.2** The winner of the GRAND FINAL in each grade will be determined as the Premiers for each grade.
- 36.3** The team that wins a SEMI FINAL or GRAND FINAL MATCH will be the team that achieves the most match points according to **Playing Regulation 34**.
- 36.3.1** Note that this excludes bonus points.
- 36.3.2** For example: should the lower placed team score 160 runs in its completed first innings and the higher placed team score 120 runs in its completed first innings, then the higher placed team must win the match outright to be declared the winner.
- 36.4** In any SEMI FINAL or GRAND FINAL MATCH in which both teams achieve the same match points such as a draw, a tie or an abandoned match, winner will be as determined in **Playing Regulations 35.8**
- 36.5** The Management Committee will have the sole authority to determine winners in the event of any disputes resulting from SEMI FINAL or GRAND FINAL MATCHES.
- 36.6** Any such decisions made will be final and conclusive.

37 NIL

38 NIL

39 NIL

For Saturday One Day 35 Over Matches

- 20 HOURS OF PLAY**
For Saturday One Day 35 Over Matches
- 20.1** Matches played up to and including 31st October will commence at 12.30pm and finish at 5.30pm subject to conditions in **Playing Regulations 20 to 34.**
- 20.2** Matches will commence at 1.00pm and finish at 6.00pm throughout the remainder of the season subject to conditions in **Playing Regulations 20 to 34.**
- 21 NIL**
- 22 INTERVALS**
For Saturday One Day 35 Over Matches
- 22.1** The break between innings will be 15 minutes.
- 23 NIL**
- 24 LENGTH OF INNINGS**
For Saturday One Day 35 Over Matches
- AN UNINTERRUPTED MATCH**
- 24.1** Each team will bat for 35 overs unless all out earlier.
- 25 COMPULSORY CLOSURE TIME**
For Saturday One Day 35 Over Matches
- 25.1** For matches scheduled to start at 12.30pm, the first innings will close at the end of the over in progress at 2.55pm.
- 25.2** For matches scheduled to start at 1pm, the first innings will close at the end of the over in progress at 3.25pm.
- 25.3** If the team batting first is dismissed in less than 35 overs, the team batting second will be entitled to bat for 35 overs.
- 25.3.1** For example if the team batting first is all out after 29 overs then the team batting second will face up to 35 overs.
- 25.4** If the first innings is compulsorily closed, the team batting second will receive the same number of overs as the team batting first.
- 25.4.1** For example if the team bowling first has bowled 33 overs by the time of the tea break, the innings is closed, tea is taken and that team will face 33 overs.
- 25.5 NIL**
- 26 IN A DELAYED OR INTERRUPTED MATCH**
For Saturday One Day 35 Over Matches
- 26.1** Delayed means a match which does not begin at the scheduled time for reasons of weather, light, or other conditions.
- 26.2** Interrupted match means any suspension of play that has occurred under Law 2.7 Fitness for Play or Law 2.8 Suspension of play in dangerous or unreasonable circumstances.
- 26.3** If play is delayed or interrupted the match may be shortened by
- reducing the number of overs for both teams,
 - reducing the number of overs for the team batting second
 - moving End of Innings Compulsory Closure times,
 - reducing over limits for bowlers.

- 26.4** Unless either team is dismissed in less than 15 overs, to make a completed match each team must receive a minimum of 15 overs. See **Playing Regulation 33**.
- 26.4.1** For example if the team batting first completes its innings then the team batting second (unless all out or having passed the first team's score) must face at least 15 completed overs to achieve a result.
- 26.5** In the event of a suspension occurring in the middle of an over, the number of total overs lost will be calculated as in **Playing Regulation 26.6** and the innings of the team batting will continue from the point of the interruption.
- 26.6** Interruptions to a 35 Over One Day Match Calculation Sheets 1A, 1B, 2A and 2B may be used to determine the match progress.

FULL SIZE FORM AVAILABLE at <https://qsdca.com.au/05-playing-regulations>

- 26.7** Only for the purposes of calculations of overs and times in interrupted matches the scheduled close of play will be:
- 26.7.1** 5.35pm for matches starting at 12.30pm
- 26.7.2** 6.05pm for matches starting at 1pm
- 26.8** If play is suspended and time is lost before the end of the first innings the number of overs remaining in the match will be the remaining amount of available playing time in minutes divided by four.
- 26.9** When calculating the remaining playing time available for the match the duration of the interval between innings will be taken into account.
- 26.10** On Saturdays the interval is always 15 minutes between innings. **Playing Regulation 22.1** will apply.
- 26.11** In the first innings calculations resulting in a fraction of an over the fraction will be rounded up.
- 26.12** If the total number of overs in the match (remaining plus completed) results in an odd number, then one over will be added.
- 26.13** Remaining overs in the match will be split so that both teams have the opportunity to bat for the same number of overs.
- 26.14** Example:
- After 10 overs and 40 minutes of play in the first innings, 60 minutes playing time is lost.
 - When play restarts, total remaining playing time is 190 minutes.
 - The first innings will be 19 more overs and second innings will be 29 overs.
 - For a match which started at 1pm, the tea break will begin at 3.56pm and stumps will be 6.07pm.
 - For a match which started at 12.30pm, the tea break will begin at 3.26pm and stumps will be 5.37pm.
- NEW FIRST INNINGS COMPULSORY CLOSURE TIME**
- 26.15** When playing time is lost in the first innings a New First Innings Compulsory Closure Time will be calculated by multiplying remaining first innings overs by four minutes and adding to the restart time.
- 26.16** The first innings will close at the end of the over in progress at the New First Innings Compulsory Closure Time in the same manner as **Playing Regulations 25 to 25.3**
- 26.17** All relative delays, interruptions in play, and the duration of the interval will be taken into account.
- 26.18** If there is more than one interruption to the innings of the side batting first, calculations will be based on the original scheduled close of play, rather than any rescheduled close resulting from the previous interruption.

Queensland Sub Districts Cricket Association Inc.

INTERRUPTIONS TO A 35 OVER ONE DAY MATCH

2021/22

Calculation Sheet 1A

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

Time

- Total playing time available at start of the match 290 minutes (A) mins
- Enter Time first innings has been in progress _____ (B) mins
- Playing time lost _____ (C) mins
- TOTAL PLAYING TIME AVAILABLE [A - C] _____ (G) mins
- G DIVIDED BY 4 (to 2 decimal places) _____ (H) overs
- MAX. OVERS PER TEAM [H ÷ 2] (round up fractions) _____ (I) overs

Overs per bowler

(circle one)

Total Overs (I)	31 to 35	26 to 30	21 to 25	16 to 20	15
Max. Overs Each Bowler	7	6	5	4	3

(I1) overs

Rescheduled Playing Hours

- Time first innings to start or restart _____ (J) time
- LENGTH OF INNINGS [I x 4] _____ (K) mins
- NEW FIRST INNINGS COMPULSORY CLOSURE TIME [J + (K - B)] _____ (L) time
- Length of interval 15 minutes (M) mins
- SECOND INNINGS COMMENCEMENT TIME [L + M] _____ (N) time
- RESCHEDULED SECOND INNINGS END TIME [N + K] _____ (O) time

Calculation Sheet 1B

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

- Proposed re-start time _____ (P) time
- Second innings compulsory closure time _____ (Q) time
- MINUTES BETWEEN P and Q _____ (R) mins
- LESS INTERVAL [R - M] _____ (R1) mins
- POTENTIAL OVERS TO BE BOWLED [R1 ÷ 4] (round up fractions) _____ (S) overs
- Number of complete overs faced to date in first innings _____ (T) overs

If S is greater than T then go back to Calculation Sheet 1A

If S is less than or equal to T

Then first innings is terminated AND go to Calculation Sheet 2A

Queensland Sub Districts Cricket Association Inc.

INTERRUPTIONS TO A 35 OVER ONE DAY MATCH

2021/22

Calculation Sheet 2A

For the start of the SECOND INNINGS

Maximum overs to be bowled:

(If first innings was terminated, S from Appendix 1B) _____ **(A)** overs

SCHEDULED LENGTH OF INNINGS [A x 4] _____ **(B)** mins

Start time _____ **(C)** time

SCHEDULED END OF INNINGS [C + B] _____ **(D)** time

Calculation Sheet 2B

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

Time

Time at start of innings _____ **(A)** time

Time at start of interruption _____ **(B)** time

Time innings in progress _____ **(C)** mins

Restart time _____ **(D)** time

TOTAL PLAYING TIME LOST [D - B] _____ **(G)** mins

Overs

Maximum overs at start of innings _____ **(H)** overs

Overs Bowled _____ **(H1)** overs

OVERS LOST [G ÷ 4] (rounded down) _____ **(I)** overs

ADJUSTED MAXIMUM LENGTH OF INNINGS [H - I] _____ **(J)** overs

Overs to be bowled after restart [J - H1] _____ **(J1)** overs

REMAINING TIME OF INNINGS [J1 x 4] _____ **(K)** mins

NEW END TIME OF INNINGS [D + K] _____ **(L)** time

Overs per bowler

(circle one)

Total Overs (J)	31 to 35	26 to 30	21 to 25	16 to 20	15
Max. Overs Each Bowler	7	6	5	4	3

(M) overs

First innings total _____ **(P)** runs

First innings overs (if all out then =35, use correct fractions) _____ **(Q)** overs

Average Run Rate [P ÷ Q] _____ **(R)** R.P.O.

Second Inning overs [H1 + J1] _____ **(S)** overs

Target Score [R x S] (Round up for winning score) _____ **(T)** runs

THE TEAM BATTING SECOND

26.19 If play is suspended and time is lost after the end of the first innings the number of overs remaining in the match will be the remaining amount of available playing time in minutes divided by four.

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

26.21 Example:

- After 10 overs and 40 minutes of play in the second innings, 52 minutes playing time is lost.
- When play restarts, total remaining playing time is 53 minutes.
- The second innings will be 12 more overs to play.
- For a match which started at 1pm, play will restart at 5.12pm and stumps will be at 6.00pm.
- For a match which started at 12.30pm, play will restart at 4.42pm and stumps will be 5.30pm.

NEW END TIME OF INNINGS (SECOND INNINGS)

26.22 When playing time is lost in the second innings a New End Time of Innings Time will be calculated by multiplying remaining second innings overs by four minutes and adding to the restart time.

26.23 For any match not completed by scheduled close of play, play may continue subject to conditions of weather, round and light until required overs have been bowled or the innings is complete.

26.24 If the innings of the team batting first has been completed prior to the scheduled, or Rescheduled Compulsory Closure 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.

26.25 The team batting second will not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.

26.26 The timing and duration of all relative delays and interruptions in play with respect to the second innings will be taken into account in specifying this time.

27 NUMBER OF OVERS PER BOWLER

For Saturday One Day 35 Over Matches

27.1 In an uninterrupted innings no bowler will be permitted to bowl more than 7 overs.

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

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

27.3 Note: **Playing Regulation 27.2** does not apply in uninterrupted matches in which the compulsory closure has happened.

27.4 When play is suspended mid-over and on resumption the bowler has exceeded the new maximum limit, he/she will be allowed to finish the incomplete over.

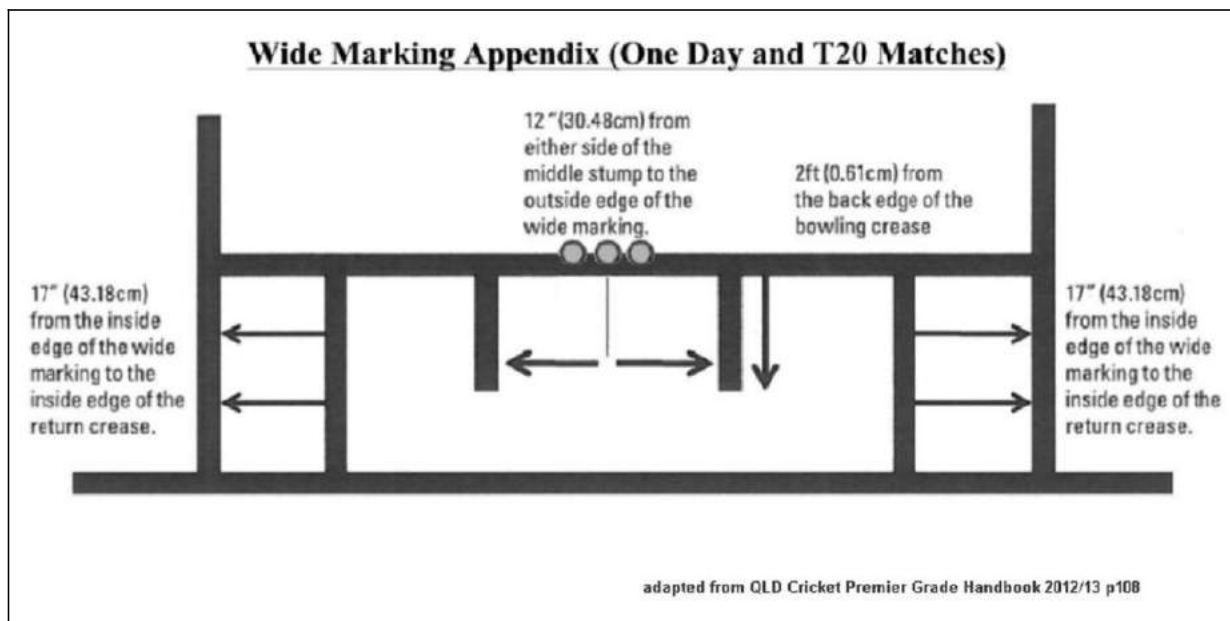
27.5 In the event of a bowler being unable to complete an over, the remaining balls will be bowled by another bowler.

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

28 ONE DAY WIDES

For Saturday One Day 35 Over Matches

- 28.1** Official Umpires and player umpires are instructed to apply very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket.
- 28.2** Any off side or leg side delivery that in the opinion of the umpire does not give the batsman a reasonable opportunity to score will be called a Wide.
- 28.3** As a guideline to the umpires for the calling of wides, the crease markings detailed in the Wide Marking Appendix will be marked in white at each end of the pitch.



SEE FULL SIZE FORM at <https://qsdca.com.au/08f-forms-diagrams-for-match-day>

29 NO BALLS**29.1 WAIST HIGH NON-PITCHING BALLS**

For Saturday One Day 35 Over Matches

- 29.1.1** Waist high non-pitching balls are considered dangerous and unfair.
- 29.1.2** Any delivery which passes or would have passed on the full above waist height of the striker standing upright at the crease will be a No Ball.
- 29.1.3** In the event of a bowler bowling a waist high non-pitching ball the umpire at the bowler's end will call and signal No Ball.

29.2 SHORT PITCHED BALLS

For Saturday One Day 35 Over Matches

- 29.2.1** A short pitched ball is any ball which passes or would have passed over the batsman's shoulder while standing upright at the batting crease.
- 29.2.2** In a one day match in any one over there will be a limit of one short pitched ball.
- 29.2.3** In a one day match the second and any subsequent short pitched balls will be called a no ball by the bowler's end umpire.

29.3 FREE HIT

For Saturday One Day 35 Over Matches

- 29.3.1** The delivery following a no ball called (all modes of no ball) will be a free hit for

whichever batter is facing it.

- 29.3.2** If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball), then the next delivery will become a free hit for whichever batter is facing it.
- 29.3.3** For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called wide ball.
- 29.3.4** Neither field changes nor the exchange of individuals between fielding positions are permitted for free hit deliveries unless:
- * There is a change of striker or
 - * The No Ball was the result of a fielding restriction breach, in which case the field may be changed to the extent of correcting the breach.
- 29.3.5** For clarity, the bowler can change their mode of delivery for the free hit delivery. In such circumstances Law 21.1.1 (2017 code) will apply.
- 29.3.6** The umpires will signal a free hit (after the normal No Ball signal) by extending one arm straight upwards and moving it in a circular motion.

29.4 NIL

29.5 PENALTY

For Saturday One Day 35 Over Matches

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

30 NIL

31 RUNNERS SUBSTITUTING FOR INJURED BATSMEN

For Saturday One Day 35 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.

- 31.1** A batsman may have a runner provided:
- 31.2** The batsman has become injured since the completion of the Team List.
- 31.3** This does not apply when a batsman is already carrying an injury at the start of the match or if the batsman becomes tired.
- 31.4** The runner must wear equipment matching the batsman's equipment including helmets and other protective equipment.
- 31.5** Runners will only be allowed with the express permission of the umpire(s).

DRINKS BREAKS

For Saturday One Day 35 Over Matches

- 32.1** Drinks breaks will be taken off the field.
- 32.2** Each Drinks break will be limited to as short a time as possible.
- 32.3** No time or minimum overs will be deducted from the day's play to make up for drinks breaks.
- 32.4** On playing days the time and frequency of drinks breaks will be agreed prior to the start of play between captains and umpires.
- 32.5** Captains will agree about the timing and frequency of extra drinks breaks in extreme heat conditions prior to the start of play on any playing day.
- 32.6** Extra drinks breaks on hot weather days are encouraged.
- 32.7** See Appendix H Hot Weather Guidelines.
- 32.8 NIL**

33 RESULT OF THE MATCH

For Saturday One Day 35 Over Matches

- 33.1** Unless either team is dismissed in less than 15 overs, to make a completed match each team must receive a minimum of 15 overs.
- 33.2** If the required number of overs to be bowled to each team is completed and either or both teams have not been fully dismissed, the team having scored the greater number of runs will win the match.
- 33.3** If both innings of a match are completed and the number of runs scored by each team is the same even if the number of wickets is different then the result of the match is a tie.
- 33.4** In a match where the team batting second has not had the opportunity to bat for the target number of overs and has not been dismissed and has not passed its opponent's score, the result will be decided on the average run rate throughout each innings.
- 33.5** For example:
- Team A – scores 120 runs batting first in 30 overs. (Rain stops play)
 - Average Run Rate is $120/30 = 4.00$
 - Team B – batting second scores 110 runs in 25 overs. (Rain stops play)
 - Average Run Rate is $110/25 = 4.40$
 - Team B batting second wins the match.
- 33.6** For example:
- Team A – scores 155 batting first in 25.5 overs (rain stops play and ends the innings). Average run rate is $155/(25+5/6) = 6.00$
 - Team B – batting second scores 49 runs in 6 overs. Avg Run Rate is $49/6 = 8.17$.
 - Match is a draw.
 - To win Team B must face at least 15 overs and score more than 6.00 runs per over, or score more than other team's score.
 - Note: When innings ends with a fraction of an over, the correct fraction will be used to calculate average run rate.

34 POINTS

For Saturday One Day 35 Over Matches

34.1 MATCH POINTS

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

34.1.2 Win... 4 points

34.1.3 Tie... 2 points

34.1.4 Draw... 2 points

34.1.5 Loss... 0 points

34.2 BONUS POINTS

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

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

34.2.3 Bowling... 0.15 of a point for every wicket taken.

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

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

34.2.6 SUPER BONUS POINT

34.2.7 A super bonus point will be awarded for a win achieved by the end of 20 overs.

34.2.8 This will not apply in any match delayed, interrupted or rearranged as in **Playing Regulation 26**

34.3 NIL

35-39 NIL

For Sunday 50 Over Matches

20 HOURS OF PLAY

For Sunday 50 Over Matches

- 20.1 Morning Session 10.00am to 1.15pm.
- 20.2 Interval 1.15pm to 1.45pm.
- 20.3 Afternoon Session 1.45pm to 5.00pm.

21 NIL

22 INTERVALS

For Sunday 50 Over Matches

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

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

- 22.2 If the innings of the team batting first ends before 12.00 midday, then the innings of the team batting second will start after a 10 minute innings break.
- 22.3 If the innings of the team batting first ends after 12.00 midday, the lunch interval will be taken immediately after the close of the innings.
- 22.4 At the conclusion of the interval (maximum of 30 minutes), the team batting second, will commence its innings.

23 REPLACEMENT PLAYERS

For Sunday 50 Over Matches

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

23.1-4 NIL

- 23.5 Prior to the toss a twelfth player name may be added to the Team List.
 - 23.5.1 On the Team list, team captains will identify:
 - 23.5.2 one player of their twelve who be a batting only player
 - 23.5.3 one player of their twelve who be a bowling only player
 - 23.5.4 These players will be swapped at the innings break. The order of replacement is determined by the innings order.
 - 23.5.5 Only in case of injury or other unavoidable circumstances, these players may be swapped at any point in the match. The umpire will be informed immediately or as soon as practical when such a replacement is made.
 - 23.5.6 After replacement, the replaced player may not return to the match except as a substitute fielder.
 - 23.5.7 If the replaced player has already batted then the replacement player is not permitted to bat.
 - 23.5.8 If the replaced player has already bowled all permitted overs under **Playing Regulation 27** then the replacement player is not permitted to bowl.
 - 23.5.9 Teams are also permitted to name and play eleven players in the normal way.

24 LENGTH OF INNINGS

For Sunday 50 Over Matches

AN UNINTERRUPTED MATCH

24.1 Each team will bat for 50 overs unless all out earlier.

25 COMPULSORY CLOSURE TIME

For Sunday 50 Over Matches

25.1 The first innings will close at the end of the over in progress at 1.15pm.

25.2 NIL

25.3 If the team batting first is dismissed in less than 50 overs, the team batting second will be entitled to bat for 50 overs.

25.3.1 For example if the team batting first is all out after 29 overs then the team batting second will face up to 50 overs.

25.4 If the first innings is compulsorily closed, the team batting second will receive the same number of overs as the team batting first.

25.4.1 For example if the team bowling first has bowled 48 overs by the time for the interval, the innings is closed, lunch is taken and that team will face 48 overs.

25.5 NIL**26 IN A DELAYED OR INTERRUPTED MATCH**

For Sunday 50 Over Matches

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

26.2 Interrupted match means any suspension of play that has occurred under Law 2.7 Fitness for Play or Law 2.8 Suspension of play in dangerous or unreasonable circumstances.

26.3 If play is delayed or interrupted the match may be shortened by

- reducing the number of overs for both teams,
- reducing the number of overs for the team batting second
- moving End of Innings Compulsory Closure times,
- reducing over limits for bowlers.

26.3.1 In addition for Sunday 50 matches only, intervals may be shortened. See Playing Regulation 22.1

26.4 Unless either team is dismissed in less than 25 overs, to make a completed match each team must receive a minimum of 25 overs. See **Playing Regulation 33**.

26.4.1 For example if the team batting first completes its innings then the team batting second (unless all out or having passed the first team's score) must face at least 25 completed overs to achieve a result.

26.5 In the event of a suspension occurring in the middle of an over, the number of total overs lost will be calculated as in **Playing Regulation 26.6** and the innings of the team batting will continue from the point of the interruption.

26.6 Interruptions to a 50 Over One Day Match Calculation Sheets 1A, 1B, 2A and 2B may be used to determine the match progress.

FULL SIZE FORM AVAILABLE at <https://qsdca.com.au/05-playing-regulations>

26.7 Nil

Queensland Sub Districts Cricket Association Inc.

INTERRUPTIONS TO A 50 OVER ONE DAY MATCH

2020/21

Calculation Sheet 1A

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

Time

- Total playing time available at start of the match 390 minutes (A)
- Enter Time first innings has been in progress _____ (B)
- Playing time lost _____ (C)
- TOTAL PLAYING TIME AVAILABLE [A - C] _____ (G)
- G DIVIDED BY 4 (to 2 decimal places) _____ (H)
- MAX. OVERS PER TEAM [$H \div 2$] (round up fractions) _____ (I)

Overs per bowler

(circle one)

Total Overs (I)	46 to 50	41 to 45	36 to 40	31 to 35	25 to 30	
Max. Overs Each Bowler	10	9	8	7	6	(I1)

Rescheduled Playing Hours

- Time first innings to start or restart _____ (J)
- LENGTH OF INNINGS [$I \times 4$] _____ (K)
- NEW FIRST INNINGS COMPULSORY CLOSURE TIME [$J + (K - B)$] _____ (L)

Length of interval

(circle one)

Time Lost	Up to 60 min	Between 60 & 120 mins	More than 120 mins	(M)
Interval	30 min	20 min	10 min	

- SECOND INNINGS COMMENCEMENT TIME [$L + M$] _____ (N)
- RESCHEDULED SECOND INNINGS END TIME [$N + K$] _____ (O)

Calculation Sheet 1B

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

- Proposed re-start time _____ (P)
- Second innings compulsory closure time _____ (Q)
- MINUTES BETWEEN P and Q _____ (R)
- LESS INTERVAL [$R - M$] _____ (R1)
- POTENTIAL OVERS TO BE BOWLED [$R1 \div 4$] (round up fractions) _____ (S)
- Number of complete overs faced to date in first innings _____ (T)

If S is greater than T then go back to Calculation Sheet 1A

If S is less than or equal to T

Then first innings is terminated AND go to Calculation Sheet 2A

Queensland Sub Districts Cricket Association Inc.

INTERRUPTIONS TO A 50 OVER ONE DAY MATCH

2020/21

Calculation Sheet 2A

For the start of the SECOND INNINGS

- Maximum overs to be bowled:
(If first innings was terminated, S from Appendix 1B) _____ (A)
- SCHEDULED LENGTH OF INNINGS [A x 4] _____ (B)
- Start time _____ (C)
- SCHEDULED END OF INNINGS [C + B] _____ (D)

Calculation Sheet 2B

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

Time

- Time at start of innings _____ (A)
- Time at start of interruption _____ (B)
- Time innings in progress _____ (C)
- Restart time _____ (D)
- TOTAL PLAYING TIME LOST [D - B] _____ (G)

Overs

- Maximum overs at start of innings _____ (H)
- Overs Bowled _____ (H1)
- OVERS LOST [G ÷ 4] (rounded down) _____ (I)
- ADJUSTED MAXIMUM LENGTH OF INNINGS [H - I] _____ (J)
- Overs to be bowled after restart [J - H1] _____ (J1)
- REMAINING LENGTH OF INNINGS [J1 x 4] _____ (K)
- NEW END TIME OF INNINGS [D + K] _____ (L)

Overs per bowler

(circle one)

Total Overs (J)	46 to 50	41 to 45	36 to 40	31 to 35	25 to 30	
Max. Overs Each Bowler	10	9	8	7	6	(M)

Target Score

- First innings total _____ (P)
- First innings overs (if all out then =50, use correct fractions) _____ (Q)
- Average Run Rate [P ÷ Q] _____ (R)
- Second Inning overs [H1 + J1] _____ (S)
- Target Score [R x S] (Round up for winning score) _____ (T)

THE TEAM BATTING FIRST

- 26.8** If play is suspended and time is lost before the end of the first innings the number of overs remaining in the match will be the remaining amount of available playing time in minutes divided by four.
- 26.9** When calculating the remaining playing time available for the match the duration of the interval between innings will be taken into account.
- 26.10** On Sundays the interval is varied as shown in **Playing Regulation 20**.
- 26.11** In the first innings calculations resulting in a fraction of an over the fraction will be rounded up.
- 26.12** If the total number of overs in the match (remaining plus completed) results in an odd number, then one over will be added.
- 26.13** Remaining overs in the match will be split so that both teams have the opportunity to bat for the same number of overs.
- 26.14** Example:
- After 15 overs and 60 minutes of play in the first innings, 161 minutes time is lost.
 - The interval is reduced to 10 minutes. Playing time lost reduces to 141 minutes.
 - When play restarts, total remaining playing time is 189 minutes.
 - The first innings will be 17 more overs and second innings will be 32 overs.
 - First innings will restart at 1.41pm, interval will start at 2.49pm.
 - Stumps will be 5.07pm or the end of the second innings.

NEW FIRST INNINGS COMPULSORY CLOSURE TIME

- 26.15** When playing time is lost in the first innings a New First Innings Compulsory Closure Time will be calculated by multiplying remaining first innings overs by four minutes and adding to the restart time.
- 26.16** The first innings will close at the end of the over in progress at the Revised Compulsory closure Time in the same manner as **Playing Regulations 25 to 25.3**.
- 26.17** All relative delays, interruptions in play, and the duration of the interval will be taken into account.
- 26.18** If there is more than one interruption to the innings of the side batting first, calculations will be based on the original scheduled close of play, rather than any rescheduled close resulting from the previous interruption.

THE TEAM BATTING SECOND

- 26.19** If play is suspended and time is lost after the end of the first innings the number of overs remaining in the match will be the remaining amount of available playing time in minutes divided by four.
- 26.20** In the second innings calculations resulting in a fraction of an over will rounded down.
- 26.21** Example:
- After 10 overs and 40 minutes of play in the second innings, 72 minutes playing time is lost. When play restarts, total remaining playing time is 83 minutes.
 - The second innings will be 22 more overs to play.
 - Play will restart at 3.37pm and stumps will be 5.05pm.

NEW END TIME OF INNINGS (SECOND INNINGS)

- 26.22** When playing time is lost in the second innings a New End Time of Innings Time will be calculated by multiplying remaining second innings overs by four minutes and adding to the restart time.
- 26.23** For any match not completed by scheduled close of play, play may continue subject to conditions of weather, round and light until required overs have been bowled or the innings is complete.

- 26.24 If the innings of the team batting first has been completed prior to the scheduled, or Rescheduled Compulsory Closure 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.
- 26.25 The team batting second will not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.
- 26.26 The timing and duration of all relative delays and interruptions in play with respect to the second innings will be taken into account in specifying this time.

27 NUMBER OF OVERS PER BOWLER

For Sunday 50 Over Matches

- 27.1 In an uninterrupted innings no bowler will be permitted to bowl more than 10 overs.
- 27.2 In an interrupted innings, where the overs are reduced, each bowler is limited to the number of overs shown below.

Total Overs	46 to 50	41 to 45	36 to 40	31 to 35	25 to 30
Max. Overs Each Bowler	10	9	8	7	6

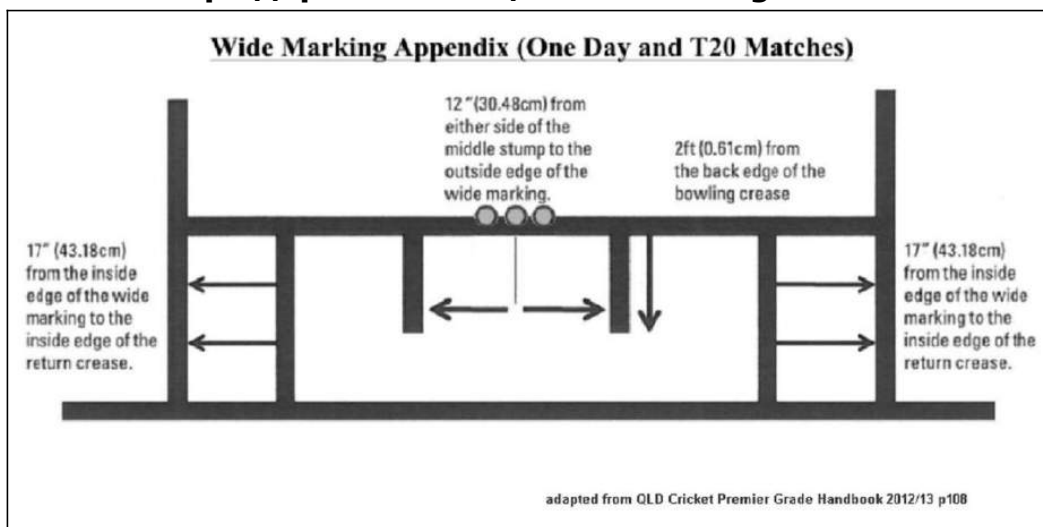
- 27.3 Note: **Playing Regulation 27.2** does not apply in uninterrupted matches in which the compulsory closure has happened.
- 27.4 When play is suspended mid-over and on resumption the bowler has exceeded the new maximum limit, he/she will be allowed to finish the incomplete over.
- 27.5 In the event of a bowler being unable to complete an over, the remaining balls will be bowled by another bowler.
- 27.6 Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

28 ONE DAY WIDES

For Sunday 50 Over Matches

- 28.1 Official Umpires and player umpires are instructed to apply very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket.
- 28.2 Any off side or leg side delivery that in the opinion of the umpire does not give the batsman a reasonable opportunity to score will be called a Wide.
- 28.3 As a guideline to the umpires for the calling of wides, the crease markings detailed in the Wide Marking Appendix will be marked in white at each end of the pitch.

SEE FULL SIZE FORM at <https://qsdca.com.au/08f-forms-diagrams-for-match-day>



29 NO BALLS**29.1 WAIST HIGH NON-PITCHING BALLS**

For Sunday 50 Over Matches

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

29.1.2 Any delivery which passes or would have passed on the full above waist height of the striker standing upright at the crease will be a No Ball.

29.1.3 In the event of a bowler bowling a waist high non-pitching ball the umpire at the bowler's end will call and signal No Ball.

29.2 SHORT PITCHED BALLS

For Sunday 50 Over Matches

29.2.1 A short pitched ball is any ball which passes or would have passed over the batsman's shoulder while standing upright at the batting crease.

29.2.2 In a one day match in any one over there will be a limit of one short pitched ball.

29.2.3 In a one day match the second and any subsequent short pitched balls will be called a no ball by the bowler's end umpire.

29.3 FREE HIT

For Sunday 50 Over Matches

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

29.3.2 If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball), then the next delivery will become a free hit for whichever batter is facing it.

29.3.3 For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called wide ball.

29.3.4 Neither field changes nor the exchange of individuals between fielding positions are permitted for free hit deliveries unless:

* There is a change of striker or

* The No Ball was the result of a fielding restriction breach, in which case the field may be changed to the extent of correcting the breach.

29.3.5 For clarity, the bowler can change their mode of delivery for the free hit delivery. In such circumstances Law 21.1.1 (2017 code) will apply.

29.3.6 The umpires will signal a free hit (after the normal No Ball signal) by extending one arm straight upwards and moving it in a circular motion.

29.4 FIELDING RESTRICTIONS

For Sunday 50 Over Matches

29.4.1 At the instant of delivery there will not be more than five fielders on the leg side.

29.4.2 For the purposes of this rule the bowler is not counted as a fielder.

29.4.3 On infringement of the above fielding restriction, either umpire will call and signal 'No Ball'.

29.5 PENALTY

For Sunday 50 Over Matches

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

30 NIL

31 RUNNERS SUBSTITUTING FOR INJURED BATSMEN

For Sunday 50 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.

31.1 A batsman may have a runner provided:

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

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

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

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

32 DRINKS BREAKS

For Sunday 50 Over Matches

32.1 Drinks breaks will be taken off the field.

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

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

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

32.5 Captains will agree about the timing and frequency of extra drinks breaks in extreme heat conditions prior to the start of play on any playing day.

32.6 Extra drinks breaks on hot weather days are encouraged.

32.7 See Appendix H Hot Weather Guidelines.

32.8 **NIL**

33 RESULT OF THE MATCH

For Sunday 50 Over Matches

33.1 Unless either team is dismissed in less than 25 overs, to make a completed match each team must receive a minimum of 25 overs.

33.2 If the required number of overs to be bowled to each team is completed and either or both teams have not been fully dismissed, the team having scored the greater number of runs will win the match.

33.3 If both innings of a match are completed and the number of runs scored by each team is the same even if the number of wickets is different then the result of the match is a tie.

33.4 In a match where the team batting second has not had the opportunity to bat for the target number of overs and has not been dismissed and has not passed its opponent's score, the result will be decided on the average run rate throughout each innings.

33.5 For example:

- Team A – scores 250 runs batting first (50 overs). Average Run Rate is $250/50 = 5.00$
- Team B – batting second scores 130 runs in 25 overs (bad light stops play). Average Run Rate is $130/25 = 5.10$
- Team B wins the match.

33.6 For example:

- Team A – scores 180 runs all out batting first (30.2 overs). Average Run Rate is $180/50 = 3.60$
- Team B – batting second scores 85 runs not all out in 25 overs (rain stopped play). Average Run Rate is $85/25 = 3.40$
- Team A wins the match.

34 POINTS

For Sunday 50 Over Matches

34.1 MATCH POINTS

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

34.1.2 Win... 4 points

34.1.3 Tie... 2 points

34.1.4 Draw... 2 points

34.1.5 Loss... 0 points

34.2 NIL**34.2.6 SUPER BONUS POINT**

34.2.7 A super bonus point will be awarded for a win achieved by the end of 30 overs.

34.2.8 This will not apply in any match delayed, interrupted or rearranged as in **Playing Regulation 26**.

34.3 NET RUN RATE

For Sunday 50 Over Matches

34.3.1 A team's net run rate is calculated by deducting from the average runs per over scored by that team throughout the competition, the average runs per over scored against that team throughout the competition.

34.3.2 If a team is all out in less than its full quota of overs, the calculation of its net run rate will be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.

34.3.3 In a match declared no result, net run rate does not apply.

35 SEMI FINAL AND GRAND FINAL MATCHES

For Sunday 50 Over Matches

35.1 After completion of the competition round of matches teams placed first to fourth in each grade will play in SEMI FINAL and GRAND FINAL MATCHES.

35.2 In grades with small numbers of teams the Management Committee may elect to dispense with SEMI FINALS and proceed directly to a GRAND FINAL MATCH between teams placed first and second.

QUALIFYING FOR FINALS

35.3 The team with the highest placing in each grade at the completion of the preliminary matches will play the fourth placed team in SEMI FINAL No. 1.

35.4 The team with the second highest placing in each grade at the completion of the preliminary matches will play the third placed team in SEMI FINAL No. 2.

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

35.6 Any team playing in a SEMI FINAL OR GRAND FINAL MATCH whose club is not in good financial standing may be excluded by the Management Committee from playing in SEMI FINAL AND GRAND FINAL MATCHES.

35.7 Any team(s) that are excluded from playing in SEMI FINAL AND GRAND FINAL MATCHES will be replaced by the next highest placed team(s) in that Grade as determined in **Playing Regulation 35.8**

DETERMINATION OF PLACINGS

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

35.8.1 The team with the highest net run rate.

35.8.2 The team with the most number of wins and ties.

35.8.3 The team with the most number of wins over the other team(s).

VENUE AND DATE FOR SEMI-FINAL AND FINAL

35.9 The venue and date for all Semi-Final and Final matches will be determined by the Management Committee.

35.10 Finals will be played with same playing conditions as other round matches.

35.11- NIL

35.14

PLAYER ELIGIBILITY FOR SEMI FINAL AND GRAND FINAL MATCHES

35.15 To be eligible to play in a SEMI FINAL or GRAND FINAL MATCH of the Sunday 50 over competition a player must have appeared in 3 matches of the current season

* for the same club

* in the same grade (or a lower grade)

* for the same team (or the same club in a lower grade)

35.16 Note: in the case of clubs with more than one team in a single grade this means that players can not become eligible using games played in the other team in that grade.

35.17 Any exceptions to **Playing Regulation 35.15** must be submitted to the Management Committee for approval.

35.18 Request for exception of a player who has appeared in two or less matches in the current season in that particular grade or a lower grade will be denied in all cases.

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

35.20 When a club has consecutive teams in SEMI FINAL AND GRAND FINAL MATCHES a maximum of 2 eligible players may be downgraded from the higher grade team to the next lower grade team without approval.

35.21 Any player downgraded as in **Playing Regulation 35.19** for a SEMI FINAL MATCH will become ineligible for the GRAND FINAL MATCH if the higher grade team is eliminated.

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

35.23 See **Playing Regulation 4.5** for additional finals eligibility conditions.

UMPIRES IN SEMI FINAL AND GRAND FINAL MATCHES

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

35.25 If official umpires are not available, neutral umpires who have passed umpire training examinations approved by the Management Committee will stand.

36 DETERMINATION OF WINNERS

36.1 NIL

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

36.3 NIL

36.4 If any SEMI FINAL or GRAND FINAL MATCH ends in a tie, is abandoned or there is no result, the highest placed team of the finalists at the end of the preliminary matches will be determined as the winners.

36.5 The Management Committee will have the sole authority to determine Premiership winners in the event of any disputes resulting from SEMI FINAL or GRAND FINAL MATCHES.

36.6 Any such decisions made will be final and conclusive.

37-39 NIL

For Super 20 Matches

20 HOURS OF PLAY

For Super 20 Matches

20.1 Hours of Play will be as determined by the Queensland Sub Districts Cricket Association Management Committee, provided that each innings will not extend for more than 80 minutes.

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

MORNING FIXTURE

9.30am to 10.50am (team batting first)

10.50am to 11.00am (interval between innings)

11.00am to 12.20pm (team batting second)

AFTERNOON FIXTURE

1.00pm to 2.20pm (team batting first)

2.20pm to 2.30pm (interval between innings)

2.30pm to 3.50pm (team batting second)

21 NIL

22 INTERVALS

For Super 20 Matches

22.1 If the innings of the team batting first is completed prior to the scheduled time for the Interval, the Interval will take place immediately and the Innings of the team batting second will commence correspondingly earlier.

22.2 The time for the interval will be 10 minutes.

23 NIL

24 LENGTH OF INNINGS

For Super 20 Matches

IN AN UNINTERRUPTED MATCH

24.1 Each team will bat for 20 overs unless all out earlier.

25 INNINGS FINISH TIME

For Super 20 Matches

25.1 If the team fielding first fails to bowl the required number of overs by the scheduled Innings Finish time for the first innings, play will continue until the required number of overs has been bowled and Playing Condition 25.5 will apply.

25.2 If the team fielding second fails to bowl 20 overs by the scheduled close of play, the hours of play will be extended subject to conditions of ground, weather and light until the overs have been bowled or a result achieved, and **Playing Regulation 25.5** will apply.

25.3 If the team batting first is dismissed in less than 20 overs, the team batting second will be entitled to bat for 20 overs.

25.3.1 For example if the team batting first is all out after 15 overs then the team batting second will face up to 20 overs.

25.4 NIL

25.4.1 NIL

25.5 OVER-RATE PENALTIES

- 25.5.1** All sides are expected to be in position to bowl the first ball of the last of their 20 overs within 80 minutes playing time.
- 25.5.2** In the event of them failing to do so, the full quota of overs will be completed, and the batting side will be credited with 6 runs for every whole over that has not been bowled.
- 25.5.3** This will apply to both innings of the match.
- 25.5.4** If the side batting second is credited with runs in this way and this consequently takes their score past that of the side batting first then the match will be deemed to be won by the side batting second.
- 25.5.5** All penalties in this regard will be imposed immediately the ball first becomes dead after the scheduled or re-scheduled end time for the innings.
- 25.5.6** If the innings is terminated before the scheduled or re-scheduled cut-off time, no over-rate penalty will apply.
- 25.5.7** If the innings is interrupted, the over-rate penalty will apply based on the re-scheduled cessation time for that innings.
- 25.5.8** The Umpire will inform the fielding team Captain when taking the field for the first time and on every subsequent occasion if play is interrupted by the weather, the scheduled cessation time for that innings.
- 25.5.9** The Umpire at the bowler's end will inform the fielding Captain, the batsman and their fellow Umpire of any time allowances as and when they arise. (This matter will not be subject to retrospective negotiation).
- 25.5.10** In addition, in all reduced overs matches, the fielding team will be given one over's leeway.
- 25.5.11** Over-rate penalties apply only to innings of 10 overs or more duration.
- 25.5.12** This is the only penalty for a slow over-rate.

26 IN A DELAYED OR INTERRUPTED MATCH

For Super 20 Matches

- 26.1** Delayed means a match which does not begin at the scheduled time for reasons of weather, light, or other conditions.
- 26.2** Interrupted match means any suspension of play that has occurred under Law 2.7 Fitness for Play or Law 2.8 Suspension of play in dangerous or unreasonable circumstances.
- 26.3** If play is delayed or interrupted the match may be shortened by
- reducing the number of overs for both teams,
 - reducing the number of overs for the team batting second
 - moving End of Innings Compulsory Closure times,
 - reducing over limits for bowlers.
- 26.4** Unless either team is dismissed in less than 10 overs, to make a completed match each team must receive a minimum of 10 overs. See **Playing Regulation 33**.
- 26.4.1** For example if the team batting first completes its innings then the team batting second (unless all out or having passed the first team's score) must face at least 10 completed overs to achieve a result.
- 26.5** In the event of a suspension occurring in the middle of an over, the number of total overs lost will be calculated as in **Playing Regulation 26.6** and the innings of the team batting will continue from the point of the interruption.
- 26.6** Interruptions to a Super 20 Match Calculation Sheets 1A, 1B, 2A and 2B may be used to determine the match progress.

FULL SIZE FORM AVAILABLE at <https://qsdca.com.au/05-playing-regulations>

Queensland Sub Districts Cricket Association Inc.

INTERRUPTIONS TO A SUPER 20 MATCH

2021/22

Calculation Sheet 1A

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

Time

- Total playing time available at start of the match 170 minutes (A) mins
- Enter Time first innings has been in progress _____ (B) mins
- Playing time lost _____ (C) mins
- TOTAL PLAYING TIME AVAILABLE [A - C] _____ (G) mins
- G DIVIDED BY 4 (to 2 decimal places) _____ (H) overs
- MAX. OVERS PER TEAM [$H \div 2$] (round up fractions) _____ (I) overs

Overs per bowler

(circle one)

Total overs (I)	16 to 20	11 to 15	10
Max. overs each bowler	4	3	2

(I1) overs

Fielding Restriction Overs

(circle one)

Total overs	20	17-19	14 - 16	10-13
Overs for which fielding restrictions will apply	6	5	4	3

(I2) overs

Rescheduled Playing Hours

- Time first innings to start or restart _____ (J) time
- LENGTH OF INNINGS [$I \times 4$] _____ (K) mins
- NEW FIRST INNINGS END TIME [$J + (K - B)$] _____ (L) time
- Length of interval 10 minutes (M) mins
- NEW SECOND INNINGS START TIME [$L + M$] _____ (N) time
- NEW SECOND INNINGS END TIME [$N + K$] _____ (O) time

Calculation Sheet 1B

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

- Proposed re-start time _____ (P) time
- Second innings close of play time _____ (Q) time
- MINUTES BETWEEN P and Q _____ (R) mins
- LESS INTERVAL [$R - M$] _____ (R1) mins
- POTENTIAL OVERS TO BE BOWLED [$R1 \div 4$] (round up fractions) _____ (S) overs
- Number of complete overs faced to date in first innings _____ (T) overs

If S is greater than T then go back to Calculation Sheet 1A

If S is less than or equal to T

Then first innings is terminated AND go to Calculation Sheet 2A

Queensland Sub Districts Cricket Association Inc.

INTERRUPTIONS TO A SUPER 20 MATCH

2021/22

Calculation Sheet 2A

For the start of the SECOND INNINGS

Maximum overs to be bowled:
 (If first innings was terminated, S from Appendix 1B) _____ (A) overs
 SCHEDULED LENGTH OF INNINGS [A x 4] _____ (B) mins
 Start time _____ (C) time
 SCHEDULED END OF INNINGS [C + B] _____ (D) time

Overs per bowler (circle one)	Total overs	16 to 20	11 to 15	10	(D1) overs
	Max. overs each bowler	4	3	2	

Fielding Restriction Overs (circle one)	Total overs	20	17-19	14 - 16	10-13	(D2) overs
	Overs for which fielding restrictions will apply	6	5	4	3	

Calculation Sheet 2B

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

Time
 Time at start of innings _____ (A) time
 Time at start of interruption _____ (B) time
 Time innings in progress _____ (C) mins
 Restart time _____ (D) time
 TOTAL PLAYING TIME LOST [D - B] _____ (G) mins

Overs
 Maximum overs at start of innings _____ (H) overs
 Overs Bowled _____ (H1) overs
 OVERS LOST [G ÷ 4] (rounded down) _____ (I) overs
 ADJUSTED MAXIMUM LENGTH OF INNINGS [H - I] _____ (J) overs
 Overs to be bowled after restart [J - H1] _____ (J1) overs
 REMAINING LENGTH OF INNINGS [J1 x 4] _____ (K) mins
 NEW END TIME OF INNINGS [D + K] _____ (L) time

Overs per bowler (circle one)	Total overs (J)	16 to 20	11 to 15	10	(M) overs
	Max. overs each bowler	4	3	2	

Fielding Restriction Overs (circle one)	Total overs	20	17-19	14 - 16	10-13	(M2) overs
	Overs for which fielding restrictions will apply	6	5	4	3	

Target Score
 First innings total _____ (P) runs
 First innings overs (if all out then =20, use correct fractions) _____ (Q) overs
 Average Run Rate [P ÷ Q] _____ (R) R.P.O.
 Second Inning overs [H1 + J1] _____ (S) overs
 Target Score [R x S] (Round up for winning score) _____ (T) runs

26.7 Nil

THE TEAM BATTING FIRST

- 26.8 If play is suspended and time is lost before the end of the first innings the number of overs remaining in the match will be the remaining amount of available playing time in minutes divided by four.
- 26.9 When calculating the remaining playing time available for the match the duration of the interval between innings will be taken into account.
- 26.10 In Super 20 the interval is always 10 minutes between innings.
- 26.11 In the first innings calculations resulting in a fraction of an over the fraction will be rounded up.
- 26.12 If the total number of overs in the match (remaining plus completed) results in an odd number, then one over will be added.
- 26.13 Remaining overs in the match will be split so that both teams have the opportunity to bat for the same number of overs.
- 26.14 Example:
- After 9 overs and 36 minutes of play in the first innings, 60 minutes playing time is lost.
 - When play restarts, total remaining playing time is 64 minutes.
 - The first innings will be 4 more overs and second innings will be 13 overs.
 - For a match which started at 9.30am, the interval will begin at 11.22am and end time of the second innings will be 12.24pm.
 - For a match which started at 1.00pm, the interval will begin at 2.52pm and end time of the second innings will be 3.54pm.

NEW FIRST INNINGS FINISH TIME

- 26.15 When playing time is lost in the first innings a New First Innings Finish Time will be calculated by multiplying remaining first innings overs by four minutes and adding to the restart time.
- 26.16 If the team fielding first fails to bowl the revised number of overs by the New First Innings Finish Time, play will continue subject to conditions of ground, weather and light until the required number of overs has been bowled or the innings is completed, and **Playing Regulation 25.5** will apply.
- 26.17 All relative delays, interruptions in play, and the duration of the interval will be taken into account.
- 26.18 If there is more than one interruption to the innings of the side batting first, calculations will be based on the original scheduled close of play, rather than any rescheduled close resulting from the previous interruption.

THE TEAM BATTING SECOND

- 26.19 If play is suspended and time is lost after the end of the first innings the number of overs remaining in the match will be the remaining amount of available playing time in minutes divided by four.
- 26.20 In the second innings calculations resulting in a fraction of an over will rounded down.
- 26.21 Example:
- After 10 overs and 40 minutes of play in the second innings, 17 minutes playing time is lost.
 - When play restarts, total remaining playing time is 23 minutes.
 - The second innings will be 6 more overs to play.
 - For a match which started at 9.30am, play will restart at 11.57am and end time of the second innings will be 12.21pm.
 - For a match which started at 1.00pm, play will restart at 3.27pm and end time of the second innings will be 4.01pm.

NEW END TIME OF INNINGS (SECOND INNINGS)

- 26.22** When playing time is lost in the second innings a New End Time of Innings Time will be calculated by multiplying remaining second innings overs by four minutes and adding to the restart time.
- 26.23** If the team fielding second fails to bowl the revised overs by the New End Time of Innings Time (close of play), the hours of play will be extended subject to conditions of ground, weather and light until the overs have been bowled or a result achieved, and **Playing Regulation 25.5** will apply.
- 26.24** If the innings of the team batting first has been completed prior to the scheduled, or Rescheduled Compulsory Closure 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.
- 26.25** The team batting second will not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.
- 26.26** The timing and duration of all relative delays and interruptions in play with respect to the second innings will be taken into account in specifying this time.

27 NUMBER OF OVERS PER BOWLER

For Super 20 Matches

- 27.1** In an uninterrupted innings no bowler will be permitted to bowl more than 4 overs.
- 27.2** In an interrupted innings, where the overs are reduced, each bowler is limited to the number of overs shown below.

Total overs	16 to 20	11 to 15	10
Max. overs each bowler	4	3	2

27.3 NIL

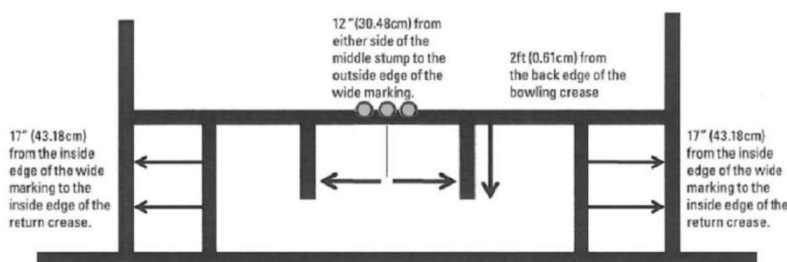
- 27.4** When play is suspended mid-over and on resumption the bowler has exceeded the new maximum limit, he/she will be allowed to finish the incomplete over.
- 27.5** In the event of a bowler being unable to complete an over, the remaining balls will be bowled by another bowler.
- 27.6** Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

28 ONE DAY WIDES

For Super 20 Matches

- 28.1** Official Umpires and player umpires are instructed to apply very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket.
- 28.2** Any off side or leg side delivery that in the opinion of the umpire does not give the batsman a reasonable opportunity to score will be called a Wide.
- 28.3** As a guideline to the umpires for the calling of wides, the crease markings detailed in the Wide Marking Appendix will be marked in white at each end of the pitch.

Wide Marking Appendix (One Day and T20 Matches)



SEE FULL SIZE FORM at <https://qsdca.com.au/08f-forms-diagrams-for-match-day>

29 NO BALLS**29.1 WAIST HIGH NON-PITCHING BALLS**

For Super 20 Matches

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

29.1.2 Any delivery which passes or would have passed on the full above waist height of the striker standing upright at the crease will be a No Ball.

29.1.3 In the event of a bowler bowling a waist high non-pitching ball the umpire at the bowler's end will call and signal No Ball.

29.2 SHORT PITCHED DELIVERIES

For Super 20 Matches

29.2.1 A short pitched ball is any ball which passes or would have passed over the batsman's shoulder while standing upright at the batting crease.

29.2.2 In a one day match in any one over there will be a limit of one short pitched ball.

29.2.3 In a one day match the second and any subsequent short pitched balls will be called a no ball by the bowler's end umpire.

29.3 FREE HIT

For Super 20 Matches

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

29.3.2 If the delivery for the free hit is not a legitimate delivery (any kind of no ball or a wide ball), then the next delivery will become a free hit for whichever batter is facing it.

29.3.3 For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called wide ball.

29.3.4 Neither field changes nor the exchange of individuals between fielding positions are permitted for free hit deliveries unless:

- There is a change of striker or
- The No Ball was the result of a fielding restriction breach, in which case the field may be changed to the extent of correcting the breach.

29.3.5 For clarity, the bowler can change their mode of delivery for the free hit delivery. In such circumstances Law 21.1.1 (2017 code) will apply.

29.3.6 The umpires will signal a free hit (after the normal No Ball signal) by extending one arm straight upwards and moving it in a circular motion.

29.4 FIELDING RESTRICTIONS

For Super 20 Matches

29.4.1 At the instant of delivery there will not be more than five fielders on the leg side.

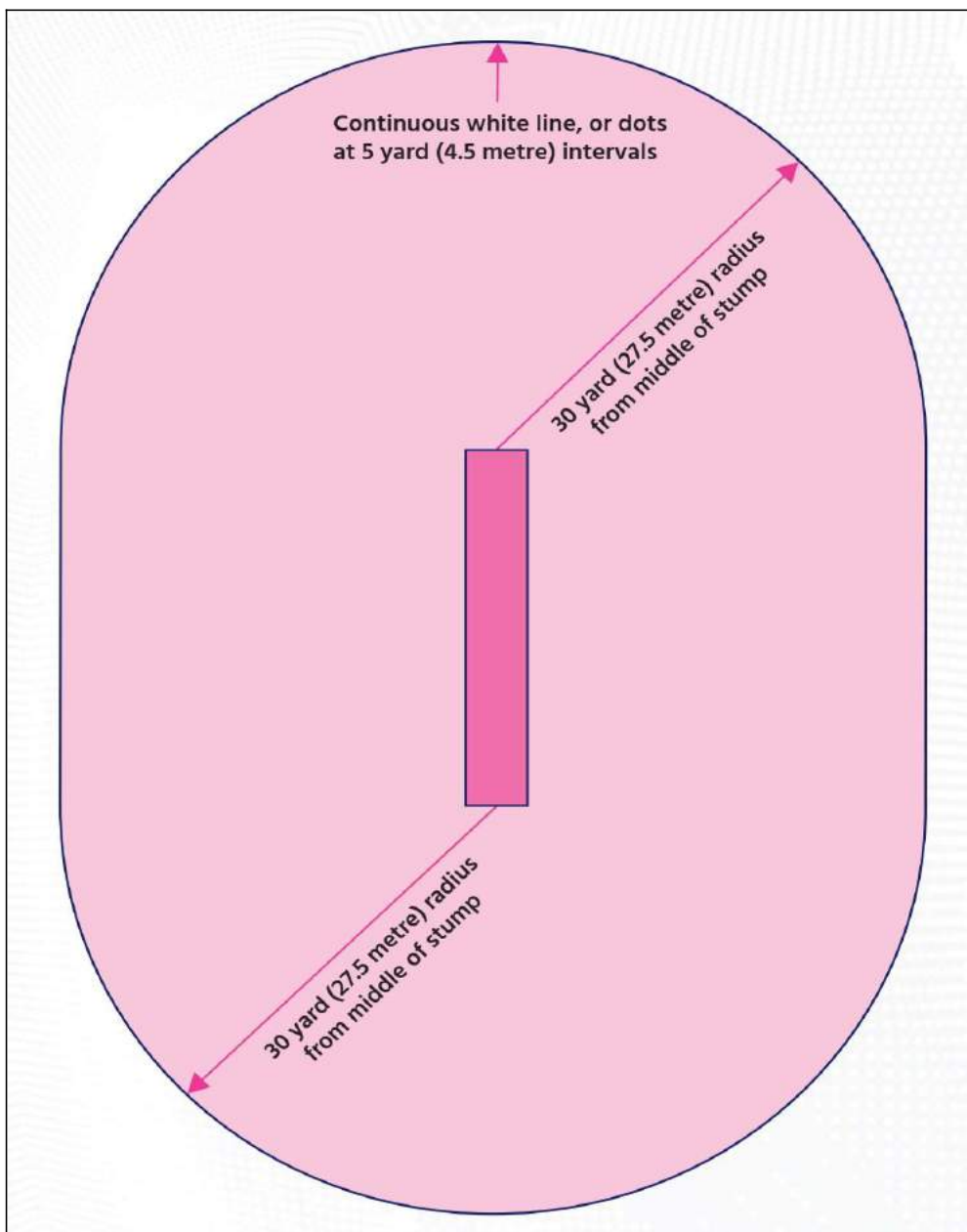
29.4.2 For the purposes of this rule the bowler is not counted as a fielder.

29.4.3 For the first 6 overs only of each innings, only two fielders are permitted outside the fielding restriction area at the instant of delivery.

29.4.4 The Fielding Restriction Area is defined as:

- Two semi-circles with their centre at the middle stump at either end of the pitch.
- The ends of the semi-circles will be linked by two parallel straight lines drawn on the field.
- The radius of each of the semi-circles is 30 yards (27.5 metres).
- The fielding restriction area can be marked by continuous painted white lines or 'dots' at suitable intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.

29.4.5 For the remaining overs of each innings no more than five fielders are permitted outside the fielding restriction area at the instant of delivery.



TEAM BATTING FIRST

- 29.4.5** In circumstances where the number of overs for the team batting first is reduced, the number of overs in regard to the restrictions in **Playing Regulation 29.4** will be reduced in accordance with the table below for that innings only.
- 29.4.6** Fractions are to be ignored in all calculations of the number of overs. (If on resumption the number of overs for fielding restrictions has already been exceeded this should take effect immediately).

Total overs	20	17-19	14 - 16	10-13
Overs for which fielding restrictions will apply	6	5	4	3

TEAM BATTING SECOND

- 29.4.7** Where the number of overs for the team batting second is reduced the aim will be to maintain the restrictions in **Playing Regulation 29.4** for the same proportion of the second innings that they were maintained for the first innings (fractions to be ignored).
- 29.4.8** In the event of infringement of any of the above fielding restrictions, either umpire will call and signal 'No Ball'.

29.5 PENALTY

For Super 20 Matches

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

30 TIMED OUT

For Super 20 Matches

- 30.1** Law 40 (2017 Code) will apply except that the incoming batsman must be in position to take guard or for their partner to be ready to receive the next ball within 90 seconds of the fall of the previous wicket.
- 30.2** The incoming batsman is expected to be ready to make their way to the wicket immediately a wicket falls, and is expected to jog to the wicket.

31 RUNNERS SUBSTITUTING FOR INJURED BATSMEN

For Super 20 Matches

- 31.1** Runners for batsmen will not be permitted.

32 DRINKS BREAKS

For Super 20 Matches

- 32.1** No drinks intervals are permitted.

33 RESULT OF THE MATCH

For Super 20 Matches

- 33.1** Unless either team is dismissed in less than 10 overs, to make a completed match each team must receive a minimum of 10 overs.
- 33.2** If the required number of overs to be bowled to each team is completed and either or both teams have not been fully dismissed, the team having scored the greater number of runs will win the match.
- 33.3** If both innings of a match are completed and the number of runs scored by each team is the same even if the number of wickets is different then the result of the match is a tie.
- 33.4** In a match where the team batting second has not had the opportunity to bat for the

target number of overs and has not been dismissed and has not passed its opponent's score, the result will be decided on the average run rate throughout each innings.

33.5 For example:

- Team A – scores 135 batting first (20 overs).
- Average Run rate is $135/20 = 6.75$
- Team B – has only 15 overs available as a result of an interruption to play.
- Target score is $6.75 \times 15 = 101.25$. 101.25 runs rounded up = 102.
- Team B requires 102 runs to win from 15 overs.

33.6 For example:

- Team A – scores 120 batting first (20 overs)
- Average Run Rate is $120/20 = 6.00$
- Team B – batting second scores 89 not all out in 6.3 overs (rain stops play).
- Average Run Rate is $89/(6+3/6) = 13.69$
- Match is a draw because minimum overs not achieved.
- To win Team B must face at least 10 overs and score more than 6.00 runs per over, or score more than other team's score.
- Note: When innings ends with a fraction of an over, the correct fraction will be used to calculate average run rate.

34 POINTS

For Super 20 Matches

34.1 MATCH POINTS

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

34.1.2 Win... 4 points

34.1.3 Tie... 2 points

34.1.4 Draw... 2 points

34.1.5 Loss... 0 points

34.2 BONUS POINTS

For Super 20 Matches

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

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

34.2.3 Bowling... 0.15 of a point for every wicket taken

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

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

34.2.6 **NIL**

34.2.7 **NIL**

32.4.8 **NIL**

34 NET RUN RATE

For Super 20 Matches

34.3.1 A team's net run rate is calculated by deducting from the average runs per over scored by that team throughout the competition, the average runs per over scored against that team throughout the competition.

34.3.2 If a team is all out in less than its full quota of overs, the calculation of its net run rate will be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.

34.3.3 In a match declared no result, net run rate does not apply.

35 SEMI FINAL AND GRAND FINAL MATCHES

For Super 20 matches

35.1 After completion of the competition round of matches teams placed first to fourth in each grade will play in SEMI FINAL and GRAND FINAL MATCHES.

35.2 In grades with small numbers of teams the Management Committee may elect to dispense with SEMI FINALS and proceed directly to a GRAND FINAL MATCH between teams placed first and second.

QUALIFYING FOR FINALS

35.3 The team with the highest placing in each grade at the completion of the preliminary matches will play the fourth placed team in SEMI FINAL No. 1.

35.4 The team with the second highest placing in each grade at the completion of the preliminary matches will play the third placed team in SEMI FINAL No. 2.

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

35.6 Any team playing in a SEMI FINAL OR GRAND FINAL MATCH whose club is not in good financial standing may be excluded by the Management Committee from playing in SEMI FINAL AND GRAND FINAL MATCHES.

35.7 Any team(s) that are excluded from playing in SEMI FINAL AND GRAND FINAL MATCHES will be replaced by the next highest placed team(s) in that Grade as determined in **Playing Regulation 35.8**

DETERMINATION OF PLACINGS

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

35.8.1 The team with the most number of wins and ties.

35.8.2 The team with the most number of wins over the other team(s).

35.8.3 The team with the highest net run rate.

35.8.4 In a match declared no result, net run rate is not applicable.

VENUE FOR SEMI-FINAL AND FINAL

35.9 The venue and date for all Semi-Final and Final matches will be determined by the Management Committee. of the Queensland Sub Districts Cricket Association Inc.

35.10 Finals will be played with same playing conditions as other round matches.

35.11 NIL

35.12 NIL

35.13 NIL

35.14 NIL

PLAYER ELIGIBILITY FOR SEMI FINAL AND GRAND FINAL MATCHES

35.15 To be eligible to play in a SEMI FINAL or GRAND FINAL MATCH of the Super 20 competition a player must have appeared in 3 matches of the current season

* for the same club

* in the same grade (or a lower grade)

* for the same team (or the same club in a lower grade)

35.16 Note: in the case of clubs with more than one team in a single grade this means that players can not become eligible using games played in the other team in that grade.

35.17 Any exceptions to **Playing Regulation 35.15** must be submitted to the Management Committee for approval.

35.18 Request for exception of a player who has appeared in two or less matches in the current season in that particular grade or a lower grade will be denied in all cases.

- 35.19** Players listed for abandoned or forfeited matches count toward qualification for SEMI FINAL and GRAND FINAL MATCHES. See **Playing Regulation 13**.
- 35.20** When a club has consecutive teams in SEMI FINAL AND GRAND FINAL MATCHES a maximum of 2 eligible players may be downgraded from the higher grade team to the next lower grade team without approval.
- 35.21** Any player downgraded as in **Playing Regulation 35.19** for a SEMI FINAL MATCH will become ineligible for the GRAND FINAL MATCH if the higher grade team is eliminated.
- 35.22** All other player downgrades in SEMI FINAL AND GRAND FINAL MATCHES are not permitted unless approval is granted by the Management Committee.
- 35.23** See **Playing Regulation 4.5** for additional finals eligibility conditions.

UMPIRES IN SEMI FINAL AND GRAND FINAL MATCHES

- 35.24** Official umpires will stand in all SEMI FINAL and GRAND FINAL MATCHES.
- 35.25** If official umpires are not available, neutral umpires who have passed umpire training examinations approved by the Management Committee will stand.

36 DETERMINATION OF WINNERS

For Super 20 matches

- 36.1** **NIL**
- 36.2** The winner of the GRAND FINAL in each grade will be determined as the Premiers for each grade.
- 36.3** **NIL**
- 36.4** If any SEMI FINAL or GRAND FINAL MATCH ends in a tie, is abandoned or there is no result, the highest placed team of the finalists at the end of the preliminary matches will be determined as the winners.
- 36.5** The Management Committee will have the sole authority to determine Premiership winners in the event of any disputes resulting from SEMI FINAL or GRAND FINAL MATCHES.
- 36.6** Any such decisions made will be final and conclusive.
- 37** **NIL**
- 38** **NIL**
- 39** **NIL**

Applies to All Competitions

40 SEASON'S AWARDS

Applies to All Competitions

- 40.1** Premierships – All grades will compete for a shield as an award for winning the PREMIERSHIP MATCH.
- 40.2** Batting Awards – There will be a batting award for the best average in each grade.
- 40.3** To qualify for the batting award, the winner must have scored at least 200 runs and have batted in at least nine innings.
- 40.4** Bowling Awards – There will be a bowling award for the best average in each grade.
- 40.5** To qualify for the bowling award, the winner must have taken at least 25 wickets and bowled at least 360 balls.
- 40.6** Batting Aggregate – There will be an award for the player who scores the most number of runs for the season regardless of grade.
- 40.7** Bowling Aggregate – There will be an award for the player who takes the most number of wickets for the season regardless of grade.
- 40.8** Wicket-keeping Award – There will be an award for the player who makes the highest number of dismissals regardless of grade.
- 40.9** Best Performance in a 2 Day match – There will be an award for the best performance in a 2 Day match in each grade.
- 40.10** Best Performance in a match selection will be determined by the Management Committee.
- 40.11** Best Performance in a 1 Day match – There will be an award for the best performance in a 1 Day match in each grade.
- 40.12** Best Performance in a day selection will be determined by the Management Committee.
- 40.13** Best Under 21 player – There will be an award for the best player under 21 years of age at 1st October that season.
- 40.14** Best Under 21 player selection will be determined by the Management Committee.
- 40.15** Representative Player of the Year – There will be an award for the Representative Player of the Year.
- 40.16** Representative Player of the Year selection will be determined by the Management Committee.
- 40.17** Spirit of Cricket Award – There will be a Spirit of Cricket Award.
- 40.18** Spirit of Cricket Award team selection will be determined by the Management Committee.
- 40.19** Best Umpire Award – There will be an award for best umpire.
- 40.20** Most Improved Umpire Award – There will be an award for most improved umpire.
- 40.21** Umpires Award selection will be determined by the Management Committee.
- 40.22** Batting Aggregate in Sunday 50 Over Cricket – There will be an award for the player who scores the most number of runs for the season in each grade.
- 40.23** Bowling Aggregate in Sunday 50 Over Cricket – There will be an award for the player who takes the most number of wickets for the season in each grade.
- 40.24** SEMI FINAL MATCH and GRAND FINAL MATCH performances will not be considered in determining any award except premierships awards.
- 40.25** The Management Committee will have the right to vary the conditions of any award should circumstances prevent the qualification for any award being met.

41 CODE OF BEHAVIOUR

Applies to All Competitions

- 41.1** The Policies Appendix "Behaviour" as approved by the Board of Directors of Queensland Cricket and as set out in Appendix A forms part of the Playing Regulations of this Association.
- 41.2** The Policies Appendix "Intoxicated Player Policy" as approved by the Board of Directors of Queensland Cricket and as set out in Appendix B forms part of the Playing Regulations of this Association.
- 41.3** The Policies Appendix "Racial and Religious Vilification Code" as approved by the Board of Directors of Queensland Cricket and as set out in Appendix C forms part of the Playing Regulations of this Association.
- 41.4** Law 42 Player Conduct (2017 Code) will not be used in any competition in this association.

42 PLAYER PROTECTION

Applies to All Competitions

- 42.1** 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.
- 42.2** The Policies Appendix "Bowling Injury Prevention" as approved by the Board of Directors of Queensland Cricket and as set out in Appendix E forms part of the Playing Regulations of this Association.
- 42.3** The Policies Appendix "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.
- 42.4** The Policies Appendix "Lightning Safety 30-30 Rule" set out in Appendix G forms part of the Playing Regulations of this Association.
- 42.5** The Policies Appendix "Hot Weather Guidelines" set out in Appendix H forms part of the Playing Regulations of this Association.
- 42.6** The Policies Appendix "National Club Risk Protection Program" set out in Appendix I forms part of the Playing Regulations of this Association.
- 42.7** The Policies Appendix "Child Protection 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.
- 42.8** The Policies Appendix "Playing Condition—Helmets" as approved by the Board of Directors of Queensland Cricket and as set out in Appendix K forms part of the Playing Regulations of this Association.

43 BEHAVIOUR REPORTS AGAINST PLAYERS

Applies to All Competitions

- 43.1** The Management Committee will appoint two Commissioners prior to the commencement of the first match of the season.
- 43.2** Any report on player behaviour whether by an umpire, player, captain or other person must be received by the Secretary of this Association by 8.00pm the next day after conclusion of the match.
- 43.3** A report is expected to be signed by the person submitting it and a contact number provided.

- 43.4** If a behaviour report against a player is received by the Secretary of the Association, it will be referred to a Commissioner to investigate whether the Code of Behaviour has been breached.
- 43.5** The Commissioner appointed to investigate a behaviour report has the power to contact the player and discuss the matter verbally or refer the matter immediately to a Conducts Committee without contacting the player.
- 43.6** If the Commissioner decides to contact the player, then arising from that discussion with the player, the Commissioner will have the authority to either:
- 43.6.1** Find the player guilty and impose a suspension or a suspension to be suspended for a period
- 43.6.2** Find the player guilty but give the player an official reprimand which will be recorded as such.
- 43.6.3** Find the player not guilty.
- 43.6.4** Refer the matter to a QSDCA Conducts Committee to conduct a conducts hearing.
- 43.6.5** In the event of a serious allegation, refer the matter to a Queensland Cricket Conducts Committee to conduct a conducts hearing.
- 43.7** 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.
- 43.8** If a conducts hearing is required then the Management Committee will appoint a panel of three suitable persons, one of which will be the Commissioner.
- 43.9** The other two panel members will be drawn from players not playing in the same grade as the player/s that have been reported or from the teams involved in the report.
- 43.10** The Conducts Committee will meet promptly and, where practicable, prior to the next competition match commencing.
- 43.11** A player attending a hearing is entitled to have an executive from their club attend to assist, provided that person is not a Solicitor or a Barrister.
- 43.12** A player attending a hearing is to be given a reasonable opportunity to present evidence to the Conducts Committee to consider at the hearing.
- 43.13** Should the player/s be required to attend a conducts hearing, then any penalty will be determined by the Conducts Committee at that hearing.
- 43.14** The Conducts Committee will determine whether the Code of Behaviour has been breached and has the power to make any of the following findings:
- 43.14.1** Find the player guilty and impose a suspension or a suspension to be suspended for a period
- 43.14.2** Find the player guilty but give the player an official reprimand which will be recorded as such.
- 43.14.3** Find the player not guilty.
- 43.15** Nothing in this rule prevents the Commissioner or the management committee forwarding a report on player/s behaviour to Queensland Cricket where the report will then be dealt with in the manner provided in the Policies Appendix, Behaviour, as set out elsewhere in these regulations.

44 APPEALS OF PLAYER BEHAVIOUR FINDINGS

Applies to All Competitions

- 44.1** The Management Committee will create an Appeals Committee.
- 44.2** A player is entitled to appeal the following decisions to an Appeals Committee:
- 44.2.1** A decision of a Commissioner under **Playing Regulation 43.6**; or
- 44.2.2** A decision of a Conducts Committee under **Playing Regulation 43.14**.

- 44.3** The player must lodge the appeal to the Secretary within seven (7) days of the decision which is being appealed.
- 44.4** The Appeals Committee will consist of three players:
- 44.4.1** from clubs not in the same grade or club as the reported player/s; and
- 44.4.2** that were not involved in the decision being appealed.
- 44.5** An appeal to the Appeals Committee from a decision of a Conducts Committee cannot include new evidence.
- 44.6** The Appeals Committee has the power to:
- 44.6.1** uphold the decision of the Commissioner or Conducts Committee; or
- 44.6.2** set aside the decision of the Commissioner or Conducts Committee and make their own decision.
- 44.7** The decision of the Appeals Committee is final.
- 45** **SCOPE OF PENALTIES**
Applies to All Competitions
- 45.1** The Association will take all reasonable steps to ensure that penalties imposed by a Conducts Committee or Appeals Committee pertain to all cricket matches and competitions conducted or participated in by Queensland Cricket and any of its affiliates for the duration of the penalty.
- 45.2** The Association will take all reasonable steps to ensure that players suspended for breaches of Cricket Australia or ICC codes are also suspended from all matches and competitions conducted under the jurisdiction of or participated in by Queensland Cricket and any of its affiliates for the duration of the penalty.
- 46** **BREACHES OF THE PLAYING REGULATIONS BY CLUBS**
Applies to All Competitions
- 46.1** In the event of an alleged breach of the Playing Regulations governing Association Competition matches (other than a behaviour report) the management committee has the power to take all reasonable steps to determine whether the playing regulations have been breached by a club.
- 46.2** The management committee will take reasonable steps to ensure that any players, teams or clubs affected have a reasonable opportunity to explain their actions prior to making a determination.
- 46.3** The management committee may refer an alleged breach to a Conducts Committee to investigation, however the ultimate decision with respect to breaches of the playing regulations remains with the management committee.
- 46.4** If it is determined that a breach of the Regulations Governing Competition Matches has occurred, the Management Committee may impose on a club such a penalty as it considers appropriate in the circumstances in accordance with the Association's regulations.
- 46.5** Without limiting the generality of **Playing Regulation 46.4**, the penalty may include any of, or any combination of, the following:
- 46.5.1** Forfeiture of the match points and/or incentive points gained by the club in the particular competition match or matches
- 46.5.2** In the event of a SEMI FINAL or GRAND FINAL, forfeiture of the match.
- 46.5.3** A monetary penalty.
- 46.6** The decision of the management committee under **Playing Regulation 46** may only be overturned by a meeting of Delegates.

- 47 CONDUCT DETRIMENTAL TO THE SPIRIT OF THE GAME**
Applies to All Competitions
- 47.1** Notwithstanding anything else in these playing regulations, if a report is received against a club, player, official or other representative of a club that, if substantiated, would constitute action detrimental to the spirit of the game, the management committee may consider possible penalties against the club.
- 47.2** The management committee will take reasonable steps to ensure that any players, teams or clubs affected have a reasonable opportunity to explain their actions prior to making a determination.
- 47.3** The management committee may refer an alleged breach to a Conducts Committee to investigate, however the ultimate decision with respect to whether the allegation of conduct detrimental to the spirit of the game is substantiated remains with the management committee.
- 47.4** If it is determined that conduct detrimental to the spirit of the game has occurred, the management committee may impose on a club such a penalty as it considers appropriate in the circumstances in accordance with the Association's regulations.
- 47.5** Without limiting the generality of **Playing Regulation 47.4**, the penalty may include any of, or any combination of, the following:
- 47.5.1** Forfeiture of the match points and/or incentive points gained by the club in the particular competition match or matches
- 47.5.2** In the event of a SEMI FINAL or GRAND FINAL, forfeiture of the match.
- 47.5.3** A monetary penalty.
- 47.6** The decision of the management committee under **Playing Regulation 47** may only be overturned by a meeting of Delegates.
- 48 POWER TO MAKE REGULATIONS**
Applies to All Competitions
- 48.1** No existing regulation will be repealed or altered, nor will any regulation be added without the concurrence of two-thirds of the members of the Association present and entitled to vote, voting at an Extraordinary Meeting of the Association called for the purpose in accordance with the Rule governing the calling of such meetings.
- 48.2** The Management Committee may from time to time make Regulations for the governing of competition matches, but no Regulation so made will take effect until approved by the Association.
- 48.3** Such amendment or new Regulation to apply from the commencement of the Playing Season.
- 48.4** Every member will be bound by and submit to the Regulations of the Association.

49 REQUEST FOR CHANGE OF PLAYING REGULATION

Applies to All Competitions

49.1 Playing Regulations can be changed. Fill out this form, write down what's wrong and how to fix it and send it to the Management Committee.

49.2 Download the form here. www.qsdca.com.au/08f-forms-diagrams-for-match-day

Qld Sub Districts Cricket Association Inc.

Request For Change Of Playing Regulations

Person or group making request

Name: Club

Preferred contact

phone email

address

Name/Number of Playing Regulation requiring modification

Please detail the problem

Please include any specific instances where this has caused a problem. If you need more room attach extra pages.

photos diagrams whatever you have

Proposed new regulation

This does not have to be in final rule form. Just write what it has to say to do what you want.

Please present at next AGM

Please present at a Special General Meeting

Email this to secretary@qsdca.com.au

or post it to **The Secretary, Qld Sub-Districts Cricket Association,**
PO Box 1460, Milton Q 4064

Policies Appendixes

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 lodgment or pending lodgment of a report of his/her player as soon as practical, either on the field or at the close of the day's play. The umpire[s] must complete the prescribed umpire's Report Form and forward a copy of the Report, together with any further written submission to the Premier Cricket Officer of Queensland Cricket 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: 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: 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

1. LEVEL 1 OFFENCES

The Offences set out at 1 to 6 below are Level 1 Offences. Players and, where applicable, officials must not:

1.1 Abuse cricket equipment or clothing, ground equipment or fixtures and fittings

Includes 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.

1.2 Show dissent at an umpire's decision by action or verbal abuse

Includes 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.

This Rule 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.

1.3 Use language that is obscene, offensive or insulting and/or the making of an obscene gesture

This includes swearing and offensive gestures which are not directed at another person such as swearing in frustration at one's own poor play or fortune.

This offence is not intended to penalise trivial behaviour. The extent to which such behaviour is likely to give offence shall be taken into account when assessing the seriousness of the breach.

1.4 Engage in excessive appealing

Excessive shall mean repeated appealing when the bowler/fielder knows the batsman is not out with the intention of placing the umpire under pressure. It is not intended to prevent loud or enthusiastic appealing.

However, the practice of celebrating or assuming a dismissal before the decision has been given may also come within this Rule.

1.5 Point or gesture towards the pavilion in an aggressive manner upon the dismissal of a batsman

Self explanatory.

1.6 Breach any regulation regarding approved clothing or equipment

This includes regulations regarding bat logos and regulations regarding other logos or advertising which may be worn or displayed.

2. LEVEL 2 OFFENCES

The Offences set out at 2.1 to 2.8 below are Level 2 Offences. Players and, where applicable, officials must not:

2.1 Show serious dissent at an umpire's decision by action or verbal abuse

Dissent should be classified as serious where the dissent is expressed by a specific action such as the shaking of the head, snatching cap from umpire, pointing at pad or inside edge, other displays of anger or abusive language directed at the umpire or excessive delay in resuming play or leaving the wicket.

This Rule 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.

2.2 Engage in inappropriate and deliberate physical contact with other players or officials in the course of play

Without limitation, players will breach this regulation if they deliberately walk or run into or shoulder another player, official or match official.

2.3 Charge or advance towards the umpire in an aggressive manner when appealing.

Self explanatory.

2.4 Deliberately and maliciously distract or obstruct another player or official on the field of play

Without limitation, players will breach this rule if they deliberately attempt to distract a striker by words or gestures or deliberately shepherd a batsman while running or attempting to run between wickets.

2.5 Throw the ball at or near a player or official in an inappropriate and/or dangerous manner

This Rule will not prohibit a fielder or bowler from returning the ball to the stumps in the normal fashion.

2.6 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. See comments under Rule 3 above in relation to the seriousness of the breach.

2.7 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.

2.8 Seriously breach any regulation regarding approved clothing or equipment.

See guideline for Rule 1.6 above. Without limitation, a breach will be considered serious if it is done in bad faith or where it has serious commercial consequences (eg display of logo of competing CA or State sponsor)

3. LEVEL 3 OFFENCES

The Offences set out at 3.1 to 3.7 below are Level 3 Offences. Players and, where applicable, officials must not:

3.1 Intimidate an umpire or referee whether by language or conduct.

Includes appealing in an aggressive or threatening manner.

3.2 Threaten to assault another player, Team official or spectator

Self explanatory.

3.3 Use language or gestures that offend, insult, humiliate, intimidate, threaten, disparage or vilify another person on the basis of that person's race, religion, colour, descent or national or ethnic origin

Self explanatory.

3.4 Physically assault another player, umpire, referee, official or spectator

Self explanatory

3.5 Engage in any act of violence on the field of play

Self explanatory

3.6 Change the condition of the ball in breach of Law 41.3

Prohibited behaviour includes 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 and saliva.

3.7 Make public or media comment detrimental to the interests of the game

Prohibited conduct under this rule includes:

- Denigrating or criticising any player, umpire, official, team, Cricket Australia, Queensland Cricket or any Commercial Partner of Cricket Australia, Queensland Cricket or the respective Grade Clubs;
- Denigrating or criticising any player, umpire or official by inappropriately commenting on any aspect of his or her performance, abilities or characteristics;
- Commenting on the likely outcome of or criticising the outcome of a hearing, report or any appeal; or
- Criticising any evidence, submission, or comment made by any person at the hearing of a report or any appeal.

NOTE: 3.7 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 website.

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 [l] the appeal shall not constitute a re-hearing.

[k] Subject to [m], there shall be no right of appearance before the Appeals Tribunal by any of the parties or their representatives who appeared before the initial hearing of the Conducts Committee or 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.

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 batsman 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)]

MATCH DURATION OF MORE THAN ONE DAY

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

NO UMPIRES – CAPTAINS' RESPONSIBILITY

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

SANCTIONS**PLAYER – EXCLUSION**

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

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

CLUB AND TEAM – FORFEIT

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

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

APPEAL

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

Appendix C. RACIAL AND RELIGIOUS VILIFICATION CODE

Note: This policy applies to all competitions.

1. PURPOSE OF CODE

The purpose of this Code is to:

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

2. CONDUCT COVERED BY THE CODE

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

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

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

4. HUMAN RIGHTS AND EQUAL OPPORTUNITY LEGISLATION

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

5. LODGING A COMPLAINT

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

6. WHAT MUST A COMPLAINT CONTAIN

A Complaint must:

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

7. THE ROLE OF THE GRADE SECRETARY

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.

Appendix D. COMMUNITY CRICKET CONCUSSION & HEAD TRAUMA GUIDELINES

Version 1.0 Date last reviewed: 01 August 2017 Review frequency: Annual

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.
- 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; and
 - 1.3.3 be assessed by a qualified medical officer.
- 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 officer.

2. INTRODUCTION

- 2.1 Australian Cricket considers it critical to pursue best practice in prevention and management of concussion and head trauma arising in the course of participating in organised cricket competitions and training sessions, including Community Cricket.
- 2.2 Cricket Australia (CA) endorses the 2016 Berlin Expert Consensus Statement on the management of Concussion (Berlin Guidelines) and aims for these Guidelines to be consistent with the Berlin Guidelines noting that the rules of cricket do not allow for the complete implementation of the Berlin Guidelines, mainly due to the inability to fully substitute players in First Class and International matches.

3. SCOPE

- 3.1 This Guideline applies to: (i) all male and female players and (ii) all umpires (collectively referred to as Participants):
 - 3.1.1 participating in any organised community (that is, non-elite) 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 Australian Cricket recommends Affiliated Clubs and Associations enforce these Guidelines for Participants taking part in Community Cricket training, matches and competitions.

4. RELATED DOCUMENTS

- 4.1 Club Assist Well Played Resource Guide (www.community.cricket.com.au/clubs/running-your-club/well-played)

5. PROTECTIVE EQUIPMENT REQUIREMENTS

- 5.1 Australian Cricket recommends that all players wear properly fitted BS7928:2013 compliant helmets 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 Australian Cricket recommends that umpires wear properly fitted BS7928:2013 compliant helmets.
- 5.3 The use of products /attachments properly fitted to helmets that provide additional protection for the vulnerable neck/occipital area of the batsman (Neck Guards) is also recommended.
- 5.4 Australian Cricket recommends that helmets should be replaced immediately following a significant impact (a blow to the helmet) in accordance with the manufacturer's recommendations.

6. HEAD AND NECK TRAUMA MANAGEMENT

- 6.1 If a Participant receives a blow to the head or neck (whether wearing protective equipment or not), follow the Guidelines below. If there is doctor or other medically trained person available, they should attend to the participant and use the process outlined below and in the Concussion Assessment Flowchart. If there is no doctor or medical trained person available, either a player, coach or administrator from the same team or match official should manage this process:
 - (a) Ask the Participant how they are feeling as soon as possible after the incident – preferably before play resumes;
 - (b) Assume that the Participant has sustained a concussion if the Participant reports any of the following symptoms;
 - a. dizziness;
 - b. headache;
 - c. nausea;
 - d. feeling vague; and / or
 - e. amnesia (ask the Participant a series of questions such as the name of the two teams playing the game, the

day of the week, the month of the year and the current Australian Prime Minister).

If the Participant is suffering any of these symptoms, the Participant should seek further medical care at a local medical centre, hospital or general practitioner / medical doctor before resuming playing, training or umpiring.

- (c) If the Participant has any of the following signs and symptoms;
 - a. loss of consciousness for any time;
 - b. amnesia – inability to remember recent details;
 - c. inability to keep balance;
 - d. nausea or vomiting not explained by another cause, such as known gastroenteritis; and/or
 - e. fitting,

an ambulance should be called by dialling 000.

In no circumstance should the Participant resume 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 resume playing, training or umpiring.

6.2 If the Participant reports any of the symptoms above, the doctor (or medically trained person), the team (captain, coach, administrator or official) that attended to the participant should direct the Participant to stop playing, training or umpiring and the Participant must do so.

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

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

7. RETURN TO PLAY

7.1 If a Participant has been diagnosed with a concussion, the final determination on whether the Participant may return to play, must be made by a qualified medical officer.

7.2 Participant must not return to play on the same day (i.e. for the match in a limited overs match) if the diagnosis of concussion is established.

7.3 The gradual return to play should be followed. An example of a gradual return to play program is outlined in Appendix 1. It should be noted that the activities are examples and a guide to return to play.

7.4 A Participant may be required to sit out the duration of a multi-day match and/or further matches if required through the medical review.

7.5 It is recommended that any player returning to play after a diagnosis of concussion should provide his/her club with a letter from a qualified medical officer stating that he/she has recovered from the concussion and is medically fit to return to play.

8. DOCUMENTATION

Cricket Australia recommends that all cases of concussion or suspected concussion (and all other head traumas) should be documented on an injury report. As a minimum, the injury report should record the date and time of the incident, the venue and how the incident occurred (e.g. batting, fielding) and any of the symptoms reported or signs observed.

Example of Gradual Return to Play after Concussion

STAGE	RECOMMENDED ACTIVITY
Complete physical & cognitive rest	Relative physical and cognitive rest for a minimum of 24hrs post incident, and until all symptoms & signs have resolved.
Light aerobic exercise	Walking, swimming or stationary cycling maintaining intensity around 70% estimated maximum heart rate. No resistance strength training.
Sport-specific exercise	Running drills e.g. 10 x 50m runs. Walk back to the start between repetitions. Not to exceed 80% estimated maximum heart rate. No cricket or strength resistance training activities.
Non-competitive skills training	Progression to more complex training drills e.g. bowling drills (no batsman), fielding drills, batting drills throw-downs. Sub-maximal resistance strength training. No additional conditioning.
Full Training	Full participation in cricket and strength and conditioning training at a volume and intensity appropriate to the time lost to injury. Should include skills that challenge physical and cognitive capabilities.

Appendix E BOWLING INJURY PREVENTION

AGE BOWLING RESTRICTIONS FOR MATCHES

Age Group	Max. Overs Each Spell *	Max. Overs Each Day	Target Balls per week (match & training)
Under 11	2	4	
Under 13	4	8	100 to 120
Under 15	5	12	100 to 120 <i>Allow 4-6 weeks gradual bowling preparation prior to the season</i>
Under 17	6	16	120 to 150 <i>Allow 6-8 weeks gradual bowling preparation prior to the season</i>
Under 19	7	20	150 to 180 <i>Allow 8-10 weeks gradual bowling preparation prior to the season</i>

*** Rest between spells should be the lesser of 1 hour of interruption to play OR the same number of overs from the same end as the completed spell.**

[A] This policy applies to all competitions. For the purpose of this policy, a player's status shall be determined by their age on the thirty first [31] day of August in the season in which the competition is played. For example, a player who is eighteen [18] on the thirty first day of August shall be deemed to be under nineteen for the duration of that season. These restrictions apply equally to male and female players.

[B] A bowler who has bowled a spell of less than the maximum overs per spell may resume bowling prior to the completion of the necessary break as defined below, but this will be considered an extension of the same spell, and 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.

[C] Definitions: This policy applies to bowlers of medium pace or faster (as determined by the umpires and broadly defined as one to whom the wicket-keeper would normally stand back, or one who is not considered a slow bowler). The umpires shall immediately notify the captains of both sides of each bowler who they determine should be treated differently to this broad definition.

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

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

(ii) 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.

[E] Umpires shall monitor the overs bowled by players. In the event of a bowler attempting to bowl more than the permitted quota of overs relevant to his age group, the umpire[s] should advise the captain and/or coach that the permissible number of overs has been bowled. Umpires will record players that exceed the number of overs per match or per spell in a given match on the match report to Queensland Cricket. Should the bowler continue to bowl and exceed the relevant quota, the umpire[s] shall report the matter to Queensland Cricket. Umpires have no power to suspend a player who breaches this regulation from bowling.

Notes: Refer to the current Cricket Australia Playing Policy and Guidelines ("Well Played") for further details in relation to bowling injury prevention.

Appendix F DOUBTFUL BOWLING ACTIONS PROCEDURES**Effective 1st September 2017 (v2)****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.

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.

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, by notifying Queensland Cricket if they observe any bowler in a match situation who, in their opinion, possesses an action that may contravene these Laws.

2.2 Queensland Cricket has instructed umpires as follows:

2.2.1 There are three categories of delivery:

a. Fair Delivery

b. Illegal Delivery (Blatant Throw) and

c. Doubtful Delivery

Illegal Delivery:

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

Doubtful Delivery:

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

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

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

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

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

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

3. Reporting Procedure

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

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

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

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

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

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

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

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

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

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

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

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



DOUBTFUL BOWLING ACTION FORM (effective 10 August 2020)

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

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

Note that only a Cricket Australia accredited Umpire can lodge a "Report" or a "Mention".

SEE FULL SIZE FORM at <https://qsdca.com.au/08b-forms-diagrams-for-umpires>

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**

- 1.1 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.
- 1.2 Regular and effective drinking practices should become habitual to young athletes before, during, and after activity.

HEAT

- 2.1 Climatic conditions vary throughout Australia and individuals' tolerances of heat and humidity varies significantly. Cricket
- 2.2 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.
- 2.3 Further information can be found at Sports Medicine Australia: www.sma.org.au

HOT WEATHER

- 3.1 Players' health must always be considered in the scheduling of matches.
- 3.2 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.
- 3.3 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

- 4.1 It is important that all involved with cricket take appropriate precautions to avoid sun damage.
- 4.2 Drinks breaks occur every 30 – 60 minutes in all matches (every 30 minutes in conditions of extreme temperature).
- 4.3 Water is the most appropriate drink for re-hydration. However, diluted cordial or sports drinks may be supplied.
- 4.4 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.
- 4.5 Players should be encouraged to have their own drink bottles.
- 4.6 This ensures that each player has access to an adequate level of replacement fluids and reduces the risk of contamination and viruses.
- 4.7 Where cups and a large container are supplied, cups should not be dipped into the container.
- 4.8 Used cups should be washed or disposed of after use.

From the Well Played booklet p62-63,

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

Appendix I NATIONAL CLUB RISK PROTECTION PROGRAM

The National Club Risk Protection Program is a joint initiative of Cricket Australia and the State/ Territory Cricket Associations and has seen a number of financial benefits and savings provided to cricket Clubs across Australia.

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

It is considered that every Club now has access to insurance at an affordable and consistent price.

The program provides competitively priced broad protection as outlined in this table:

POLICY	COVER	EXAMPLE
PUBLIC LIABILITY	\$50m \$500 excess	Slip and trip
ERRORS AND OMISSIONS LIABILITY (FOR COACHES & UMPIRES AND MANAGERS ONLY)	\$10m \$2500 excess	Negligent advice by coach/trainer
PRODUCTS LIABILITY	\$50m \$500 excess	Faulty products sold by Club
CLUB MANAGEMENT LIABILITY	\$10m variable excess	Negligence in capacity of office bearers
PERSONAL ACCIDENT	85 per cent Non-Medicare costs \$5000 max \$50 excess	Injuries sustained during Club activities
LOSS OF INCOME	85 per cent of net weekly income up to a maximum of \$500 14 -day excess	Income lost due to injury sustained during Club activity

It is important that Clubs register for insurance with the National Club Risk Protection Program and complete the online risk management module, and print their Certificate of Currency.

For further information, contact JLT Sport on 1300 130 373 for assistance. Or see their website

<https://cricket.jltsport.com.au/club>

RISK MANAGEMENT

Risk Management is a process of systematically identifying risks and eliminating or reducing the likelihood and consequence to the participants, sport and Club should they occur.

The development and implementation of a risk management plan that is compliant with cricket laws and policies, and appropriate for the nature and scale of the cricket Club environment is recommended. A risk management plan should aim to: Reduce the frequency and severity of injuries; and Position cricket as a safe sport.

The following steps can assist a Club or Association to identify risks and help provide a safe environment for all participants:

- Step 1 – Get support from committee and Club members/players
- Step 2 – Appoint a Risk Management Officer
- Step 3 – Identify potential risks (what could go wrong?)
- Step 4 – Assess potential risks (what is the impact on the Club or Club members?)
- Step 5 – Manage potential risks (what will the Club do?)
- Step 6 – Monitor and review risks and procedures.

Clubs owe a duty of care to their players, officials and spectators to provide a safe environment in which to train for, play and watch cricket.

A great way to ensure your Club does this is to complete a match day checklist. The checklist is a basic inspection tool that helps to identify safety concerns and record actions taken to reduce or eliminate such concerns. In the event of an incident, having a completed match day checklist can be hugely beneficial for demonstrating that this duty of care was discharged properly.

CRICKET MATCH DAY APP

To assist with match day checks, JLT Sport have created a Cricket Match Day app available on iOS and Android. The app provides an easy-to-use method of working through the necessary match day checks on issues such as playing surfaces, weather conditions, first aid provision and general hazard awareness. On completion of the checklist, the information recorded is stored in your phone or tablet and can be emailed to Club officials for record-keeping purposes. In addition, the completion of regular facility checks are also recommended.

For more information: www.jltsport.com.au/cricketaustralia

GAME DAY CHECKLIST

A written version of this is available at

<https://cricket.jltsport.com.au/documents/Checklist%20pdf?41e51c>

Adapted from p52 and p60 of Well Played – Australian Cricket’s Playing Policies and Community Guidelines

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

Appendix J CHILD PROTECTION POLICIES

Cricket Australia's Safeguarding Children and Young People policy is presented here.

<https://qsdca.com.au/12-safeguarding-children-and-young-people/>

BLUE CARDS

Who needs a blue card?

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.

Police officers and registered teachers do not apply for a blue card and should instead apply for an exemption card under this category if they are providing child-related services which are outside of their professional duties.

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

It is good practice for clubs and associations to keep a database of those who have blue cards and are first aid qualified, including expiry dates. A template spread sheet can be provided by contacting your local Queensland Cricket Officer.

MEMBER PROTECTION POLICY

The Member Protection policy outlines how your club meets its obligations to provide a safe environment and to maintain responsible behaviour and fair decision-making. Where possible, It is good practice for clubs and associations to appoint a Member Protection Officer whose sole volunteer position is to oversee Member Protection issues, including Child Protection.

A Member Protection Policy template can be found at

<http://www.playbytherules.net.au/toolkits/club-toolkit>

GUIDELINES FOR COACHES AND OTHER PERSONNEL

It is recommended that clubs and associations adopt guidelines for coaches and other personnel to protect them from risk and to keep children safe.

Some example guidelines that can be adopted can be found at

<http://www.playbytherules.net.au/toolkits/club-toolkit>

REPORTING CHILD ABUSE

An information sheet on reporting child abuse can be found at

<http://www.playbytherules.net.au/resources/65-resources>

OTHER HELPFUL LINKS

<http://www.childwise.org.au/page/71/resources>

<http://www.playbytherules.net.au/>

Appendix K PLAYING CONDITION – HELMETS

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

K B Batting

K B 1 A batter must wear a British Standard 7928:2013 compliant helmet at all times when batting

K K Wicketkeeping

K K 1 At all times when wicket-keeping up to the stumps, the wicketkeeper must wear a British Standard 7928:2013 compliant helmet.

K J Junior Wicketkeepers Playing in Senior Competitions

K J 1 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.

K J 2 The umpire(s) are the sole judges of the distance from the stumps in this clause.

K F Fielding Inside arc from gully to leg gully

K F 1 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.

K F 2 The umpire(s) are the sole judges of the distance from the stumps in this clause.

K F 3 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.

K F 4 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.

K E Responsibility and Enforcement

K E 1 In a match with official umpires, the umpire(s) is (are) responsible for ensuring that a helmet is worn when required by clauses **K B 1, K K 1, K J 1 and K F 1** 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.

K E 2 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 **K B 1, K K 1, K J 1 and K F 1**.

K E 3 In a match without official umpires, the captains of both batting and bowling teams are responsible for compliance with these clauses.

K E 4 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.

K E 5 If any player plays in a match in contravention of clauses in Appendix K the Management Committee may impose on that player's Club a penalty in accordance with **Playing Regulation 46 and 47**.

K A For the avoidance of doubt

K A 1 Caught: A batter can be out caught where the ball rebounds or ricochets directly or indirectly off the helmet worn by any player.

K A 2 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.

K A 3 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.

K A 4 Replacement helmets: Helmets should be replaced immediately in accordance with the manufacturers recommendations following a significant impact.

K A 5 7 metre distance: Research shows that the minimum distance for a fielder to react to a batter hitting the ball is 7 metres.