



**Queensland Cricket Umpires'  
& Scorers' Association Inc.**



# **UMPIRE'S HANDBOOK**

**2022 - 2023**

## INDEX – REGULATIONS (MANAGEMENT)

1. Clubs .....	3
2. Membership Qualifications .....	3
3. Age Qualifications .....	3
4. Club Represented By More than One Team .....	4
5. Wicket Fees.....	4
6. Players – Registration .....	4
7. Unfinancial Members.....	5
8. Grading of Players .....	6
9. Scheduling of Fixtures.....	7
10. Failure to Field Teams.....	7
11. Player’s Dress and Equipment .....	7
12. Bowling Injury Prevention .....	9
13. Match Reports .....	10
14. Premiership Competition.....	10
15. Club Championship.....	13
16. Averages and Aggregates .....	14
17. Peter Burge and Kath Smith Medals .....	14
18. Spirit of Cricket Awards.....	15
19. Disputes Referred .....	15
20. Premier Cricket Committee Powers .....	15
21. Alterations to Regulations .....	15
22. Quarter Finals, Semi Finals and Finals – Premier Cricket Competitions.....	16
22.1 Eligibility.....	16
22.2 Ground Allocation.....	17
22.3 Schedule of Finals .....	17
22.4 Result.....	17
23. Quarter Finals, Semi Finals and Finals – One Day Competitions.....	18
24. Quarter Finals, Semi Finals and Finals – Twenty20 Competitions.....	21
25. Helmet Policy For Premier Cricket (Junior & Senior Cricketers).....	22

## INDEX – PLAYING CONDITIONS (MATCH)

### GENERAL

Law 1 THE PLAYERS .....	25
Law 2 THE UMPIRES .....	28
Law 4 THE BALL .....	29
Law 6 THE PITCH .....	29
Law 10 COVERING THE PITCH .....	30
Law 11 INTERVALS .....	30
Law 12 START OF PLAY; CESSATION OF PLAY .....	31
Law 14 THE FOLLOW-ON .....	35
Law 15 DECLARATION AND FORFEITURE .....	35
Law 16 THE RESULT .....	35
Law 20 DEAD BALL .....	36
Law 21 NO BALL .....	36
Law 22 WIDE BALL .....	37
Law 24 FIELDER'S ABSENCE; SUBSTITUTES .....	37
Law 25 BATSMAN'S INNINGS.; RUNNERS .....	37
Law 33 CAUGHT .....	38
Law 37 OBSTRUCTING THE FIELD .....	38
Law 41 UNFAIR PLAY .....	38
Law 42 PLAYERS' CONDUCT .....	39

### ONE DAY

Law 4 THE BALL .....	41
Law 6 THE PITCH .....	41
Law 11 INTERVALS .....	41
Law 12 START OF PLAY; CESSATION OF PLAY .....	42
Law 13 INNINGS .....	42
Law 16 THE RESULT .....	44
Law 21 NO BALL .....	45
Law 22 WIDE BALL .....	46
Law 28 THE FIELDER .....	46

### TWENTY20

Law 1 THE PLAYERS .....	51
Law 11 INTERVALS .....	51
Law 12 START OF PLAY; CESSATION OF PLAY .....	51
Law 13 INNINGS .....	52
Law 16 THE RESULT .....	54
Law 21 NO BALL .....	55
Law 22 WIDE BALL .....	56
Law 24 FIELDER'S ABSENCE; SUBSTITUTES .....	56
Law 28 THE FIELDER .....	56
Law 40 TIMED OUT .....	57

### JODIE PURVES SHIELD

Law 1 THE PLAYERS .....	59
Law 11 INTERVALS .....	59
Law 12 START OF PLAY; CESSATION OF PLAY .....	60
Law 13 INNINGS .....	60
Law 16 THE RESULT .....	61
Law 17 THE OVER .....	62
Law 21 NO BALL .....	62
Law 22 WIDE BALL .....	62
Law 28 THE FIELDER .....	63

### PAUL PINK SHIELD

Law 1 THE PLAYERS .....	65
Law 6 THE PITCH .....	65
Law 11 INTERVALS .....	65
Law 12 START OF PLAY; CESSATION OF PLAY .....	65
Law 13 INNINGS .....	66
Law 16 THE RESULT .....	68
Law 17 THE OVER .....	68
Law 21 NO BALL .....	62
Law 22 WIDE BALL .....	62
Law 28 THE FIELDER .....	70
Law 40 TIMED OUT .....	70

OVER-40s COMPETITION .....	71
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## Played Under Management of QC

All matches shall be played in accordance with the current Laws of Cricket, including Experimental Laws as recognised for the time being by Cricket Australia and as amended by the Board of Queensland Cricket on advice of the Premier Cricket Committee as set out in these regulations and playing conditions.

For the 2022-23 Premier Cricket season, the Laws of Cricket (2017 Code 3rd Edition – 2022) shall be used for all matches.

### 1. Clubs

[A] The Clubs competing shall be:

- (i) Western Suburbs District
- (ii) Valley District
- (iii) Toombul District
- (iv) Northern Suburbs District
- (v) University of Queensland
- (vi) Redlands
- (vii) South Brisbane District
- (viii) Sandgate-Redcliffe District
- (ix) Wynnum-Manly District
- (x) Gold Coast District
- (xi) Sunshine Coast
- (xii) Ipswich

[B] Unless the Premier Cricket Committee otherwise decides, each metropolitan based Club shall be represented by at least one team in each of First Grade, The Alan Pettigrew Shield, The Norm McMahon Shield, The Bob Spence Shield, The Roy Tanner Shield, The WEP Harris Shield and The Lord's Taverners Competitions.

[C] The Premier Cricket Committee may give permission for non-metropolitan based Clubs (specifically Gold Coast, Ipswich and Sunshine Coast) to nominate teams for any or all of The Norm McMahon Shield, The Bob Spence Shield, The Roy Tanner Shield, The WEP Harris Shield and the Lord's Taverners Competitions.

[D] If following the receipt of team nominations from Clubs, there is an uneven number of teams in the Roy Tanner Shield and WEP Harris Shield Competitions, the Premier Cricket Committee shall call for further nominations from Clubs to field a second team in those competitions. If following this process a bye is required then it must apply to the lowest grade, being The WEP Harris Shield Competition.

[E] The Premier Cricket Committee may give permission for Darling Downs & South West Queensland Cricket Inc. and Wide Bay Cricket Inc. to nominate teams for the Lord's Taverners Competition.

### 2. Membership Qualifications

Each Club shall possess the following qualifications:

[A] A membership roll of a minimum of eleven [11] players per nominated team.

[B] Unless the Premier Cricket Committee otherwise approves, the possession or lease of more than one first grade standard ground and wicket approved by the Premier Cricket Committee. For the upkeep of its grounds and wickets, each Club shall be responsible, even if necessary, to the extent of engaging a competent grounds man. The Premier Cricket Committee shall be the judge of the necessity in all cases, and any directions which it may give in this matter shall be complied with by the Club concerned. In the event of failure to comply with any such direction, the Premier Cricket Committee may take such action as it may think just.

Note: As a guideline, for Clubs establishing a women's team, there should be at least 11 registered female players participating in junior competitions in the season prior.

### 3. Age Qualifications

[A] The Lord's Taverners Competition shall consist of players who are under sixteen [17] years of age on the thirty first [31] day of August preceding the particular season in which the competition is played. Wide Bay Cricket Inc shall be allowed to have a maximum of two Under-17 players in their Lord's Taverners team for season 2019/20. **Note:** The Under-17 Lord's Taverners players for Wide Bay Cricket will need to be approved by Premier Cricket Committee prior to fixtures, plus they can't be registered to other Premier Clubs

[B] No player shall play in any Premier Cricket Competition (except Paul Pink Shield) until he/she is at least fourteen [14] years of age as at the commencement of the match, except with the approval of Queensland Cricket (see Policies Appendix – *Minimum Age Exemptions*).

[C] The Paul Pink Shield Competition shall consist of players who are under fifteen [15] years of age on the thirty first [31] day of August preceding the particular season in which the competition is played. Clubs participating in the Paul Pink Shield are allowed to play a maximum of two overage players in their side, provided they are a commensurate skill level to the competition and have been approved prior to a match by the Premier Cricket Officer.

**Note:** As a guideline, it is expected that players will first play with their Junior Club and subsequently in Premier Cricket Competitions. These players are encouraged to prioritise Junior Cricket so that participation in Premier Cricket Competitions is only in addition to playing with their Junior Club. For example, players may choose to participate in both Premier Cricket competitions and Junior competitions, but where circumstances arise that may prevent participation in both, players are encouraged to participate in Junior Cricket.

#### **4. Club Represented By More than One Team**

If any Club plays more than one team in any grade, the players therein shall not be interchangeable except in the following circumstances:

- [A] A player on promotion or demotion to a grade in which the Club has more than one team may play in any team in such grade. For the purpose of Club's represented by more than one team in the WEP Harris Shield, a player that does not play in any grade in a given round may play in either team in the WEP Harris Shield the following round.
- [B] A Club may apply in writing to the Premier Cricket Committee for approval to transfer a player or players from one team to another team playing in the same grade, and such consent, when obtained shall apply only to the transfer of the player or players to the team named in the application. The application shall state the reasons for the desired transfer or transfers, and the batting and bowling performances of the player or players concerned in all grades in the preceding matches of the season, and the positions of the team concerned in the Premiership Competition, and shall be lodged at Queensland Cricket's Office before 12 Noon on the Thursday immediately preceding the date set down for the commencement of the match for which consent is sought.
- [C] In the lowest grade (WEP Harris Shield) interchange of players can be made if absolutely necessary to avoid possible forfeit of one of the included teams. If this is to occur for any round commencing after December 31, no player may be interchanged without the Club having first applied for and obtained the consent of the Premier Cricket Committee. The player interchanged between teams should not have scored more than 200 runs and/or taken more than 15 wickets, in all forms of competition, in the WEP Harris Shield and or any higher grade.
- [D] Subject to the discretion of the Premier Cricket Committee, if a Club has a team that finishes in the Top 4 and another team that finishes in the Top 6 in that particular grade, then that Club shall be considered to retain two teams in the grade. If a Club, which fields two teams in a particular grade, does not meet with the above requirement, then that Club's second side will be relegated one grade if a Club in that lower grade has one team that finishes in the top 3 and another team that finishes in the top 5 and nominates for the higher grade.

**Note:** Should a Club not meet the criteria to keep their second team and choose to nominate for the same grade, a Club that did not have a second team in the grade below shall not be able to nominate to replace that team that did not meet the criteria.

#### **5. Wicket Fees**

The competing Clubs shall be responsible for payment of the fees chargeable for the various grounds on which competition matches are to be played. The amount of the fees and the method of computation thereof will be determined each season by the Premier Cricket Committee. Until further resolution by the Premier Cricket Committee, the fees shall be \$120 per team per day for each fixture, excepting for Finals Matches which shall be \$150 per team per day. For the purposes of this regulation a Twenty20 match shall count as a half day.

#### **6. Players – Registration**

Before the completion of the first fixture in each season each Club playing in the Premier Cricket Competition must:

- [A] Lodge with Queensland Cricket via the MyCricket database, the names and details of all registered players for all competitions. Lodgment must be before the completion of the first round of Premier Cricket fixtures. Registrations of new players must be completed before the player participates in any competition.
- [B] Lodge with Queensland Cricket via the MyCricket database, the names and contact details of all registered officials. Lodgment must be before the completion of the first round of Premier Cricket fixtures. New registrations must be updated promptly as each official registers with the Club.
- [C] Non-compliance with these requirements regarding player and official insurance will result in a suspension of payments under the Queensland Cricket Grants Scheme.
- [D] Failure to comply by the relevant timeframe will result in all teams from all competitions from the offending Club being unable to compete until the situation is rectified.
- [E] No player shall represent more than one Club in any competition in any one season without Premier Cricket Committee approval. Players under the age of eighteen [18] years may apply to the Premier Cricket Committee for special consideration if their residential circumstances change. Other players may apply to the Premier Cricket Committee with the permission of their current Club (see Policies Appendix – *Mid Season Transfer Form*).

**Note:** Clubs are expected to adhere to the Spirit of Cricket with regards to requests for players to transfer between Clubs during the season. The player should discuss the request with his current Club directly before communication occurs between the Club office bearers. In the event that the player's current Club does not grant permission for the player [18 years or older] to transfer during the season, the request will not be considered by the Premier Cricket Committee.

- [F] At the Premier Cricket Committee's discretion, Jodie Purves Shield players may be permitted to play for more than one Club in any given season, provided that the player's Club grants permission for the player to be loaned to another Club (in either The Katherine Raymont or Jodie Purves Shield). Such permission must be given in writing with a copy provided to the Premier Cricket Officer prior to the commencement of the match in which the player is loaned to another Club. The player must be financially clear of their Club as per the provisions of Regulation 7, prior to being loaned to another Club.
- [G] In the circumstances outlined in Clauses [E] and [F] above, all performances for any Club shall be counted for the purposes of Regulation 16 [Averages and Aggregates].
- [H] It is the responsibility of each Club to ensure that all registered players are aware of the regulations and policies governing Premier Cricket Competition matches, including the Code of Behaviour, the Intoxicated Player Policy and the Racial and Religious Vilification Code.
- [I] **Overseas Players**
- (i) Any player who is not an Australian citizen or a permanent resident, and who has been a resident in Australia for less than six full months prior to registration with a Club, is deemed to be an overseas player.
  - (ii) When lodging player registration lists, a Club must register that player as an overseas player for that Club.
  - (iii) At the conclusion of any season, an overseas player shall cease to be bound to the Club for which the player participated unless bound by a contractual agreement entered into by the Club and the player.
  - (iv) A Club is permitted to play no more than two [2] overseas players (excluding QLD Bulls/Fire and Brisbane Heat W/BBL contracted players) per competition on any given day of a match in the following competitions:
    - (a) First Grade;
    - (b) The Alan Pettigrew Shield; and
    - (c) The Katherine Raymont Shield
  - (v) A Club is permitted to play an unlimited number of overseas players in all other competitions.
- [J] **Dual Registration:** A player wishing to play in an additional competition controlled by another Association affiliated with Queensland Cricket must complete a *Dual Affiliation Form* [see Office Bearers] which is lodged with that player's 'Primary' Association or Club. The player's 'Primary' affiliate has first call on that player's services for representative selection.
- [K] **Big Bash League Players**
- (i) For the period of the Big Bash League, the Brisbane Heat Coach shall have the same authority as the State Selectors for purposes of these regulations and playing conditions.
  - (ii) Players registered with a Premier Cricket Club and contracted to a Big Bash League franchise other than the Brisbane Heat shall be treated as a representative player for purposes of these regulations and playing conditions.
  - (iii) At the discretion of the Brisbane Heat Coach, Brisbane Heat players that are not already registered with a Premier Cricket Club in Queensland, including international, interstate and intrastate players, will be allocated with consideration to the following:
    - 1. Whether the player has previously played in a Premier Cricket Club in Queensland;
    - 2. Based on the Damien Mullins Cup ladder at the completion of Round 7;
    - 3. The type of player (such as a wicketkeeper).

## 7. Unfinancial Members

No member of a Club who leaves such Club to join another Club shall be eligible to play in any fixture organised by Queensland Cricket or any of its affiliates, until they are financially clear of the Club of which they were originally a member. No player who has been playing in the competition of an affiliated association shall be eligible to play in any competition of an affiliate until they satisfy the Executive Committee of that Club that they are financially clear of such an affiliated association. A player shall be deemed to be financially clear of a Club if, up to the time of leaving the Club, they have paid their annual subscription, special levies in the nature of subscription, wicket fees, and any penalty validly imposed by the Club in accordance with the rules thereof. The final decision shall be left to the discretion of the Queensland Cricket Appeals Tribunal.

## 8. Grading of Players

[A] Any Club taking part in the Premier Cricket Competition may demote any player who has played in its teams as follows:

- (i) Maximum of one grade between First Grade, The Alan Pettigrew Shield, The Norm McMahon Shield (or One Day Cup), The Bob Spence Shield (or One Day Cup), The Roy Tanner Shield (or One Day Cup) and The WEP Harris Shield.
- (ii) Despite clause (i) above, for any round after the first round, a player who as at the commencement of that round has played 10 days in that grade and or any higher grade during the season **or** who has scored more than 200 runs or taken more than 15 wickets in the Two Day, One Day or Twenty20 competitions (First Grade, The Alan Pettigrew, Norm McMahon, Bob Spence, Roy Tanner Shields), or all forms of competition (The WEP Harris Shield), in that grade and or any higher grade may not be demoted without the Club having first applied for and obtained the consent of the Premier Cricket Committee.  
Applications for re-grading must be lodged at the Queensland Cricket Office no later than 12 Noon on the Thursday preceding the commencement of the round.

[B] For any round after the first round, and subject to Regulation 8 [A] above, a Club must make application to the Premier Cricket Committee to re-grade any player more than one grade below First Grade, the Alan Pettigrew, Norm McMahon, Bob Spence and Roy Tanner Shields or One Day competitions. Submissions must include documentation of the player's performances and may include medical certificates and reports, to be lodged at the Queensland Cricket Office no later than 12 Noon on the Thursday preceding the commencement of the round.

Note: Example submission for re-grading

[\_\_\_\_\_] Club request player A be demoted from [\_\_\_\_\_] Grade on [\_\_\_\_\_] position to Grade [\_\_\_\_\_] at [\_\_\_\_\_] position.  
Player A Stats [\_\_\_\_\_] wickets in this grade or above @ [\_\_\_\_\_] per wicket  
Players not being demoted  
Player B, [\_\_\_\_\_] wickets in this grade or above @ [\_\_\_\_\_] per wicket  
Player C, [\_\_\_\_\_] wickets in this grade or above @ [\_\_\_\_\_] per wicket  
Player D with [\_\_\_\_\_] wickets in this grade or above @ [\_\_\_\_\_] per wicket  
Mitigating circumstances are [\_\_\_\_\_]

[C] For any round after the first round, a player who has played 10 days **or** scored more than 200 runs **or** taken more than 15 wickets in all forms of competition in the Katherine Raymont Shield may not be demoted without the Club having first applied for and obtained the consent of the Premier Cricket Committee.  
Applications for re-grading should be lodged at the Queensland Cricket Office no later than 12 Noon on the Thursday preceding the commencement of the round.

[D] In addition to Regulation 8 [B] & [C], for all Competitions (other than Men's First & Second Grade Twenty20), players may not be allowed to play in two grades of the same format on the same weekend.

**Note:** Umpires do not have the authority to determine player eligibility.

## 9. Scheduling of Fixtures

- [A] At the July meeting of the Premier Cricket Committee, complete rounds of fixtures shall be determined and copies thereof forwarded by the Premier Cricket Officer of Queensland Cricket to the Secretary of each Premier Cricket Club.
- [B] The Premier Cricket Committee shall determine upon what grounds competition matches shall be played, and no alteration of either fixture or ground therefore shall be made except by the Premier Cricket Committee.
- [C] Should any portion of any fixture be played upon any ground other than that allotted to it, neither Club participating in such fixture shall be awarded any points for that match.
- [D] The ground, allocated by the Premier Cricket Committee, may not be changed while a match is in progress.
- [E] Where necessary due to an insufficient number of Club grounds, matches in The Roy Tanner Shield and The WEP Harris Shield can be scheduled on Sundays at the discretion of the Premier Cricket Committee. Where a match is scheduled on a Sunday in The Roy Tanner Shield or The WEP Harris Shield, any players participating in that match must not have been named to play (on a Team List, completed in accordance with General playing condition 1.2) in a Premier Cricket Competition fixture on the day before.
- [F] Applying for the scheduling of night fixtures in any Premier Cricket Competition:
- a. If approved a Clubs can then submit to the Premier Cricket Committee to schedule a One Day or Twenty20 match at night under lights, with the agreement of the opposition Club. Coloured clothing and white balls must be used. The request to the Premier Cricket Committee must be agreed by both Clubs and submitted at least four weeks before the fixture.

## 10. Failure to Field Teams

Should any Club fail in two consecutive matches, arranged by Queensland Cricket, to field a full side of eleven [11] players in each of the grades in which it is competing, the matter shall be reported to the Premier Cricket Committee who, after having heard the Club's explanation, shall take such action as it deems fit.

## 11. Player's Dress and Equipment

- [A] No player shall be allowed to play in any match unless they appear in proper cricketing attire, which shall consist of the following:
- (i) Shirt of the type known as a "Cricket Shirt" or woven woollen, wool and cotton, or similar material of white or cream colour.
  - (ii) Trousers of white or cream colour (unless otherwise approved as below).

[B] The guidelines for the use of coloured shirts and trousers are as follows.

### **Men's First Grade, Alan Pettigrew Shield, Katherine Raymont Shield and Lord's Taverners (Under 17) Competition:**

Teams participating in **scheduled** One Day and Twenty20 matches must wear coloured shirts in the respective Club colours. Coloured shirts must comply with the following guidelines and be approved by Queensland Cricket prior to the start of the season.

- (i) A Club may use the same coloured shirt or trousers in One Day and Twenty20 matches or, at its discretion, a Club may use a different coloured shirt for One Day and Twenty20 matches.
- (ii) Shirts should be designed in the manner that stays within the current logo regulations [I] and with colours that are suitable to be used with a white ball. Clubs can design the playing shirt/s within these boundaries but the Premier Cricket Committee has final decision on shirt approval.
- (iii) Coloured trousers must be worn.
- (iv) Coloured pads or coloured pad covers must be worn.
- (v) A Club must apply for approval of their coloured shirt by providing a written request together with a colour design or sample to the Premier Cricket Officer prior to a date that will be determined and advised by the Premier Cricket Committee.



### **Jodie Purves Shield and Paul Pink Shield Competitions:**

Teams participating may wear coloured shirts in the respective Club colours. Coloured shirts must comply with the following guidelines and be approved by Queensland Cricket prior to the start of the season.

- (i) A Club may use the same coloured shirt or trousers in One Day and Twenty20 matches or, at its discretion, a Club may use a different coloured shirt for One Day and Twenty20 matches.
- (ii) Shirts should be designed in the manner that stays within the current logo regulations [I] and with colours that are suitable to be used with a pink ball. Clubs can design the playing shirt/s within these boundaries but the Premier Cricket Committee has final decision on shirt approval.
- (iii) Coloured trousers may be worn.
- (iv) Coloured pads or coloured pad covers may be worn.
- (v) A Club must apply for approval of their coloured shirt by providing a written request together with a colour design or sample to the Premier Cricket Officer prior to a date that will be determined and advised by the Premier Cricket Committee.

### **All other competitions:**

Teams participating in scheduled One Day and Twenty20 matches may wear coloured shirts and trousers with panels in the respective Club colours provided that they comply with the following guidelines and that the colour and design of the shirts have been approved by Queensland Cricket prior to the start of the season.

- (i) It is not compulsory to use coloured playing shirts in either of these matches in any grade.
- (ii) A Club may use the same coloured shirts or trouser panels in One Day and Twenty20 matches or, at its discretion, a Club may use a different shirt for One Day and Twenty20 matches.
- (iii) Shirts should be designed in the manner that stays within the current logo regulations [I] and are kept within reasonable colour boundaries that are suitable to be used with a red ball. Clubs can design the playing shirt/s within these boundaries but the Premier Cricket Committee has final decision on shirt approval.
- (iv) Piping and stripes only, approximately 50mm wide, are permitted on pants.
- (v) A Club must apply for approval of their coloured shirts and/or trouser panels by providing a written request together with a colour design or sample to the Premier Cricket Officer prior to a date that will be determined and advised by the Premier Cricket Committee.

[C] Socks worn shall be white or cream or, should more than one pair of socks be worn, socks showing shall be white or cream.

[D] Boots or shoes of any material coloured predominantly white. Spikes shall not project from the soles of boots or shoes to a length greater than 9mm.

[E] In First Grade and The Alan Pettigrew Shield Competition matches NO player will be allowed on the field unless wearing spiked footwear [half spiked footwear is permissible]. The Premier Cricket Officer may approve a relaxation of this clause on written medical grounds.

[F] Caps: It shall not be obligatory on any player to wear a cap, but if a player elects to do so, the cap worn shall be that of the Club for which they are playing. A white or cream hat may be worn in lieu of a cap. Coloured hats are permitted, but only if in Club colours and with the Club emblem attached.

[G] A sweater may be worn in addition to the shirt provided that it is of white or cream colour.

[H] T-Shirts and Undergarments in scheduled First Grade/Second Grade One Day and Twenty20 matches unless black colour, shall not protrude beyond the playing shirt. T-Shirts and Undergarments (worn under playing shirts) in all other matches unless white or skin colour, shall not protrude beyond the playing shirt.

**Note:** Except for the wearing of spikes in the First Grade and Alan Pettigrew Shield, the question of player's attire should be referred to the team captain and Club Officials.

### **[I] Permitted Logos on Premier Cricket Playing Uniform:**

1. Club Logo.
2. Manufacturers Logo.
3. Commercial Logos:                      Competition Sponsor.  
   Club Sponsor Logo.

The permitted size and location of these logos shall be determined by the Premier Cricket Committee, with guidelines as follows.

#### **Shirts:**

Club Logo	Max of 64cm <sup>2</sup> on either left or right chest.
Manufacturers Logo	Max of 40cm <sup>2</sup> on either left, right or middle chest, or collar.
Club Sponsor Logo	Max of 30cm (wide) x 20cm (high) on either front or back of shirt, Max of 64cm <sup>2</sup> on either or both sleeves.

**The design of all logos on shirts is subject to Premier Cricket Committee approval.**

## 12. Bowling Injury Prevention

[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.

Age	Restriction	Minimum break between spells	
		Two Day Match	One Day Match
Under 18 & 19	Seven (7) overs maximum each spell Twenty (20) overs maximum per day	60 mins	30 mins
Under 16 & 17	Six (6) overs maximum each spell Sixteen (16) overs maximum per day	60 mins	30 mins
Under 14 & 15	Five (5) overs maximum each spell Twelve (12) overs maximum per day	60 mins	30 mins

[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.

[D] **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.

[E] **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.

[F] 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:

For clarity, this regulation only provides guidelines so is not breached when a player exceeds the bowling restrictions. The purpose of the Umpire's report on any player exceeding bowling limits is for Queensland Cricket and the player's Club to monitor bowling workloads.

The break between spells includes the lunch and tea breaks.

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

Weekly Recommended Overs (medium pace or faster):

Under 19: 25 overs	Under 18: 25 overs
Under 17: 20-25 overs	Under 16: 20-25 overs
Under 15: 15-20 overs	Under 14: 15-20 overs

### 13. Match Reports

- [A] Each Club in all Queensland Premier Cricket Competitions shall enter the result of the games, the full scorecards and complete the Captain's report in the MyCricket database before 9:00am on the Thursday following the completion of each match.
- [B] For the last scheduled fixture of competitions in which Quarter Finals, Semi Finals or Finals are to be played, entry must be complete by 2:00pm on the Monday following the fixture.
- [C] In respect of all Competition Fixtures, for teams receiving a forfeit or a bye, an entry of the result on the database is required listing the result of the match, and the names of the selected eleven [11] players. When players are selected in MyCricket for a bye, they are ineligible to play in another fixture during that round.
- [D] The Premier Cricket Committee may impose any penalty it deems fit on any Club not complying with this regulation (including the input of teams, match results, Captain's reports and full scorecards for the applicable competitions). Until further resolution by the Premier Cricket Committee the penalty for late lodgment of the data entry shall be 0.1 competition points, per calendar day per match.
- [E] The Premier Cricket Officer shall be permitted to confirm matches in the Over 40's and the Sunday Legends competitions.
- [F] For the First Grade Men's and The Alan Pettigrew Shield Competitions, penalties as per section [D] shall be deducted from the Overall Premiership ladder (and consequently the Club Championship) and where applicable for Two Day matches, the Two Day Ladder.
- [G] For the First Grade Men's and Women's Competitions, the Captains and the Umpires are required to meet at the conclusion of the match to informally discuss matters arising from the fixture. The meeting should be held 15 minutes after the conclusion of the match preferably, but no later than 30 minutes after the conclusion of the match. The meeting should last no longer than 15 minutes.

### 14. Premiership Competition

- [A] The Premier Cricket Committee shall arrange for a competition programme for each Grade at the beginning of each season.
- [B] Match points shall be allotted as follows:

Result	Points
Win on first innings and subsequent outright win	16
Loss on first innings and subsequent outright win	9
Win on first innings and subsequent outright loss	7
Loss on first innings and subsequent outright loss	0
Win on first innings and no further result (Two Day match)	12
Loss on first innings and no further result	0
Drawn match	5
Win in a One Day match	4
Win in an Unscheduled One Day match	7
Win in a Twenty20 match	2
Abandoned Two Day match being a match in which no play takes place	5
Abandoned One Day match being a match in which no play takes place or the minimum overs are not achieved	2
Abandoned Twenty20 match being a match in which no play takes place or the minimum overs are not achieved	1
Abandoned Unscheduled One Day match being a match in which no play takes place or the minimum overs are not achieved.	5
Bye (Two Day round)	5
Bye (One Day round)	2
Bye (Twenty20 round)	1

### TIES

Result	Points
Tie on first innings and subsequent outright win	10
Tie on first innings (Two Day match)	6
Tie in a Unscheduled One Day match	4
Tie in a One Day match	2

Tie in a Twenty20 match	1
Tie on first innings and subsequent outright loss	6
Tie on first innings and subsequent outright tie	8
Win on first innings and subsequent outright tie	13
Loss on first innings and subsequent outright tie	3

[C] The result of a match shall be a tie on first innings when the scores are equal at the conclusion of the first innings, but only if the side batting second has completed its first innings by loss of all wickets or a declaration.

[D] Bonus points shall be allotted in addition to the above match points as follows:

**One Day Match (Scheduled and Unscheduled)**

- (i) One bonus point for any team that achieves victory with a run rate 1.25 times that of the opposition.
- (ii) One additional bonus point for any team that achieves victory with a run rate 2 times that of the opposition.

For this purpose:

- (iii) A team's run rate will be calculated by reference to the number of runs scored divided by the number of overs faced.
- (iv) Where a side is all out, the number of overs to be used is the maximum number of overs that side was otherwise eligible to face.
- (v) Where matches are shortened and targets revised through the Duckworth-Lewis-Stern or Duckworth-Lewis system, bonus run rates and bonus defensive targets are derived as a function of the revised target score and maximum overs.

**Note:** For the team batting second to gain one bonus point the victory must be achieved within 80% of the total number of overs. For the team batting second to gain two bonus points the victory must be achieved within 50% of the total number of overs.

**Applying to the First Grade and Alan Pettigrew Shield competitions Two Day Matches and Unscheduled One Day Matches:**

Batting Points (First Innings)

First innings points are awarded only for performances in the first 96 overs of each first innings.

125 runs	1 point
200 runs	2 points
275 runs	3 points
350 runs	4 points

Batting Points (Second Innings)

Second innings points are awarded only for performances in the first 48 overs of each second innings.

50 runs	0.5 point
100 runs	1 point
150 runs	1.5 points
200 runs	2 points

### Bowling Points (First and Second Innings)

Points are awarded at all times in both innings.

1 wicket	0.5 point
2 wickets	1 point
3 wickets	1.25 points
4 wickets	1.5 points
5 wickets	1.75 points
6 wickets	2 points
7 wickets	2.25 points
8 wickets	2.50 points
9 wickets	2.75 points
10 wickets	3.00 points

### **Applying to the Norm McMahon, Bob Spence & Roy Tanner Shield competitions Two Day Matches and Unscheduled One Day Matches (Applying to both First and Second Innings):**

.25 incentive points for each wicket taken

.01 incentive points for each run scored

### **Applying to the WEP Harris Shield competition Two Day Matches, Scheduled and Unscheduled One Day Matches (Applying to both First and Second Innings):**

.25 incentive points for each wicket taken

.01 incentive points for each run scored

- [E] Bonus points as shown above in ([D] i & ii) will be awarded for an unscheduled one day match. In addition, incentive points for runs and wickets as shown above will be awarded for unscheduled one day matches in the First Grade, Alan Pettigrew Shield, Norm McMahon, Bob Spence, Roy Tanner & WEP Harris Shield competitions. **Note:** Incentive points are not retained in Unscheduled One Day Matches (in all Grades) when the match is abandoned with no result.
- [F] No bonus or incentive points will be awarded for Twenty20 matches
- [G] For the purpose of computing quotient in both first and second innings, bowling sides shall receive the appropriate wickets in respect of players absent from the batting side when all other wickets have fallen. However wickets shall not be credited in respect of a batter who has retired through illness, injury or some other unavoidable cause.
- [H] Any team on receiving a forfeit in a match shall be awarded the maximum number of points [match, bonus and incentive] gained by any team in the same grade in the same round of matches. The team receiving a forfeit shall be awarded the maximum quotient gained by any team in the same grade in the same round of matches (the same runs for, wickets taken, runs against and wickets taken). The team receiving a forfeit in a One Day or Twenty20 competition shall be awarded the maximum net run rate gained by any team in the same round of matches, through the same runs for, overs faced, runs against and overs bowled.
- [I] A team which forfeits a match does not receive any points.
- [J] A Club which is obliged to forfeit a match shall forfeit its match in The WEP Harris Shield, except for the following Clubs:
- |                |                           |
|----------------|---------------------------|
| Sunshine Coast | The Alan Pettigrew Shield |
| Ipswich        | The Alan Pettigrew Shield |
| Gold Coast     | The Bob Spence Shield     |
- [K] If a Club forfeits a match in any Grade higher than The WEP Harris Shield (subject to regulation [J] above), the Club shall not receive any points for that round in the Grade in which the forfeit occurred, and in the Grade or Grades below the Grade in which the forfeit occurred. A Club forfeiting a match in any competition shall be further penalised by being charged 100% of the Umpires' Fees to Queensland Cricket and the Wicket Fees to the home Club.
- [L] Regulation [H] does not apply to any match [other than a match in which a forfeit occurred] affected by Regulation [K].

**[M]Applying to Two Day Competitions and Overall Premiership Competitions:**

In the event of two or more teams being equal in competition points, their position shall be decided by calculating a quotient achieved during the rounds. The quotient is calculated by:

- (i) Dividing the total number of runs scored by a team by the total number of wickets lost by it;
- (ii) Dividing the total number of runs scored against a team by the total number of wickets taken by it;
- (iii) Dividing the former (i) by the latter (ii).

[In summary: the formula is “Runs scored divided by Wickets lost” divided by “Run conceded divided by Wickets taken”]

The team having the higher quotient shall be considered to have the higher position on the Premiership ladder. For the purpose of the calculations a team declaring its innings closed shall be deemed to have lost only the number of wickets that have actually fallen.

**[N]** Applying to First Grade and Alan Pettigrew Shield, there will be separate Two Day, One-Day and Twenty20 competitions. An Overall Premiership shall be awarded to the team that finishes highest on the ladder at the end of the premiership rounds.

**[O]** Applying to the Katherine Raymont Shield, there will be separate Premierships for One Day and Twenty20 competitions.

**[P]** Applying to the Norm McMahon Shield, Bob Spence Shield and Roy Tanner Shield competitions, there will be separate Premierships for Two Day and One Day competitions.

**15. Club Championship**

**[A]** The Clubs shall compete in a Club Championship terminating on completion of the Premier Cricket Competition Fixtures exclusive of Quarter Finals, Semi Finals and Finals.

**[B]** Club Championship points are to be determined by multiplying the points secured in each of the following competitions. One day bonus points shall be included. Incentive points for runs and wickets shall not be included

Men’s Competitions:	x 5	First Grade
	x 4	The Alan Pettigrew Shield
	x 3	The Norm McMahon Shield
	x 2	The Bob Spence Shield
	x 2	The Roy Tanner Shield and
	x 1	The WEP Harris Shield
Women’s Competitions:	x 2	The Katherine Raymont Shield
	x 1	The Jodie Purves Shield
Age Competitions:	x 1	The Lord’s Taverners Competition

**Note:** All forms of competition (Two Day, One Day and Twenty20) will be included in calculating Club Championship points.

**[C]** In the case of a Club fielding two teams in any one Grade, the points of the team who holds a higher position in that grade on completion of the round, apply to its Club Championship points.

**[D]** In the event of two or more Clubs being equal on points, the Club Championship will be awarded jointly.

## 16. Averages and Aggregates

[A] The minimum qualification for averages [aggregates for The Lord's Taverners Competition and Jodie PurvesShield] shall be:

Competition	Batting	Bowling
First Grade, The Alan Pettigrew, Norm McMahon, Bob Spence, Roy Tanner, WEP Harris	200 runs and a total number of innings commenced computed as follows: The lesser of [a] Nine or [b] Two thirds of the greatest number of innings commenced by any player of their Club in the particular Grade.	20 wickets and the bowling of at least 510 balls in the season in the particular Grade.
The Katherine Raymont Shield	200 runs and a total number of innings commenced computed as follows: The lesser of [a] Nine or [b] Two thirds of the greatest number of innings commenced by any player of their Club in the particular Grade.	15 wickets and the bowling of at least 420 balls in the particular Grade.
The Lord's Taverners Competition	150 runs and a total number of innings commenced computed as follows: The lesser of [a] Four or [b] Two thirds of the greatest number of innings commenced by any player of their Club in the particular Grade.	12 wickets and the bowling of at least 300 balls in the season in the particular Grade.
The Jodie Purves Shield	100 runs and a total number of innings commenced computed as follows: The lesser of [a] Nine or [b] Two thirds of the greatest number of innings commenced by any player of her Club in the particular Grade.	10 wickets and the bowling of at least 240 balls in the season in the particular Grade.

[B] For the purposes of computing averages and aggregates for First Grade and The Alan Pettigrew Shield, One Day and Twenty20 matches shall not be taken into account. Unscheduled One Day matches will be taken into account.

[C] For the purposes of computing averages and aggregates for The Norm McMahon, Bob Spence, Roy Tanner, WEP Harris Shield, all One Day matches shall be taken into account. For the purposes of computing averages and aggregates for the Katherine Raymont and Jodie Purves Shields, all One Day and Twenty20 matches shall be taken into account.

[D] For the purpose of computing averages and aggregates for all competitions, performances in Quarter Finals, Semi Finals and Finals shall not be taken into account.

[E] Batting and bowling awards in The Lord's Taverners Competition and the Jodie Purves Shield shall be based on the aggregate number of wickets or runs in that competition.

## 17. Peter Burge and Kath Smith Medals

[A] At the conclusion of each Men's First Grade Two Day match, umpires shall award points in the sequence of 9-6-3 for the best and fairest players, which will contribute to the Peter Burge medal for that season.

[B] At the conclusion of each Men's and Women's First Grade One Day match and Men's First Grade unscheduled One Day match, umpires shall award points in the sequence of 6-4-2 for the best and fairest players, which will contribute to the respective Peter Burge and Kath Smith medals for that season.

[C] At the conclusion of each Men's and Women's First Grade Twenty20 match, umpires shall award points in the sequence of 3-2-1 for the best and fairest players, which will contribute to the respective Peter Burge and Kath Smith medals for that season.

[D] If less than half the number of the scheduled overs for any given Two Day match are not bowled or, the match is abandoned in a One Day or Twenty20 match, no points shall be awarded on that day.

[E] Any player suspended for one or more matches under the Code of Behaviour will not be eligible for the Peter Burge Medal or the Kath Smith Medal for that season.

### **18. Spirit of Cricket Awards**

[A] At the conclusion of each match, umpires shall award points for the Spirit of Cricket in the sequence as follows:

3 points: Exceptional, epitomised the true spirit, traditions and values of the game

2 points: Played the game in good spirit

1 point: Uncompromising, but incident free

0 points: Generally antagonistic atmosphere created

-1 points: Unacceptable behaviour, captain informed

[B] The guidelines for awarding the above points are as follows:

(i) The captains' acceptance of their responsibility for their player's behaviour as required under the Laws of Cricket;

(ii) A team's adherence to the principles of the Spirit of the Game, which includes respect for teammates, opponents, and the role of umpires; and

(iii) Acceptance of the umpire's decision.

[C] An average total shall be used to determine the award winners based on those matches from which points are awarded. The average total shall be determined by dividing the total points by the number of matches for which points were awarded. Points shall only be awarded for a Two Day match in which at least 25% of the scheduled overs are completed or for a One Day or Twenty20 match in which a result is achieved.

[D] In the event of a Tie in any competition, the Spirit of Cricket award shall be determined based on the least number of scores of one [1] or less.

### **19. Disputes Referred**

[A] Any protest from a Club, or any matter of dispute between Clubs, shall be adjudicated upon by the Premier Cricket Committee after all Clubs concerned have been notified of such protest or dispute and have had the opportunity of making written representations thereon, provided that no such protest or dispute shall be considered by the Premier Cricket Committee unless lodged with the Premier Cricket Officer of Queensland Cricket within seven [7] days after the matter in question arose, provided that in all cases in dispute any player or Club may appeal to the Queensland Cricket Appeals Tribunal within fourteen [14] days of the date of the Premier Cricket Committee decision and its decision thereof shall be final.

[B] In relation to all appeals to the Queensland Cricket Appeals Tribunal from any decision of the Premier Cricket Committee under this regulation, the process identified under the Appeals Regulation shall apply.

### **20. Premier Cricket Committee Powers**

[A] In the event of a breach of the regulations governing Premier Cricket Competition matches and/or in respect of any action, conduct, behaviour or decision taken, made or implemented by any Club, player, official or other representatives of the Club by, through or in connection with any Premier Cricket Competition match which in the opinion of the Premier Cricket Committee, constitutes conduct or action detrimental to the game or the spirit of the game, the Premier Cricket Committee may impose on a Club such a penalty as the Premier Cricket Committee considers appropriate in the circumstances.

[B] Without limiting the generality of paragraph [A] above, the penalty may include any of, or any combination of, the following:

(i) Forfeiture of the Match, Bonus and/or Incentive Points gained by the Club in the particular competition match or matches;

(ii) In the event of a Quarter Final, Semi Final or Final, forfeiture of the match;

(iii) A monetary penalty.

### **21. Alterations to Regulations**

No existing regulation shall be appealed or altered nor shall any new regulation be added without the concurrence of a majority of the persons then present and entitled to vote and voting at a meeting of the Premier Cricket Committee. If necessary the Chairman of the meeting shall have the casting vote.



## 22. Quarter Finals, Semi Finals and Finals – Premier Cricket Competitions

### 22.1 Eligibility

[A] For the purpose of this regulation, the words “Final Match[es]” shall mean Quarter Finals, Semi Finals and Finals and the word “Fixture[s]” shall mean Premier Cricket Competition Fixtures unless otherwise stated.

[B] (i) To be eligible to play in Two or Four Day Premiership Finals Matches with any Grade (other than The Katherine Raymont Shield, Jodie Purves Shield, The Lord’s Taverners Competition, Over-40s and Sunday Legends’ Competitions), a player must have played at least eight days in that Grade and/or any lower Grades (including Two Day, One Day and Twenty20 matches, subject to [D] below) during the season, excepting for Senior State and/or National players will be eligible for First Grade only.

(ii) To be eligible to play in One Day Premiership Finals Matches with any Grade (other than The Katherine Raymont Shield, Jodie Purves Shield, The Lord’s Taverners Competition, Over-40s and Sunday Legends’ Competitions), a player must have played at least one-quarter of matches in that Grade and/or any lower Grades (not including Two Day and Twenty20 matches, subject to [D] below) during the season, excepting for Senior State and/or National players will be eligible for First Grade only.

**Notes:** 2022/23 temporary Regulation – Finals eligibility Men’s First & Second Grade T20.

To be eligible for Men’s Second Grade T20 Finals, players are required to:

- Play a minimum two games in the Men’s Second Grade T20 Competition, *however*
- Unless a Club’s Men’s First Grade team is also participating in T20 finals, a player who has played four Men’s First Grade T20 games shall be ineligible for Men’s Second Grade T20 finals.

*As there may be no additional interstate/international players introduced to squads, it has been considered that there will be no need for Men’s First Grade finals eligibility requirements.*

*This rule is intended to create clarity for players who may play a combination of Men’s First & Second Grade T20 games.*

*It is intended this Regulation is reviewed at the conclusion of 2022/23. Pending the design of the Men’s First & Second Grade competition, this Regulation may be adjusted to reflect eligibility requirements as per Regulation 8 [B] (ii).*

**Notes:** For the purpose of calculating eligibility for Finals Matches, The Lord’s Taverners Competition shall be considered the lowest Grade. Quarter Finals, Semi Finals and Finals played in either the First Grade, Second Grade, Norm McMahon, Bob Spence and Roy Tanner One Day and Twenty20 Competitions shall not be counted in calculating player eligibility for the Premiership Semi Finals and Finals.

[C] Eligibility for The Katherine Raymont Shield One Day and Twenty20 Finals shall be five [5] matches (including both Twenty20 and One Day matches) excepting for Senior State and/or National players who will be eligible for First Grade only. The Jodie Purves Shield Final shall be eight [8] matches (including both One Day and Twenty20 matches only). For eligibility purposes, matches played in The Jodie Purves Shield shall count towards the total number of days played in The Katherine Raymont Shield.

[D] For the purposes of [B] and [C] above participation in a Twenty20 match shall be counted as a half day.

[E] In addition to Regulation 3 [Age Qualifications], players competing in The Lord’s Taverners competition, must have played in at least three days in any Queensland Premier Cricket to be eligible to play in their respective Finals.

[F] Any player who has played two or more fixtures in the Men’s First Grade One Day Competition will not be eligible for Men’s Second Grade One Day Finals. To be eligible for Second Grade One Day Finals matches a player must have played, as at 29 September 2022, either:

- [i] Two [2] or more days (including Two Day and One Day matches) in Second Grade or a lower Grade (Men’s); or
- [ii] All scheduled Second Grade One Day matches (Men’s) for that season

[G] Any player who has played three or more fixtures in the Men’s First Grade Twenty20 Competition will not be eligible for Men’s Second Grade Twenty20 Finals. To be eligible for Second Grade Twenty20 Finals matches a player must have played, as at 19 January 2022, either:

- [i] Eight [8] or more days (including Two Day, One Day and Twenty20 matches, except for Finals matches) in Second Grade or a lower Grade (Men’s); or

- [ii] All scheduled Second Grade Twenty20 matches (Men's) for that season.
- [H] To be eligible for the Norm McMahon, Bob Spence and Roy Tanner One Day Cup Finals matches a player must have played, as at 19 January 2020, either:
- [i] Eight [8] or more days (including Two Day and One Day matches, except for Finals matches) in the respective Grade or a lower Grade (Men's); or
  - [ii] Three [3] or more scheduled One Day Cup matches in the respective Grade or a lower Grade (Men's)
- [I] If no play is possible in any fixture, players who are selected to play in this fixture will be able to count the match towards their qualification for Quarter Finals, Semi Finals and Finals.
- [J] Players registered with a Club, who have played eight [8] days in a Queensland Cricket Affiliated Bodies Competition, are eligible to play in Premier Cricket Competition Finals. [Documentation must be provided to the Premier Cricket Officer]
- [K] Where a Club has two [2] or more teams in the one Grade, a player must have played at least eight days with the team they propose to play with (or in a lower Grade) in the Finals Matches.
- [L] Despite Regulation 8 [A], no player may be demoted more than one Grade from their last fixture played except with the approval of the Premier Cricket Committee.
- [M] Despite [B], [C], [F], [G] and [K] above any Club with any consecutive teams in Finals Matches may select any player eligible for the higher Grade in the next lower Grade [provided that the number of players so demoted does not exceed two [2] except with the approval of the Premier Cricket Committee]. Where a Club has two [2] or more teams in the one Grade, matches played for a team in that grade that a player does not propose to play for shall not be counted for the purposes of this regulation. **Note:** This will also be applicable to the Norm McMahon, Bob Spence and Roy Tanner One Day Cup competitions, with consecutive teams rule applying from Men's Second Grade Twenty20 to the Norm McMahon One Day Cup Finals matches.
- [N] Any player who by virtue of paragraph [M] is eligible to play in a Quarter or Semi Final Match, and does play, shall automatically become ineligible to participate in the next Finals Match should the Club's team in the higher Grade be eliminated from the Final.

## 22.2 Ground Allocation

- [A] The Premier Cricket Committee shall allocate the grounds on which Semi Finals and Finals are played. Subject to Regulation 22.2 [C] below, in all Semi Finals and Finals the team that has finished higher on the premiership ladder shall have the right to nominate one of its home grounds as the ground on which the Semi Final or Final is played. If the team that has finished higher on the premiership ladder does not nominate one of its home grounds as the venue for the Semi Final or Final then the opposing team has the right to nominate one of its home grounds as the venue for the Semi Final or the Final. If the opposing team does not nominate one of its home grounds as the venue for the Semi Final or the Final then the Premier Cricket Committee shall allocate a ground. This rule does not apply where a Club is unable to nominate a home ground as a venue because its home grounds are being used for Final Matches of that Club's higher grades. Where that occurs the Club may nominate another venue to play the Semi Final or Final. For the purposes of General Playing Condition 6.3 [D], the host Club shall be the team that has nominated the ground as a venue for a Semi Final or Final.
- [B] Clubs shall nominate their grounds in order of priority prior to 31 January each year.
- [C] The Premier Cricket Committee may allocate Allan Border Field as the venue of the First Grade Semi Finals and Final.
- [D] For the purposes of General Playing Condition 6.3 [D] where:
- (i) The Premier Cricket Committee allocates a ground under Regulation 22.2 [A] the host Club shall be the Club whose ground on which the Semi Final or Final is to be played; or
  - (ii) If the Premier Cricket Committee allocates Allan Border Field under Regulation 22.2 [C], Queensland Cricket shall have the obligations of the host.
- [E] Clubs shall be requested to make their grounds available for all Semi Finals and Finals, including matches in which their teams are not involved in. Should there be extenuating circumstances, which prevent a Club's grounds from being available for Semi Finals and Finals, the Club should outline the specific circumstances in writing to the Premier Cricket Officer, no later than the 31 January each year.

## 22.3 Schedule of Finals

- [A] The four leading teams in First Grade, The Alan Pettigrew, Norm McMahon, Bob Spence, Roy Tanner and WEP Harris Shields will play Semi Finals as follows:
- No. 1 Team v No. 4 Team  
No. 2 Team v No. 3 Team
- [B] The winners of Semi Final Matches for First Grade, The Alan Pettigrew, Norm McMahon, Bob Spence, Roy Tanner and WEP Harris Shields will play in the Final, which shall be four [4] days' duration, played over two successive weekends.

**General Playing Condition 12 Clause 2 [C] (unscheduled one day match) shall not apply.**

## 22.4 Result

- [A] A Finals Match cannot be considered completed until:
- (i) An outright result is achieved or
  - (ii) The fixture has reached the scheduled tea interval on the final day's play (Two Day Finals Matches) or the cessation time of the third day's play (Four Day Finals Matches) and both captains agree to conclude the match. If either captain wishes to continue the match then play shall continue.
- [B] Should a decision not be reached in a Final either **by an outright win or a win on the first innings** the team occupying the higher place (or with the highest points for a zone competition) at the end of the Premiership Rounds shall be the winner. In the event of an outright tie, the team occupying the higher place (or with the highest points for a zone competition) at the end of the Premiership Rounds shall be the winner.

## 23. Quarter Finals, Semi Finals and Finals – One Day Competitions

### [A] Qualifying for Semi Finals and the Final

#### The First Grade and Second Grade One Day Competitions

(i) **Format of Quarter Finals, Semi Finals and Final**

The teams with highest number of points at the completion of the preliminary matches shall play each other in Quarter Finals as drawn below to determine which teams shall play in the Semi Finals:

*Quarter Final 1* - No.1 Team v No.8 Team

*Quarter Final 2* - No.4 Team v No.5 Team

*Quarter Final 3* - No.2 Team v No.7 Team

*Quarter Final 4* - No.3 Team v No.6 Team

*Semi Final 1* – Winner of QF1 v Winner of QF2

*Semi Final 2* – Winner of QF3 v Winner of QF4

(ii) **Equal Points**

In the event of the teams finishing on equal points, the right to play in the Quarter Final match will be determined by the **most wins in the preliminary matches** or, if still equal, the higher net run rate in the preliminary matches (see One Day Playing Condition 16 for additional information as to how net run rate is calculated). Net run rate is not applicable for a match that is declared no result.

(iii) **No Result**

If no result is achieved in a Quarter or Semi Final on the scheduled day of play, the team finishing with the higher points or if still equal, the most wins in the preliminary matches or, if still equal, the team with higher net run rate shall proceed.

#### The Norm McMahon, Bob Spence, Roy Tanner and WEP Harris One Day Cup Competitions:

(i) **Format of Semi Finals and Final**

On completion of the rounds the two teams that finish first and second position in each Zone (North & South) shall play in a Semi Final as drawn below to determine which teams shall play in a Final:

North Zone No.1 Team v South Zone No.2 Team

South Zone No.1 Team v North Zone No.2 Team

(ii) **Equal Points**

In the event of the teams finishing on equal points, the right to play in the Semi Final will be determined by the **most wins in the preliminary matches** or, if still equal, the higher net run rate in the preliminary matches. In the event of a forfeit or a match declared no result, run rate is not applicable.

(iii) **No Result**

If no result is achieved in a Quarter or Semi Final on the scheduled day of play, the team finishing with the higher points or if still equal, the most wins in the preliminary matches or, if still equal, the team with higher net run rate shall proceed.

#### The Katherine Raymont Shield:

(i) **Format of Semi Finals and Final**

The teams with the highest number of points at the completion of the preliminary matches shall play each other in a Semi Final as drawn below to determine which teams shall play in a Final:

No.1 Team v No.4 Team

No.2 Team v No.3 Team

(ii) **Equal Points**

In the event of the teams finishing on equal points, the right to play in the Semi Final will be determined by the **most wins in the preliminary matches** or, if still equal, the higher net run rate in the preliminary matches. In the event of a forfeit or a match declared no result, run rate is not applicable.

(iii) The Semi Final and Final for the Katherine Raymont Shield shall be a One Day match, based on Premiership points from One Day matches only.

(iv) **No Result**

If no result is achieved in a Semi Final on the scheduled day of play, the team finishing with the higher points or if still equal, the most wins in the preliminary matches or, if still equal, the team with higher net run rate shall proceed to the Final.

#### The Jodie Purves Shield:

(i) **Format of Semi Finals and Final**

The teams with highest number of points at the completion of the preliminary matches shall play each other in a Semi Final as drawn below to determine which teams shall play in a Final:

No.1 Team v No.4 Team

No.2 Team v No.3 Team

(ii) **Equal Points**

In the event of the teams finishing on equal points, the right to play in the Semi Final match will be determined by the **most wins in the preliminary matches** or, if still equal, the higher net run rate in the preliminary matches (see One Day Playing Condition 16 for additional information as to how net run rate is calculated). Net run rate is not applicable for a match that is declared no result.

(iii) The Semi Finals and Final for the Jodie Purves Shield Competition shall be played as a One Day match.

(iv) **No Result**

If no result is achieved in a Semi Final on the scheduled day of play, the team finishing with the higher points or if still equal, the most wins in the preliminary matches or, if still equal, the team with higher net run rate shall proceed to the Final.

**The Lord's Taverners (Under-17) Competition:**

(i) **Format of Semi Finals and Final**

On completion of the rounds the two teams that finish first and second position in each Zone (North & South) shall play in a Semi Final as drawn below to determine which teams shall play in a Final:

North Zone No.1 Team	v	South Zone No.2 Team
South Zone No.1 Team	v	North Zone No.2 Team

(ii) **Equal Points**

In the event of the teams finishing on equal points, the right to play in the Semi Finals will be determined by the most wins in the preliminary matches or, if still equal, the higher net run rate in the preliminary matches (see One Day Playing Condition 16 for additional information as to how net run rate is calculated). In the event of a forfeit or a match declared no result, run rate is not applicable

(iii) **No Result**

If no result is achieved in a Semi Final on the scheduled day of play, the team which has finished highest placed in their respective zone (North or South) shall proceed to the Final.

**The Over-40s One Day Competition:**

(i) **Format of Final**

On completion of the rounds the highest placed team in each zone shall play in a Final.

(ii) **Equal Points**

In the event of the teams finishing on equal points, the right to play in the Final will be determined by the most wins in the preliminary matches or, if still equal, the higher net run rate in the preliminary matches (see One Day Playing Condition 16 for additional information as to how net run rate is calculated). In the event of a forfeit or a match declared no result, run rate is not applicable

(iii) **No Result**

If no result is achieved in a Final on the scheduled day of play, the team finishing with the higher points or if still equal, the most wins in the preliminary matches or, if still equal, the team with higher net run rate shall be declared the winner.

## **[B] Final**

### **Venue**

The venue for the Final shall be determined by the Premier Cricket Committee

- (i) The Premier Cricket Committee may allocate Allan Border Field as the venue of the Final.
- (ii) For the purposes of General Playing Condition 6.3 [D], where:
  - The Premier Cricket Committee allocates a ground under Regulation 22.2 [A] the host Club shall be the Club whose ground the Quarter Final, Semi Final or Final is to be played; or
  - The Premier Cricket Committee allocates Allan Border Field under Regulation 22.2 [C] Queensland Cricket shall have the obligations of the host.
- (iii) The Premier Cricket Committee shall allocate the grounds on which Quarter Finals, Semi Finals and Finals are played. Subject to the Premier Cricket Committee allocating Allan Border Field as the venue of the Final, the team that has finished higher on the premiership ladder shall have the right to nominate one of its home grounds as the ground on which the Quarter Final, Semi Final or Final is played. If the team that has finished higher on the premiership ladder does not nominate one of its home grounds as the venue for the Final then the opposing team has the right to nominate one of its home grounds as the venue for the Final. If the opposing team does not nominate one of its home grounds as the venue for the Final then the Premier Cricket Committee shall allocate a ground. This Playing Condition does not apply where a Club is unable to nominate a home ground as a venue because its home grounds are being used by that Club's other grades. Where that occurs the Club may nominate another venue to play the Final. For the purposes of General Playing Condition 6.3 [D], the host Club shall be the team that has nominated the ground as a venue for a Quarter Final, Semi Final or Final.

### **[C] Tie**

If there is a tie in a Quarter Final, Semi-Final or Final, the teams shall compete in a Super Over to determine the winner (see appendix: Super Over procedure).

### **[D] No Result**

- (i) If no result is achieved in the Final on the scheduled day of play, the match shall be replayed on the reserve date as scheduled.
- (ii) In the event of a no result in the Final [including the Reserve Day], the team finishing highest placed within their respective zone (only applicable to Lord's Taverners) or if still equal, the team finishing with the higher points or if still equal, the most wins in the preliminary matches, or if still equal the best net run rate at the end of the preliminary matches shall be declared the winner.

<b>Note:</b> See One Day Playing Condition 16.3 for additional information regarding calculation of net run rate.
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## 24. Quarter Finals, Semi Finals and Finals – Twenty20 Competitions

### [A] Qualifying for the Quarter Finals, Semi Finals and Final

#### (i) Format of Finals

#### The Men's First Grade, The Katherine Raymont Shield and The Paul Pink Shield Twenty20 Competitions

The teams with highest number of points at the completion of the preliminary matches shall play each other in a Semi Final as drawn below to determine which teams shall play in a Final:

No.1 Team	v	No.4 Team
No.2 Team	v	No.3 Team

#### The Men's Second Grade Twenty20 Competition

The teams with highest number of points at the completion of the preliminary matches shall play each other in a Semi Final as drawn below to determine which teams shall play in a Final:

North/East Zone No.1 Team	v	South/West Zone No.2 Team
South/West Zone No.1 Team	v	North/East Zone No.2 Team

#### (ii) Equal Points

In the event of the teams finishing on equal points, the right to play in the Quarter Final or Semi Final match will be determined by the **most wins in the preliminary matches** or, if still equal, the higher net run rate in the preliminary matches (see One Day Playing Condition 16 for additional information as to how net run rate is calculated). Net run rate is not applicable for a match that is declared no result.

#### (iii) No Result

If no result is achieved in a Quarter or Semi Final on the scheduled day of play, the team finishing with the higher points or if still equal, the most wins in the preliminary matches or, if still equal, the team with the higher net run rate shall proceed.

### [B] Final

#### (i) Venue

The venue for the Final shall be determined by the Premier Cricket Committee. The Premier Cricket Committee may allocate Allan Border Field as the venue of the Final.

(a) For the purposes of General Playing Condition 6.3 [D] where:

- a. The Premier Cricket Committee allocates a ground under Regulation 22.2 [A] the host Club shall be the Club whose ground the Quarter Final, Semi Final or Final is to be played; or
- b. The Premier Cricket Committee allocates Allan Border Field under Regulation 22.2 [C], Queensland Cricket shall have the obligations of the host.

(b) The Premier Cricket Committee shall allocate the grounds on which Quarter Finals, Semi Finals and Finals are played. Subject to the Premier Cricket Committee allocating Allan Border Field as the venue of the Final, the team that has finished higher on the premiership ladder shall have the right to nominate one of its home grounds as the ground on which the Quarter Final, Semi Final or Final is played. If the team that has finished higher on the premiership ladder does not nominate one of its home grounds as the venue for the Final then the opposing team has the right to nominate one of its home grounds as the venue for the Final. If the opposing team does not nominate one of its home grounds as the venue for the Final then the Premier Cricket Committee shall allocate a ground. This rule does not apply where a Club is unable to nominate a home ground as a venue because its home grounds are being used by that Club's higher grades. Where that occurs the Club may nominate another venue to play the Final. For the purposes of General Playing Condition 6.3 [D] the host Club shall be the team that has nominated the ground as a venue for a Quarter Final, Semi Final or Final.

#### (ii) Tie

If there is a tie in a Semi-Final or Final, the teams shall compete in a Super Over to determine the winner (see appendix: Super Over procedure).

#### (iii) No Result

- (a) If no result is achieved in the Final on the scheduled day of play, the match shall be replayed on the reserve date as scheduled.
- (b) In the event of a no result in the Final [including the Reserve Day], the team finishing with the higher points or if still equal, the most wins in the preliminary matches, or if still equal the best net run rate at the end of the preliminary matches shall be declared the winner.

## 25. Helmet Policy For Premier Cricket (Junior & Senior Cricketers)

[A] It is mandatory for junior cricketers (those under 18 years of age) to wear a British Standard 7928:2013 compliant helmet at all times when wicket-keeping up to the stumps or batting in Premier Cricket competitions.

**Note:** Any player that is aged less than 18 years is prohibited from fielding any closer than 10m from the bat (unless acting as a Wicketkeeper or fielding in the Slips or a Gully position).

[B] It is mandatory for senior cricketers to wear a British Standard 7928:2013 compliant helmet in Premier Cricket competitions as follows:

### ***Batting***

(i) A batter must wear a British Standard 7928:2013 compliant helmet at all times when batting against fast or medium-paced bowling.

(ii) The umpire(s) are the sole judge of whether bowling is fast or medium-paced and will judge the pace of bowling against what is considered “fast”, “medium-paced” or “slow” within the context of that particular match. The wicketkeeper standing either up to, or back from the stumps must not be the deciding factor in this decision.

### ***Wicketkeeping***

(i) At all times when wicketkeeping up to the stumps, the wicketkeeper must wear a British Standard 7928:2013 compliant helmet.

### ***Fielding***

(i) A fielder must wear a British Standard 7928:2013 compliant helmet at all times when fielding in a position closer than seven (7) metres from the batter’s position on the popping crease on a middle stump line, with the exception of any fielding position between the accepted position gully on the off side to the accepted position leg gully on the leg side, must wear a British Standard 7928:2013 compliant helmet.

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

[C] **Enforcement** (see Policies Appendix – *Helmet Policy Enforcement Procedures* for detail)

(i) The umpire(s) are responsible for ensuring that a helmet is worn when required by Regulation 25 but are not responsible for ensuring that the helmet being worn by the player is compliant with British Standard 7928:2013.

(ii) The umpire(s) must not allow the match to continue during any period in which a player fails to wear a helmet when required by Regulation 25.

(iii) In accordance with the Laws of Cricket, the umpire(s) shall:

a. Award 5 penalty runs to the opposing team when a batter does not comply with Regulation 25.

b. If after the action above in (a) the batter continues to not comply with Regulation 25, time out the batter who fails to wear a helmet when required by Regulation 25

**Note:** For the purpose of this Regulation, no time/overs shall be lost to the game after the completion of any of the actions described

(iv) In the event of an extended delay in which either no batter comes to the wicket wearing a helmet (in situations required by Regulation 25) or a batter fails to wear a helmet (in situations required by Regulation 25) and also fails to leave the wicket having been given out in accordance with Regulation 25 [C](iii)(b), the umpire(s) shall adopt the procedure of Law 16.3 (Umpire(s) awarding a match)

(v) In the event of an extended delay caused by a wicketkeeper or fielder failing to wear a helmet when required by Regulation 25, the umpire(s) shall adopt the procedure of Law 16.3 (Umpire(s) awarding a match)

(vi) In addition to the above, the umpire(s) will report any breach of Regulation 25 to the Premier Cricket Committee (via email to Premier Cricket Officer). Upon receiving information regarding the incident, the Premier Cricket Committee shall take all reasonable and appropriate measures to investigate the instance(s). The Premier Cricket Committee shall take such action as they deem appropriate against the involved participants and Clubs, if applicable.



### Notes

- Parents/guardians, coaches and team officials need to ensure that this Regulation is adhered to.
- Association administrators, club coaches, team managers, parents and other volunteers are also encouraged to consider the use of helmets for junior wicket-keepers 'standing-back' if there are concerns about the skill level of the wicket-keeper, bowlers and fielders.
- A list of helmets suitable for Men's, Women's and junior cricket is maintained and regularly updated at  
<https://www.community.cricket.com.au/clubs/policies/~link.aspx?id=B44F7A04D3AB4DCBBD AF951A7C5EAE35&z=z>
- For further information on Cricket Australia's playing policies and guidelines see  
<https://www.community.cricket.com.au/clubs/policies>

## INDEX – COMPETITION GENERAL PLAYING CONDITIONS

Law 1 THE PLAYERS .....	25
Law 2 THE UMPIRES .....	28
Law 4 THE BALL .....	29
Law 6 THE PITCH .....	29
Law 10 COVERING THE PITCH .....	30
Law 11 INTERVALS .....	30
Law 12 START OF PLAY; CESSATION OF PLAY .....	31
Law 14 THE FOLLOW-ON .....	35
Law 15 DECLARATION AND FORFEITURE... ..	35
Law 16 THE RESULT.....	35
Law 20 DEAD BALL.....	36
Law 21 NO BALL .....	36
Law 22 WIDE BALL.....	37
Law 24 FIELDER'S ABSENCE; SUBSTITUTES .....	37
Law 25 BATSMAN'S INNINGS,; RUNNERS .....	37
Law 33 CAUGHT.....	38
Law 37 OBSTRUCTING THE FIELD .....	38
Law 41 UNFAIR PLAY .....	38
Law 42 PLAYERS' CONDUCT.....	39

## PLAYED UNDER MANAGEMENT OF QC

All matches shall be played in accordance with the current Laws of Cricket, including Experimental Laws as recognised for the time being by Cricket Australia, as amended by the Board of Queensland Cricket on advice of the Premier Cricket Committee as set out in these regulations and playing conditions.

### Law 1 THE PLAYERS

#### 1.1 Number of Players

[A] A Club shall not commence a match, unless it has a minimum of seven [7] players [as listed in accordance with General Playing Conditions Clause 1.2] in attendance at the time set down for commencement of play. Once play has commenced a Club can continue the match with any number of players not exceeding eleven [11].

In The **Lord's Taverners Competition**: 12 players shall be permitted. 11 fielders only shall be on the field at any one time. One player in each side shall not be permitted to bat in an innings. Unlimited interchange of fielders without restrictions (i.e Law 24 Fielder's Absence and penalty time) from the 12 players nominated to take part in the match shall be allowed, provided that no time is wasted. Should a player be injured and not be able to take their place in the field, the replacement fielder must in the first instance be one of the 12 nominated players.

[B] If, for any reason, any Club is unable or refuses to proceed with a match at the time set down for commencement of play, both umpires, prior to allowing an appeal, shall investigate the matter, and having satisfied themselves that there is no good reason or excuse for the respondent Club not having a minimum of seven [7] players in attendance at the commencement of play, then declare the match lost by the Club unable or refusing to proceed with the match. The Premier Cricket Committee, may on appeal from either Club, investigate the circumstances of the enforced forfeit, and after having heard the Clubs' and Umpires' explanations, shall take such action as it deems fit.

[C] Any Club who forfeits or fails to take part in any match without having given two [2] days' notice to the Premier Cricket Officer shall pay the Umpires' Fee payable in respect of one day of such match.

#### 1.2 Nomination of Players

[A] The two captains shall, before tossing, exchange lists of teams [including player replacements under General Playing Conditions Clause 1.3] selected to play in the match, and complete the Team Lists form and hand to the presiding umpires.

**Note:** Under the new MCC Laws of Cricket (1.3.2) any person associated with the team may act as a deputy in nominating the players on the team sheet (e.g. scorer, coach, manager or club official). However after the nomination of players, only a nominated player from the team sheet can act as deputy in discharging the duties and responsibilities of the captain (such as the toss)

Team Sheets are required to have clearly indicated the following:

- (C) Team Captain
- (R) Players replaced under General Playing Conditions Clause 1.3.1 [Representative Players]
- (S) Players substituted under General Playing Conditions Clause 1.3.2 [Unavailable Players]
- (I) Players replaced under General Playing Conditions Clause 1.3.3 [Injured Players]
- (U19) Players under the age of nineteen [19] years of age on the thirty first [31] day of August preceding the particular season in which the Competition is played.
- (U18) Players under the age of eighteen [18] years of age on the thirty first [31] day of August preceding the particular season in which the Competition is played.
- (U17) Players under the age of seventeen [17] years of age on the thirty first [31] day of August preceding the particular season in which the Competition is played.
- (U16) Players under the age of sixteen [16] years of age on the thirty first [31] day of August preceding the particular season in which the Competition is played.
- (U15) Players under the age of fifteen [15] years of age on the thirty first [31] day of August preceding the particular season in which the Competition is played.
- (U14) Players under the age of fourteen [14] years of age on the thirty first [31] day of August preceding the particular season in which the Competition is played.

[B] For any Four Day match, the Captain must indicate the day that a player replacement will take effect, in accordance with General Playing Condition 1.3.

[C] No match shall commence unless this procedure has been completed. That having been completed, no alteration shall be made to either team list [including player replacements under General Playing

Condition 1.3] without the consent of the opposing captain except in the relevant circumstances governed by General Playing Condition 1.3.

- [D] Each team is required to nominate on the Team Lists form, a Club Official who can be contacted by Queensland Cricket should any issues relating to spectator behaviour occur.
- [E] The lists of teams [including player replacements under General Playing Condition 1.3] shall also be completed when results of the games are entered in the MyCricket database at Queensland Cricket.
- [F] The umpires, on completion of the round of fixtures are to complete the wicket rating, ground rating and Spirit of Cricket on MyCricket.

## **1.3 Replacement of Players**

### **1.3.1 Representative Player Replacement**

- [A] For the purposes of these regulations National Selectors shall be Selectors appointed by Cricket Australia and State Selectors shall be the relevant State Selection Committee appointed by the Board of Directors of Queensland Cricket.

This regulation is to apply only to the following instances:

- (i) Representative Players, who are selected by the National or State Selectors, including players participating in the T20 State League.
  - (ii) Representative Players who are selected for Intra State and Interstate Queensland State Secondary School Carnivals.
  - (iii) An employee of Queensland Cricket, and or Stadiums Queensland, who is required to work at a first class fixture.
  - (iv) Any coaching staff appointed by Cricket Australia or Queensland Cricket to a National or State team.
  - (v) Players participating in Bulls Masters tours.
  - (vi) Representative Players, for other Nations or States, as determined by the Premier Cricket Committee.
- [B] Subject to Premier Cricket Regulation 8 and Premier Cricket Regulation 22, a player unavailable for one day [or part thereof] of a Grade Fixture including Semi Finals and Finals for the reasons outlined in [A] above may be replaced on that day and participate normally on the other day [s] [or part thereof] of the relevant Grade Fixture including Semi Finals and Finals.
  - [C] It is to be presumed that all state representative players will play in all Grade Fixtures that the dates of the representative playing calendar including reasonable travel days will allow. Representative players may only be excused from playing or made available for the Premier Cricket Competition, for any reason by either:
    - (i) The Chairman of the relevant State Selection Panel; or
    - (ii) The Queensland Cricket Medical Officer/ Physiotherapist.
  - [D] Representative players who have been injured may be declared available to play on any day of the Premier Cricket Competition by the Queensland Cricket Medical Officer/Physiotherapist.
  - [E] When any day of any representative match, first class fixture or coaching appointment (including reasonable travel time) overlaps any day of any Two Day or Four Day Grade Fixture; each Club must nominate a replacement player for each player involved in the representative match, first class fixture or coaching appointment.
  - [F] If a representative team has not been named for any day of a representative match which overlaps any day of any Two Day or Four Day Grade Fixture, then a replacement player must be nominated for each of the players chosen in the squad for the most recent representative match of that type in that season.
  - [G] The replacement player may [1] be drawn from a lower grade team or [2] be nominated as a replacement only.
  - [H] A player involved as a replacement must continue the “not out” innings or complete the over of the player they replace on a subsequent day of play. However, no player may bat twice in the same innings.
  - [I] Consequential vacancies in lower grade teams (including Bye teams) must be filled in accordance with paragraph [G].
  - [J] Captains must notify opposing captains of the names of replacement players before the toss except in cases covered by paragraphs [K] and [L] of this regulation. Any replacement player must be identified on the list of teams included on the Match Report as required by General Playing Condition 1.2. For any Four Day match, the Captain must indicate the day that the replacement player will take effect.
  - [K] Subject to [C] above a player selected or appointed as outlined in [A] above after the commencement of a Premier Cricket Fixture may be replaced in accordance with this regulation. The Premier Cricket Officer and the Secretary of the opposing Club must be notified of the replacement player[s] by 12 Noon on the Friday following the first day of the match.

<p><b>Note:</b> It is expected that Clubs will adhere to the preamble to the laws of cricket (the Spirit of Cricket) when a player becomes available or is made unavailable after the commencement of a match as outlined in [K] above.</p>
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- [L] A player omitted or made available in accordance with section [C] of this regulation by the National or State Selectors after the commencement of a Grade Fixture may compete in their normal First Grade Team, on a subsequent day of play. The Premier Cricket Officer and the Secretary of the opposing Club must be notified of the consequential replacement[s] by 12 Noon on the Friday following the first day of the match. If a player is omitted or made available after 12 Noon on the Friday, the Premier Cricket Officer and the Secretary of the opposing Club must be notified of the consequential replacement[s] as soon as possible.
- [M] Any representative player nominated as a replacement player for day two (or day three or day four of a Finals match) who is subsequently excused from playing shall have the player they were replacing continue in their place, unless the day one player is unavailable and not nominated on the team list of any Grade team on that day. In this instance, the replacement player would be selected in accordance with paragraph [G] and [I].
- [N] This regulation applies to all Premiership Rounds and Semi Finals and Finals.
- [O] If a Club fails to nominate a replacement player to cover any representative player in accordance with this regulation, then the representative player (or consequential replacement player in the lower grades) is to play on the day(s) the representative player is available for Grade Fixtures, but the team for which the representative player plays will be deducted **two [2] competition points** for each day for which a replacement player is not nominated in accordance with this regulation.

**Note:** Umpires do not have the authority to determine player eligibility.

### 1.3.2 Unavailable Players

This clause applies in addition to and not in substitution for General Playing Condition 1.3.1.

- [A] Clubs may select, without application to Queensland Cricket, up to a maximum of two [2] players as replacements on the second day of a match for First Grade, The Alan Pettigrew, Norm McMahon, Bob Spence and Roy Tanner Shields. Clubs may select, without application to Queensland Cricket, up to a maximum of three [3] players as replacements on the second day of a match for The WEP Harris Shield.
- [B] The player's names must be listed, along with the names of the replacement players, on the Team List form and handed to the presiding umpires prior to the toss of the coin.
- [C] A replacement player may be promoted or demoted, subject to the provisions of Premier Cricket Regulation 8.
- [D] A player involved as a replacement must continue the "not out" innings or complete the over of the player they replace on a subsequent day of play. However, no player may bat twice in the same innings.
- [E] This regulation applies to all Premiership Rounds, as well as Finals Matches. Applying to Three Day or Four Day matches only, Clubs may select, without application to Queensland Cricket, up to a maximum of two [2] players as replacements **per weekend** for First Grade, The Alan Pettigrew, Norm McMahon, Bob Spence, Roy Tanner and WEP Harris Shields. For any Three Day or Four Day match, the Captain must indicate the day that the replacement player will take effect. The replacements will only take effect for the days indicated on the team list. (For example, a player replaced on day two and day four of a four day Final played over two weekends, shall only count as one replacement for each weekend)

**Note:** Umpires do not have the authority to determine player eligibility.

### 1.3.3 Injured Player replacements

This clause applies in addition to and not in substitution for General Playing Conditions 1.3.1 and 1.3.2

- [A] Clubs may select a maximum of one [1] player as an injury replacement on the second day of a match for First Grade, The Alan Pettigrew, Norm McMahon, Bob Spence, Roy Tanner and WEP Harris Shields. In Finals this would also be applicable to the third or fourth day of match, however the maximum limit of one [1] injury replacement player applies to the whole match.
- [B] The injured player being replaced must have sustained the injury after the submission of the team sheet on the first day and before the commencement of the final day of play.
- [C] The player replaced through injury is to be placed on a twenty [20] day inactive list and shall not play in any Premier Cricket Competition fixture until this time period has elapsed.
- [D] The club Secretary of the injured player must notify the Premier Cricket Officer and opposing Secretary that the player has been placed on the inactive list by 9am on the Friday following the first day of the match. The twenty [20] day inactive period will commence following this notification to the Premier Cricket Officer and opposing Secretary and cannot be rescinded.
- [E] The Premier Cricket Officer and the Secretary of the opposing Club must be notified of the injury replacement player no later than 9am on the Friday following the first day of the match.
- [F] The injury replacement player may [1] be drawn from a lower grade team or [2] be nominated as a replacement only.
- [G] A player involved as a replacement must continue the "not out" innings or complete the over of the player they replace on a subsequent day of play. However, no player may bat twice in the same innings.

- [H] Consequential vacancies in lower grade teams (including Bye teams) must be filled in accordance with paragraph [F].
- [I] The injury replacement player must be activated outside of the standard hours of play for the match, with no injury replacements allowed during the day's play.
- [J] Once the twenty [20] days have elapsed the previously inactive player can be selected as a Replacement Player for First Grade, The Alan Pettigrew, Norm McMahon, Bob Spence, Roy Tanner and WEP Harris Shields, but shall be included within the maximum number of replacement players outlined in General Playing Condition 1.3.2 [A]
- [K] This regulation applies to all Premiership Rounds and Semi Finals and Finals.
- [L] If a Club fails to adhere to the regulation and selects a player from the inactive list prior to the elapsed twenty [20] days, the Premier Cricket Committee may impose on the Club such a penalty as the Premier Cricket Committee considers appropriate in the circumstances.

## **Law 2 THE UMPIRES**

Law 2 shall apply with the following amendments:

### **2.1 Appointment and Attendance**

- [A] Umpires for all matches, under the control of the Premier Cricket Committee, shall be appointed by the Queensland Cricket Umpire Selection Committee provided that failure to make such appointment shall not invalidate a match. Umpires shall be entitled to receive in respect of Premier Cricket Competition matches a personal allowance of such an amount per day as approved by the Queensland Cricket Board.
- [B] Should only one umpire be in attendance at a Premier Cricket Competition match and be requested by both captains to officiate at the bowler's end, that Umpire shall receive an extra allowance as determined by the Finance Committee.

### **2.2 Change of Umpire**

- [A] The Queensland Cricket Umpire Selection Committee shall have the right to appoint replacement umpires for all matches. The replacement umpire shall be able to take full responsibility as an umpire.

### **2.7 Fitness for Play**

Law 2.7 shall apply as modified below:

- [A] Subject to the force and effects of the Laws of Cricket at all material times prior to the period prescribed for play on any scheduled match day, the decision regarding the fitness of a ground and/or wicket for play, and/or possibility of play not taking place on such grounds owing to weather conditions shall be in the hands of the captains of the teams drawn to play on such ground. If either captain considers that there is no possibility of play taking place, the captain of the other team shall immediately be advised. If both captains agree that there is no possibility of play this information shall forthwith be conveyed by the captains to the State Umpire Manager, Queensland Cricket. Any Club, who fails to contact the State Umpire Manager, Queensland Cricket, shall pay the umpires' fee payable in respect to that day. Each captain shall also forthwith advise the Secretary of their Club of the decision. If on match day both captains agree to play then the match commences and/or resumes.

**Note:** The requested time-frames for notification to the State Umpire Manager, Queensland Cricket: 7:30am for First Grade, The Alan Pettigrew, Katherine Raymont and Jodie Purves Shields, 8:00am for The Lord's Taverners Competition, 9:30am for The Norm McMahon, Bob Spence, Roy Tanner and WEP Harris Shields.

- [B] Following the period prescribed for play on any scheduled match day if the umpires consider the wicket, ground or weather conditions unsafe to play, then play may be suspended until it is considered safe to play or the day's play is cancelled.
- [C] Where a Club is not in control of its grounds, it is recognised that the ground authority may cancel the day's play.
- [D] If no such decision is made, it shall be obligatory on both teams to attend the ground at the time fixed for commencement of play.
- [E] When mowing grounds, preparing and covering wickets prior to the commencement of play on a scheduled day of play, the home side must first attend to its number one oval, then the number two oval and finally the number three oval.
- [F] Artificial lighting is not permitted where the lighting is under the direct control of the Club.

## **2.8 Suspension of Play in Dangerous or Unreasonable Conditions**

The following shall apply in addition to Law 2.8:

[30/30 Rule] If thunder follows a lightning flash by thirty (30) seconds or less, play must cease immediately. Players and officials must leave the field immediately and must not return until thirty (30) minutes after the initial lightning flash. If during the suspension of play thunder follows a lightning flash by thirty (30) seconds or less, the thirty (30) minute suspension period is to recommence.

In the event of multiple matches being played at the same venue, should one ground leave the field under this regulation, an airhorn type siren is to be sounded at the request of the umpires by the Home Club. Upon the sounding of this siren, all matches at the venue are to cease immediately as per the above 30/30 rule.

## **Law 4 THE BALL**

### **4.1 Weight and Size**

[a] The brand of ball must be one manufactured by Kookaburra or Dukes only of the type specified for each competition below.

#### **[b] Men's Competitions**

(i) First Grade Matches (including unscheduled One Day matches) – red leather, 156g:

Kookaburra Turf except in rounds that Queensland Cricket require a Dukes Special County to be used.

Dukes Special County can only be used in rounds specified by Queensland Cricket.

(ii) First Grade Competition Scheduled One Day and Twenty20 Matches – white leather, 156g: Kookaburra Turf

(iii) The Lord's Taverners One Day Matches – white leather, 156g:

Kookaburra Turf, Regulation or Club Match

(iv) Men's Second Grade Matches (including unscheduled One Day matches) – red leather, 156g:

Kookaburra Turf, Regulation or Club Match.

(v) Men's Second Grade Scheduled One Day and Twenty20 Matches – white leather, 156g:

Kookaburra Turf or Regulation.

(vi) Men's Third to Sixth Grade Matches – red leather, 156g:

Kookaburra Turf, Regulation, Club Match, Senator or Regulation Reject.

(vii) Over 40s and Sunday Legends Matches – red leather, 156g:

As per b (vi).

#### **[c] Women's Competition**

(i) The Katherine Raymont Shield – white leather, 142g: Kookaburra Turf

(ii) The Jodie Purves Shield – pink leather, 142g: Kookaburra Turf, Regulation, Club

Match, Senator or Regulation Reject.

(iii) The Paul Pink Shield – pink (day) or white (evening) leather, 142g: Kookaburra Turf, Regulation,

Club Match, Senator or Regulation Reject.

### **4.3 New Ball**

[A] The fielding side shall provide a new ball in the first innings of all matches, and a playable ball [in the opinion of the umpires] in the second innings of any Two Day match;

[B] After 80 overs of six balls have been bowled in any innings, the captain of the fielding side may use a new ball. Such a new ball must be provided by the fielding side.

Note: Refer also to the One Day Playing Condition 4.3 relating to scheduled Men's First Grade One Day matches (two new balls per innings)
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### **4.4 New Ball in Match of More than One Day's Duration**

The following shall apply in addition to Law 4.4:

The fielding side may elect to have the use of a new ball at the commencement of the batting side's second innings of any Two Day match. Such a new ball must be provided by the fielding side.

## **Law 6 THE PITCH**

Law 6 shall apply with the following amendments:

### **6.1 Area of Pitch**

For the purposes of Law 6 of the Laws of Cricket, a pitch prepared 4 feet 4 inches on either side of a line joining the center of the wickets, shall suffice for Premier Cricket Competition matches.

### **6.2 Fitness of Pitch for Play**

See General Playing Condition 2.7 and 2.8

### 6.3 Selection and Preparation

- [A] The pitch and grounds shall be prepared as follows before the commencement of play each day:
- (i) Where a competition match is scheduled over non-consecutive days the pitch shall be freshly prepared and the ground mown. The pitch should be prepared as closely as possible to that which was prepared for the first day's play.
  - (ii) Where a competition match is scheduled for consecutive days:
    - (a) The creases shall be remarked on each day of the match on which play is expected to take place.
    - (b) The outfield shall not be mown except for on the first day of the match on which play is scheduled to take place.
  - (iii) Despite any preparations as in (i) or (ii) above, the captain of the batting side may on the second or succeeding days, exercise his option of rolling as set out in Law 9, if a roller is available to both teams at each innings break of a match.
- [B] The required boundary lengths in the Women's competitions are as follows:
- |                               |                |
|-------------------------------|----------------|
| The Katherine Raymont Shield: | 50 – 62 metres |
| Jodie Purves Shield:          | 40 – 54 metres |
- [C] Away teams shall not carry out work on opposition grounds without the permission of the Home Club. Permission must be sought from the Club President, Secretary or Head Curator and detail what work will be conducted (i.e. removal of water from the outfield). Clubs are expected to act within the Spirit of Cricket with reference to this regulation.
- [C] For Finals Matches it is the host Club's obligation to ensure:
- (i) That the wicket has been properly prepared in accordance with the Laws of Cricket, the Premier Cricket Regulations and Playing Conditions;
  - (ii) That appropriate arrangements have been made so that ground staff are available at the grounds for the preparation and repair of the wicket prior to and up to the commencement of play on each scheduled day of play.
- [D] Any breach of this regulation will be dealt with at the discretion of the Premier Cricket Committee which may impose any action it deems appropriate.

**Notes:** Refer to One Day Playing Conditions 22.1 and 28[C] for pitch markings for wide deliveries and outfield markings relating to fielding restriction overs (One Day and Twenty20 matches).

### Law 10 COVERING THE PITCH

Law 10 shall apply with the following addition:

- [A] The square must be covered to the best of a club's ability considering the covering available, against rain up to the commencement of play each day and for the duration of the match.
- [B] If in the opinion of the Premier Cricket Committee, a Club without prior notification to the opposing Club and Queensland Cricket, fails to adequately protect the wicket block on any oval that is under that Club's direct control on the Thursday, Friday and Saturday night prior to any Grade match, two [2] match points may be taken from the home team and awarded to the away team.

### LAW 11 INTERVALS

The following shall apply for intervals.

#### 11.2 Duration of Intervals

The tea interval shall be of 20 minutes duration for First Grade and The Alan Pettigrew Shield, 30 minutes for the Norm McMahan, Bob Spence, Roy Tanner and WEP Harris Shields from the specified time or at the conclusion of the over in progress at the above time subject to the circumstances provided for in clauses 12.3, 12.4 and 12.5 of The Laws of Cricket.

#### 11.4 Changing Agreed Times of Intervals

In the event of the ground, weather or light conditions causing a suspension of play, the umpires, after consultation with the captains, may decide in the interests of time-saving, to bring forward the time of the luncheon interval [First Grade and The Alan Pettigrew Shield].

#### 11.5 Changing Agreed Time for Lunch Interval

If an innings ends or there is a stoppage caused by weather or bad light within 10 minutes of the agreed time for the luncheon interval [First Grade and The Alan Pettigrew Shield], the interval shall be taken immediately. The interval shall be of the allocated length and the time remaining in the session of play shall be added to the length of the next session. No extra allowance shall be made for the 10 minute interval between innings.

#### 11.6 Changing Agreed Time for Tea Interval

If an innings ends or there is a stoppage caused by weather or bad light within 30 minutes of the agreed time for the tea interval, the interval shall be taken immediately. The interval shall be of the agreed length and, if applicable, shall include the 10 minute interval between innings.



### 11.7 Lunch or Tea Interval – 9 Wickets Down

If either 9 wickets are already down when 3 minutes remains to the agreed time for the interval, or the 9<sup>th</sup> wicket falls within this 3 minutes or at any time up to and including the final ball of the over in progress at the agreed time for the interval, play shall continue for a period not exceeding 30 minutes or until the innings is concluded.

**Notes:** Should General Playing Condition 11.7 be applied, the opportunity for drinks to be taken on the field at that time will be made available to the fielding captain

### 11.8 Intervals for Drinks

#### First Grade & The Alan Pettigrew Shield

Drinks shall not be taken on the field more than once in each session except in cases of extreme heat when extra drinks breaks may be taken with the agreement of the umpires. Once the players have left the field for any reason during a session, no drinks shall be taken onto the field prior to the next scheduled adjournment unless such session exceeds 1 hour 30 minutes.

#### The Norm McMahon, Bob Spence, Roy Tanner and WEP Harris Shields.

Two drink breaks per session are permitted each 50 minutes apart.

The provisions of this playing condition shall be strictly observed except that under conditions of extreme heat the umpires may permit extra intervals for drinks. An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the umpires.

**Any player taking drinks onto the field shall be dressed in proper cricket attire.**

### Law 12 START OF PLAY; CESSATION OF PLAY

Law 12 shall apply with the following amendments:

#### 1. Hours of Play

[A] The playing season shall commence on a date determined by the Premier Cricket Committee. The playing hours for each Grade are set out in the following schedule:

Grade	Commencement	Lunch	Tea	Cessation
First Grade & The Alan Pettigrew Shield	10:00am	12pm - 12:40pm	2:40pm - 3pm	5:00pm
The Norm McMahon, Bob Spence, Roy Tanner & WEP Harris Shields	12:15pm	N/A	2:45pm - 3:15pm	5:45pm
The Norm McMahon, Bob Spence, Roy Tanner & WEP Harris Shields	11:30am	N/A	2:00pm – 2:30pm	5:00pm

[B] **Applying to First Grade and The Alan Pettigrew Shield:** A match may be concluded anytime from 2.40pm (scheduled Tea interval) on the second day's play in a Two Day match with the agreement of both captains. A four day match may be concluded anylord after the cessation time of third day's play, with the agreement of both captains. If either captain wishes to continue the match then play shall continue.

**Applying to The Norm McMahon, Bob Spence, Roy Tanner and WEP Harris Shields:** A match may be concluded anytime from 5pm on the second day's play in a Two Day match with the agreement of both captains. A four day match can be concluded anytime after the cessation time of third day's play with the agreement of both captains. If either captain wishes to continue the match then play shall continue.

[C] **Additional Hour:** The following shall apply to First Grade, The Alan Pettigrew, Norm McMahon, Bob Spence, Roy Tanner and WEP Harris Shields.

- (i) In the event of play being suspended for any reason other than normal intervals, the playing time on that day, shall be extended by the amount of time lost up to a maximum of one hour. In these circumstances, the minimum number of overs to be bowled shall be in accordance with General Playing Condition 12 Section 4.

- (ii) If the start of play is delayed, the scheduled intervals shall be delayed by the same amount of time to a maximum of one hour.
- (iii) If play has been suspended for 30 minutes or more prior to the commencement of the scheduled tea interval, the tea interval shall be delayed for half an hour. If any further playing time is lost, additional time of up to a maximum of one hour per day shall be added to the playing hours for the next or subsequent day[s] as required. Of this additional time the first 30 minutes or less time shall be added to the first session. However under no circumstances shall the rescheduled cessation time be extended to more than one hour beyond the cessation time as set in the above Hours of Play. The words “**scheduled cessation time**” used hereafter shall also mean any rescheduled time as advised by the umpires in accordance with the above regulation. Play shall be deemed to commence when the umpire calls “Play”.
- (iv) **If play has earlier been extended beyond the original cessation time**, play may recommence prior to the rescheduled cessation time provided that playing conditions are fit for play in accordance with these regulations. If play has not earlier been extended beyond the original cessation time and players are off the field at the original cessation time due to ground, weather or light, play shall cease for the day.

**[D]** Semi Finals of two days’ duration will be played under the following scheduled daily playing hours:

Grade	Days	Session 1	Interval 1	Session 2	Interval 2	Session 3
First Grade	2	10:00am – 12:00pm	12:00pm - 12:40pm	12:40pm – 2:40pm	2:40pm – 3:00pm	3:00pm – 5:00pm
Alan Pettigrew Shield	2	10:00am – 12:00pm	12:00pm - 12:40pm	12:40pm – 2:40pm	2:40pm – 3:00pm	3:00pm – 5:00pm
Norm McMahan Shield	2	12:00pm – 2:30pm	2:30pm – 3:00pm	3:00pm – 5:30pm		
Bob Spence Shield	2	12:00pm – 2:30pm	2:30pm – 3:00pm	3:00pm – 5:30pm		
Roy Tanner Shield	2	12:00pm – 2:30pm	2:30pm – 3:00pm	3:00pm – 5:30pm		
WEP Harris Shield	2	12:00pm – 2:30pm	2:30pm – 3:00pm	3:00pm – 5:30pm		

**[E]** Finals of four days’ duration will be played under the following scheduled daily playing hours:

Grade	Days	Session 1	Interval 1	Session 2	Interval 2	Session 3
First Grade	4	10:00am – 12:00pm	12:00pm - 12:40pm	12:40pm – 2:40pm	2:40pm – 3:00pm	3:00pm – 5:00pm
Alan Pettigrew Shield	4	10:00am – 12:00pm	12:00pm - 12:40pm	12:40pm – 2:40pm	2:40pm – 3:00pm	3:00pm – 5:00pm
Norm McMahan Shield	4	12:00pm – 2:30pm	2:30pm – 3:00pm	3:00pm – 5:30pm		
Bob Spence Shield	4	12:00pm – 2:30pm	2:30pm – 3:00pm	3:00pm – 5:30pm		
Roy Tanner Shield	4	12:00pm – 2:30pm	2:30pm – 3:00pm	3:00pm – 5:30pm		
WEP Harris Shield	4	12:00pm – 2:30pm	2:30pm – 3:00pm	3:00pm – 5:30pm		

**[F] Additional Hour – Finals Matches**

**Applying to First Grade and The Alan Pettigrew Shield:**

- (i) In the event of play being suspended for any reason other than normal intervals, the playing time on that day, shall be extended by the amount of time lost up to a maximum of one hour. In these circumstances, the minimum number of overs to be bowled shall be in accordance with General Playing Condition 12 Section 5.
- (ii) If the start of play is delayed, the scheduled intervals shall be delayed by the same amount of time to a maximum of one hour.
- (iii) If play has been suspended for 30 minutes or more prior to the commencement of the scheduled tea interval, the tea interval shall be delayed for half an hour. If any further playing time is lost, additional time of up to a maximum of one hour per day shall be added to the playing hours for the next or subsequent day[s] as required. Of this additional time the first 30 minutes or less time shall be added to the first session. However under no circumstances shall the rescheduled cessation time be extended to more than one hour beyond the cessation time as set in the above Hours of Play. The words “scheduled

cessation time” used hereafter shall also mean any rescheduled time as advised by the umpires in accordance with the above regulation. Play shall be deemed to commence when the Umpire calls “Play”.

- (iv) **If play has earlier been extended beyond the original cessation time**, play may recommence prior to the rescheduled cessation time provided that playing conditions are fit for play in accordance with the Premier Cricket Regulations and Playing Conditions. If play has not earlier been extended beyond the original cessation time and players are off the field at the original cessation time due to ground, weather or light, play shall cease for the day.

#### **Applying to The Norm McMahon, Bob Spence, Roy Tanner and WEP Harris Shields:**

- (i) In the event of play being suspended for any reason other than normal intervals, the playing time on that day, shall be extended by the amount of time lost up to a maximum of one hour. In these circumstances, the minimum number of overs to be bowled shall be in accordance with General Playing Condition 12 Section 5.
- (ii) If the start of play is delayed, the scheduled intervals shall be delayed by the same amount of time to a maximum of one hour.
- (iii) If play has been suspended for 30 minutes or more prior to the commencement of the scheduled tea interval, the tea interval shall be delayed for half an hour. If any further playing time is lost, additional time of up to a maximum of one hour per day shall be added to the playing hours for the next or subsequent day[s] as required. This additional hour shall be added to the first session and the times for intervals amended in accordance with clause (viii) below. Under no circumstances shall the rescheduled cessation time be extended to more than one hour beyond the cessation time as set in the above Hours of Play. The words “scheduled cessation time” used hereafter shall also mean any rescheduled time as advised by the umpires in accordance with the above regulation. Play shall be deemed to commence when the Umpire calls “Play”.
- (iv) For additional time of 30 minutes or more, play shall commence at 11am, the Tea interval and if necessary, the scheduled cessation time, shall be brought forward. If additional time is less than 30 minutes, the additional time shall be added to the first session by starting play earlier by the corresponding amount of time. If play is scheduled to commence at 11am and subsequently delayed, the playing time on that day can still be extended provided that the playing time is still only extended by the time lost up to a maximum of one hour.

(Example 1: There is 60 minutes to be added. The start of play is brought forward to 11am, Tea is brought forward to 2pm and the scheduled cessation time remains as 5.30pm.

Example 2: There is 50 minutes to be added. The start of play is brought forward to 11am, Tea is brought forward to 2pm and the scheduled cessation time is brought forward to 5.20pm.

Example 3: There is 20 minutes to be added. The start of play is brought forward to 11.40am, Tea remains as 2.30pm and the scheduled cessation time remains as 5.30pm.)

- (v) **If play has earlier been extended beyond the original cessation time**, play may recommence prior to the rescheduled cessation time provided that playing conditions are fit for play in accordance with the Premier Cricket Regulations and Playing Conditions. If play has not earlier been extended beyond the original cessation time and players are off the field at the original cessation time due to ground, weather or light, play shall cease for the day.

## **2. Duration of Matches**

- [A] The duration of matches in all competitions, including Final Matches shall be as determined by the Premier Cricket Committee prior to the commencement of the season.
- [B] All matches not played out shall be decided on the result of the first innings and any matches not decided in the time allotted for play shall be considered as drawn.
- [C] Excepting for Finals matches, should the play on the first day of a Two Day match be entirely prevented in accordance with these Regulations and Playing Conditions, the game shall revert to a one day match under conditions as provided in General Playing Condition 12 Section 3.

## **3. Unscheduled One-Day Match**

- [A] In unscheduled one day matches any toss taken on the first day is void and captains shall toss again prior to commencement of play on the second day.
- [B] In all one day matches, scheduled and unscheduled, the One Day Playing Conditions will apply.

**Note:** Unscheduled One Day matches in Men’s First and Second Grade are played with red balls in white playing uniforms. In Men’s First Grade Unscheduled One Day matches, only one new ball is used for each bowling innings.

#### 4. Fixture Matches - Over Rates

- [A] Play shall not cease on any day unless a minimum number of overs has been bowled as below. The initial minimum number of overs shall be:
- |  |    |
|--|----|
| (i) First Grade & The Alan Pettigrew Shield                        | 96 |
| (ii) The Norm McMahon, Bob Spence, Roy Tanner & WEP Harris Shields | 80 |
- [B] When an innings ends and a new innings is to start before the scheduled cessation time, the minimum number of overs shall be calculated at the rate of 1 over for each complete 3.75 minutes of the time remaining.
- [C] If the playing time remaining is one hour or less the minimum number of overs shall be calculated at the rate of 1 over for each complete 4.29 minutes of the time remaining [14 overs per hour].
- [D] If there are losses of playing time the initial minimum number of overs shall be reduced at the rate of 1 over for each complete 3.75 minutes of the aggregate time lost which shall be assessed as follows: Actual time
- For a player leaving the field due to serious injury
  - For interruptions caused by unfit ground, weather or light conditions
- [E] No reduction of minimum overs shall be allowed for drinks' intervals or players' injuries where these occur during any of the minimum overs which commence after the scheduled cessation time.
- [F] The umpires shall be responsible for determining minimum overs to be bowled and shall inform the fielding captain and the batting captain of the number of overs.
- [G] Except on the final day, when a wicket falls during the last minimum over of the day and within two minutes of the scheduled cessation of play, stumps shall be drawn immediately, the over shall be completed next day and shall not count for the purpose of calculating over rates for that day.
- [H] Should the minimum number of overs not be bowled by the scheduled cessation time, a penalty of 0.25 premiership points shall be applied to each of those overs not commenced at the scheduled cessation time except any of the overs:
- (i) Which remain when the innings of the batting side is terminated;
  - (ii) Which remain when play is abandoned or the match is completed before the scheduled cessation time due to ground, weather, light conditions or an outright result; and
  - (iii) Which the umpires consider would have been commenced but for circumstances of an extenuating nature.

**Note:** When an innings ends and a new innings is to start, prior to the scheduled cessation time and the playing time remaining on the day is two hours or less, "circumstances of an extenuating nature" shall include the taking of wickets during the playing time before the scheduled cessation time, and the umpires shall make allowances for such extenuating circumstances, at the rate of three [3] minutes per wicket taken prior to the scheduled cessation time.

- [I] The umpires shall notify the captains and scorers of any penalties immediately following the completion of each day's play.
- [J] Fractions are to be ignored in all calculations re number of overs.

#### 5. Finals Matches - Over Rates

- [A] The initial minimum number of overs shall be:
- |   |    |
|---|----|
| First Grade & The Alan Pettigrew Shield                       | 96 |
| The Norm McMahon, Bob Spence, Roy Tanner & WEP Harris Shields | 80 |
- [B] When an innings ends and either:-
- (i) The initial minimum number of overs, minus three [3] [for the change of innings] has not been bowled in the day or,
  - (ii) There is more than ten minutes playing time remaining before the scheduled cessation, the minimum number of overs to be bowled in the remainder of that day shall be the greater of the number arrived at by applying:-
    - (a) The deducting from 96 for First Grade and The Alan Pettigrew Shield, 80 for The Norm McMahon, Bob Spence, Roy Tanner and WEP Harris Shields, the sum of the number of completed overs bowled so far that day plus three overs for any change of innings which occurred that day other than during a normal interval or
    - (b) The minimum number of overs shall be calculated at the rate of 1 over for each complete 3.75 minutes, time remaining. If the playing time remaining is one hour or less the calculation shall be at the rate of 1 over for each complete 4.29 minutes of the time remaining.

[C] If [notwithstanding any extension of time pursuant to the preceding sub-paragraph] there are losses of playing time the initial minimum number of overs shall be reduced at the rate of one over for each complete 3.75 minutes of the aggregate time lost which shall be assessed as follows:

Actual time

- For a player leaving the field due to serious injury
- For interruptions caused by unfit ground, weather or light conditions

No reduction of minimum overs shall be allowed for drinks or player injuries where these occur during any of the minimum overs which commence after the scheduled cessation time.

[D] The umpires shall be responsible for determining the minimum overs to be bowled and shall inform the fielding captain and the batter of the number of overs.

[E] Except on the final day, when a wicket falls during the last minimum over of the day and within two minutes of [or any time after] the scheduled cessation time, stumps shall be drawn immediately. The over shall be completed the next day and shall not count for the purposes of calculating over rates for that day.

[F] Fractions are to be ignored in all calculations re number of overs.

Note also the provisions of Law of Cricket 41.9 (time wasting by the fielding side)
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## **Law 14 THE FOLLOW-ON**

Law 14 shall apply with the following amendments:

### **14.1 Lead on First Innings**

As per the Laws of Cricket, in a two innings match the side which bats first and leads by 150 runs in a Three Day or Four Day Match or by 100 runs in a Two Day Match, shall have the option of requiring the other side to follow their innings.

### **14.3 Days Play Lost**

If no play takes place on the first day of the match of three [3] or more days duration, Law 14.1 shall apply in accordance with the number of days play remaining from the actual start of the match.

## **Law 15 DECLARATION AND FORFEITURE**

Law 15 shall apply subject to the following:

[A] No team shall be permitted to forfeit its first innings

[B] No team shall be permitted to declare its first innings closed until it has avoided the appropriate follow-on total (see General Playing Condition 14.1)

## **Law 16 THE RESULT**

Law 16 shall apply with the following addition:

### **16.11 Contrived Result**

[A] The Premier Cricket Committee may investigate a match or the actions of the captains of the teams or any player involved in a match if it reasonably suspects that the competing teams with or without the assistance of any other person or club have:

- (i) Colluded to contrive the result of a match; or
- (ii) Unreasonably declared; or
- (iii) Forfeited an innings in the match.

[B] The Premier Cricket Committee may conduct such investigations as it sees fit and invite submissions (in line with Regulation 19 *Disputes Referred*) about the match or the conduct of either captain or any player involved.

[C] If the Premier Cricket Committee finds that the team/s, official/s, captain/s or player/s have unfairly contrived the outcome of a match to the detriment of any other team in the competition, it may in its absolute discretion under Regulation 20 (*Premier Cricket Committee Powers*) do one or more of the following:

- (i) Fine a team, captain, official or player;
- (ii) Report the behavior of a player/s, captain/s, official/s or team as an alleged breach of the Queensland Cricket Code of Behaviour, under Clause 4 [a] [v] of the Code of Behaviour
- (iii) Disallow any points earned by a team in respect of the match;
- (iv) Amend any points earned by a team in the match; and/or
- (v) Take such other action as is deemed appropriate

[D] In this clause, “unfairly contrived the outcome of a match” means an agreement or action designed to contrive the outcome of a match in favour of a team or to achieve a result that is unfair to any of the other teams in the same competition. The operation of this clause is not intended to prevent captains from making aggressive declarations with a view to giving either side the chance of achieving an outright win.

[E] Nothing in General Playing Condition 16.11 prevents the Premier Cricket Committee from taking any action/s under the Queensland Cricket Code of Behaviour in relation to conduct captured by this clause.

## LAW 20 DEAD BALL

Law 20 shall apply as modified below:

- [A] Law 20.1 will apply, except that a ball becomes dead when it lodges in a protective helmet worn by a fielder or wicketkeeper.

### 20.4 Umpire Calling and Signalling Dead Ball

The following shall apply in addition to Law 20.4:

- [A] In a match where powerlines are on or over the field of play, either umpire shall call and signal Dead ball, should a ball that has been hit by the batter make contact, while still in play, with the powerlines. The ball shall not count as one of the over and no runs shall be scored. If, however, the delivery had already been called a No ball, then the No ball shall count and the No ball penalty applied, including if appropriate a free hit from the next delivery. No other runs (including penalty runs) apart from the No ball penalty shall be scored. For the sake of clarity no warnings, penalties, or other actions by the players will be taken into account for the purpose of this playing condition other than the No ball infringement.

## LAW 21 NO BALL

### 21.10 Ball Bouncing Over Head Height of Striker

Law 21.10 shall be replaced by the following:

- [A] A bowler shall be limited to bowl two fast short pitched deliveries per over.
- [B] A fast short pitched ball is defined as a ball, which after pitching, passes or would have passed above shoulder height of the batter standing upright in his normal guard position at the crease.
- [C] The umpire at the bowler's end shall advise the bowler and the batter on strike when each fast short pitched delivery has been bowled.
- [D] For the purpose of this regulation and subject to clause [F] below, a ball that passes clearly above head height of the batter, other than a fast short pitched ball, that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a Wide and will also count as one of the allowable balls above shoulder height for that over.
- [E] In the event of a bowler bowling more than two fast short pitched deliveries in an over, the umpire at the bowler's end shall call and signal No Ball on each occasion. A differential signal shall be used to signify a No Ball for a fast short pitched delivery. The umpire shall call and signal No Ball and then tap the head with the other hand.
- [F] If a bowler delivers a third fast short pitched ball in an over, the umpire, after the call of No Ball and when the ball is dead, shall caution the bowler, inform the other umpire, the captain of the fielding side and the batter at the wicket of what has occurred. This caution shall apply throughout the innings.
- [G] If there is a second instance of the bowler being No Balled in the innings for bowling more than two fast short pitched deliveries in an over, the umpire shall advise the bowler that this is their final warning for the innings. The umpire will also inform the other umpire, the captain of the fielding side and the batter at the wicket of what has occurred.
- [H] Should there be any further instance by the same bowler in that innings, the umpire shall call and signal No Ball and when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over nor be allowed to bowl the next over or part thereof.
- [I] The bowler thus taken off shall not be allowed to bowl again in that innings.
- [J] The umpire will report the occurrence to the other umpire, the batter at the wicket and as soon as possible to the captain of the batting side.

Note: **Law 21.6 [Bowler breaking the wicket in delivering the ball] shall apply:** Either umpire shall call and signal no ball if, other than in an attempt to run out the non-striker under clause 41.16 of The Laws of Cricket (refer also to General Playing Condition 41.16 Clause [A]), the bowler breaks the wicket at any time after the ball comes into play and before he completes the stride after the delivery stride. For the purpose of this clause, the definition of delivery stride from appendix d of The Laws of Cricket shall apply: delivery stride is the stride during which the delivery swing is made, whether the ball is released or not. It starts when the bowler's back foot lands for that stride and ends when the front foot lands in the same stride. The "stride after the delivery stride" is completed when the next foot lands i.e. when the back foot of the delivery stride lands again.

## LAW 22 WIDE BALL

Law 22.1 shall apply with the following addition:

- If in the umpire's opinion the bowler is attempting to utilise the rough outside a batter's leg stump, or is bowling the leg side as a negative tactic, the umpire will call and signal Wide ball unless the ball passes sufficiently within

the reach of the striker for them to be able to hit it with their bat by means of a normal cricket stroke.

## **LAW 24 FIELDER'S ABSENCE; SUBSTITUTES**

Law 24 shall apply with the following amendments:

### **Law 24.1 Substitute Fielders**

[A] A wicketkeeper shall only be replaced by a substitute if he/she has been injured or become ill and that this occurred during the match.

## **LAW 25 BATSMAN'S INNINGS; RUNNERS**

### **25.1 Eligibility to act as a batter or runner**

Law 25.1 shall apply as modified below:

[A] Only a nominated player may bat. A runner for a nominated player when batting is not permitted.

### **25.4 Batsman Retiring**

Law 25.4 shall apply as modified below:

- [A] A batter may retire at any time during their innings. The umpire, before allowing play to proceed, shall be informed of the reason for a batter retiring.
- [B] If a batter retires because of illness, injury or any other unavoidable cause, they are entitled to resume their innings subject to [D] below. If for any reason they do not do so, their innings is to be recorded as 'Retired – not out'.
- [C] If a batter retires for any reason other than as in [B] above, they may only resume their innings with the consent of the opposing captain. If for any reason they do not resume their innings it is to be recorded as 'Retired – out'.
- [D] If after retiring a batter resumes their innings, it shall only be at the fall of a wicket or the retirement of another batter.
- [E] Where an injury occurs to a batter involved in a tenth wicket partnership, a maximum of five minutes will be allowed in order for the batter to obtain treatment. If the injury occurs within 30 minutes of a scheduled interval, the interval shall be taken immediately if the batter is unable to resume after the five minutes. If the batter is unable to resume after the five minutes or after the early interval, they shall be recorded in the scorebooks as "Retired – not out" as described above.

### **25.5 Runners**

[A] Law 25.5 shall apply except the batting side is permitted to have a runner or runners **only** at or after the fall of their 9<sup>th</sup> wicket in the respective innings.

## **LAW 33 CAUGHT**

Law 33 shall apply with the following amendments:

### **33.2 A Fair Catch**

33.2.2 Furthermore a catch will be fair if any of the following conditions applies:

33.2.2.1 the ball is held in the hand or hands of a fielder, or is hugged to the body, or lodges in the external protective equipment (except a helmet) worn by a fielder/wicketkeeper, or lodges accidentally in a fielder's clothing. If a ball is lodged in the helmet or a fielder or wicketkeeper, the ball shall be called dead (see General Playing Condition 20 Clause A)

## **Law 37 OBSTRUCTING THE FIELD**

### **37.1 Out Obstructing the Field**

The following shall apply in addition to Law 37.1:

Should either batter intentionally change direction whilst running between the wickets to block a run-out chance this shall be deemed contrary to the Laws (37.1). The batter shall be given out on appeal from the fielding side.

## **LAW 41 UNFAIR PLAY**

Law 41 shall apply with the following amendments:

### **41.7 Bowling of Dangerous and Unfair Non-Pitching Deliveries**

Law 41.7 shall apply with the following amendments:

[A] Any delivery which passes or would have passed on the full above waist height of the striker standing upright

at the crease shall be a No Ball. This clause shall not apply for slow paced deliveries in The Paul Pink Shield competition.

**Notes:**

The slow bowling dispensation in recent years for the Lord's Taverners competition has been removed, which aligns with the Playing Conditions of QLD Cricket's Under-16 State Challenge and Under-15 State Championships. As of the 1<sup>st</sup> April 2019, changes to the MCC Laws of Cricket have amended Law 41.7 to reflect the General Playing Condition of 2018/19. Also relevant to this Law, and at the behest of umpires, MCC has for the first time put into the Laws a definition of the waist as "the point at which the top of the batter's trousers would conventionally be when he/she is standing upright at the popping crease".

**LAW 42 PLAYERS' CONDUCT**

Law 42 shall be replaced by the following:

**1. Queensland Cricket Code of Behaviour – Refer to Policies Appendix**

**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.**

**2. Penalty to Players/Officials/Clubs**

[A] Should any player or official commit any breach of these regulations and playing conditions, including the Code of Behaviour, the Intoxicated Player Policy or the Racial and Religious Vilification Code the Conducts Commissioner or the Conducts Committee may fine the offender, suspend them from further play, or otherwise deal with them at its discretion. This may include suspended sentences which are subject to conditions imposed at the time of sentence.

[B] Should any Club commit any breach of these regulations and playing conditions, the Premier Cricket Committee may fine the offending Club, suspend the Club or its team from further play, or otherwise deal with the Club at its discretion.

[C] Scope of Penalties

- (i) Penalties imposed by a Conducts Commissioner, Conducts Committee or an Appeals Tribunal, are deemed to 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.
- (ii) Players suspended for breaches of Cricket Australia or ICC Codes are also deemed to be 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.



## **INDEX – ONE DAY PLAYING CONDITIONS**

Law 4 THE BALL .....	41
Law 6 THE PITCH .....	41
Law 11 INTERVALS .....	41
Law 12 START OF PLAY; CESSATION OF PLAY .....	42
Law 13 INNINGS .....	42
Law 16 THE RESULT.....	44
Law 21 NO BALL .....	45
Law 22 WIDE BALL.....	46
Law 28 THE FIELDER .....	46

## **Played Under Management of QC**

All matches shall be played in accordance with the current Laws of Cricket, including Experimental Laws as recognised for the time being by Cricket Australia, as amended by the Board of Queensland Cricket on advice of the Premier Cricket Committee as set out in these regulations and playing conditions.

These Playing Conditions apply for all One Day matches in the following competitions. Where competitions are individually identified, such playing conditions are to apply to that competition only.

**First Grade, The Alan Pettigrew, Norm McMahon, Bob Spence, Roy Tanner and WEP Harris Shields  
The Katherine Raymont Shield  
The Lord's Taverners Competition**

The Premier Cricket Regulations and General Playing Conditions shall apply except where varied below.

### **Law 4 THE BALL**

#### **4.1 Weight and Size**

[a] The brand of ball must be one manufactured by Kookaburra only of the type specified in General Playing Condition 4.1 [b].

#### **4.3 New Ball**

Applying for Scheduled Men's First Grade One Day matches only, each fielding team shall have two new balls, one to be used from each end for the duration of the innings. One type of ball from the approved list of balls in General Playing Conditions Clause 4.1 must be used from both ends.

**Note:** The Katherine Raymont Shield, Alan Pettigrew Shield and The Lord's Taverners Competitions only use on new ball per innings.

### **Law 6 THE PITCH**

Black sightscreens are required for all Scheduled Men's First Grade, Alan Pettigrew Shield, Katherine Raymont Shield and The Lord's Taverners Competition One Day and Twenty20 matches.

### **Law 11 INTERVALS**

Law 11 shall apply subject to the following:

#### **11.2 Duration of Intervals**

The lunch or tea interval in a one-day match shall be of 30 minutes duration and taken at the conclusion of the innings of the team batting first.

[A] Where play is delayed or interrupted the umpires will reduce the length of the interval to the following times:

<b>Time Lost</b>	<b>Reduced Interval Time</b>
Between 00 and 120 Minutes	20 Minutes
More than 120 Minutes	15 Minutes

Refer to the provisions of One Day Playing Conditions 13 Clause 2.2 for application.

#### **11.8 Intervals for Drinks**

Drinks breaks shall be permitted as follows:

<b>Competition</b>	<b>Drinks Breaks</b>
First Grade, The Alan Pettigrew Shield, Lord's Taverners (Under 17) Competition	Two per session, each 1 hour 10 minutes apart.
Katherine Raymont Shield	Two per session, each 1 hour 5 minutes apart.
The Norm McMahon, Bob Spence, Roy Tanner, WEP Harris Shields	One per session, after 1 hour 15 minutes.

The provisions of this playing condition shall be strictly observed except that under conditions of extreme heat the umpires may permit extra intervals for drinks. An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the umpires.

**Any player taking drinks onto the field shall be dressed in proper cricket attire.**

**Law 12 START OF PLAY; CESSATION OF PLAY**

Law 12 shall apply with the following additions:

**1. Hours of Play****[A] Matches in September**

First Grade, The Alan Pettigrew Shield and The Lord's Taverners Competitions

<b>Innings 1</b>	<b>Interval</b>	<b>Innings 2</b>
09:30am – 1:00pm	1:00pm – 1:30pm	1:30pm – 5:00pm

The Norm McMahon, Bob Spence, Roy Tanner and WEP Harris Shields

<b>Innings 1</b>	<b>Interval</b>	<b>Innings 2</b>
11:30am – 2:00pm	2:00pm – 2:30pm	2:30pm – 5:00pm

The Katherine Raymont Shield

<b>Innings 1</b>	<b>Interval</b>	<b>Innings 2</b>
9:30am – 12:40pm	12:40pm – 1:10pm	1:10pm – 4:20pm

**[B] All other Matches**

First Grade, The Alan Pettigrew Shield and The Lord's Taverners Competitions

<b>Innings 1</b>	<b>Interval</b>	<b>Innings 2</b>
10:00am – 1:30pm	1:30pm – 2:00pm	2:00pm – 5:30pm

The Norm McMahon, Bob Spence, Roy Tanner and WEP Harris Shields

<b>Innings 1</b>	<b>Interval</b>	<b>Innings 2</b>
12:00pm – 2:30pm	2:30pm – 3:00pm	3:00pm – 5:30pm

The Katherine Raymont Shield

<b>Innings 1</b>	<b>Interval</b>	<b>Innings 2</b>
10:00am – 1:10pm	1:10pm – 1:40pm	1:40pm – 4:50pm

**2. Duration of Matches**

One Day matches shall consist of one innings per side and each innings will be limited to the number of six-ball overs specified below:

<b>Competition</b>	<b>Number of Overs</b>	<b>Minimum Overs to Constitute a Match</b>
First Grade, The Alan Pettigrew, The Katherine Raymont Shield, The Lord's Taverners Competition	50	15
The Norm McMahon, Bob Spence, Roy Tanner and WEP Harris Shields	40	15

**Law 13 INNINGS**

Law 13 shall apply with the following additional clauses:

**1. Extra Time**

Provision has been made for extra official playing time in the competitions below – refer to Clause 2.2 below for application

<b>Competition</b>	<b>Extra Time</b>
First Grade, The Lord's Taverners Competition, The Alan Pettigrew, Norm McMahon, Bob Spence, Roy Tanner and WEP Harris Shields	30 minutes
The Katherine Raymont Shield	60 minutes

## 2. Length of Innings

### 2.1 Uninterrupted Matches

- [A] Each team shall bat for the overs indicated in One Day Playing Condition 12.2 unless all out earlier or a result achieved. A team shall not be permitted to declare its innings closed.
- [B] If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first session, play shall continue until the required number of overs has been bowled. The interval shall not be extended and the second session shall commence at the scheduled time, unless there is fewer than 15 minutes available for the minimum interval.
- [C] If the team batting first is dismissed in less than the overs indicated in One Day Playing Condition 12.2, the team batting second shall be entitled to bat for the full amount of overs unless a result is achieved.
- [D] If the team fielding second fails to bowl the full amount of overs by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result achieved.
- [E] Penalties shall apply for not bowling the required overs (.25 points per over) (refer also to General Playing Condition 12 Clause 4 [H] relating to circumstances of an extenuating nature). These penalties shall apply to One Day Competitions (or Two Day competitions for unscheduled One Day matches) and consequently Overall Competitions.

### 2.2 Delayed or Interrupted Matches

#### 2.2.1 General

- [A] The object shall always be to rearrange the number of overs so that both teams have the opportunity of batting for the same number of overs.
  - (i) A team shall not be permitted to declare its innings closed.
  - (ii) A minimum number of overs specified in One Day Playing Conditions Clause 12.2 have to be bowled to the side batting second to constitute a match.
  - (iii) The calculation of the number of overs to be bowled shall be based on an average rate in the total time available for play, as indicated below:

**First Grade, The Alan Pettigrew Shield and The Lord's Taverners Competition:**

14.28 overs per hour

**The Norm McMahon Bob Spence, Roy Tanner, WEP Harris Shields:**

16 overs per hour

**The Katherine Raymont Shield:** 15.78 overs per hour

If a reduction of the number of overs is required, any recalculation must not cause the match to be rescheduled to finish earlier than the original cessation time. This time may be extended to allow for one extra over for both teams to be added if required.

- [B] If the team fielding second fails to bowl the required number of overs by the scheduled cessation time, the hours of play shall be extended until the overs have been bowled or a result achieved.
- [C] The team batting second shall not bat for a greater number of overs than the first team unless the latter has been all out in less than the agreed number of overs.
- [D] Fractions are to be ignored in all calculations regarding the number of overs.
- [E] Penalties shall apply for not bowling the required overs (.25 points per over) (refer also to General Playing Condition 12 Clause 4 [H] relating to circumstances of an extenuating nature). These penalties shall apply to One Day Competitions (or Two Day competitions for unscheduled One Day matches) and consequently Overall Competitions.

#### 2.2.2 Delayed or Interruption to the Innings of the Team Batting First

- [A] If the number of overs of the team batting first is reduced, a fixed time will be specified for the completion of the first session, as calculated by applying the provisions of One Day Playing Condition 13 Clause 1, One Day Playing Condition 11.2 [A] and Clause 2.2.1 above.
- [B] If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first session, play shall continue until the required number of overs has been bowled.

#### 2.2.3 Delay or Interruption to the Innings of the Team Batting Second

- [A] If there is a suspension in play during the second innings, the overs shall be reduced at a rate for time lost (One Day Playing Condition 13 Clause 1, One Day Playing Condition 11.2 [A] and Clause 2.2.1 above apply), except that, when the innings of the team batting first has been completed prior to the scheduled or rescheduled time for the interval between innings, the reduction of overs will not commence until an amount of time equivalent to that by which the second innings started early has elapsed.

**Note: For any match interrupted after the start of play, see the provisions of One Day Playing Condition 16 Clause 2 [Calculation of Target Score]**

### 3. Number of Overs Per Bowler

[A] No bowler shall bowl more than the following amount of overs in an innings.

Competition	Overs
First Grade, The Alan Pettigrew Shield, The Katherine Raymont Shield, The Lord's Taverners Competition	10
The Norm McMahon, Bob Spence, Roy Tanner and WEP Harris Shields	8

[B] In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed (unless such a number has been exceeded before the interruption), except that where the total overs are not divisible by five, an additional over shall be allowed to the minimum number of bowlers necessary to make up the balance. - e.g. after 20 overs, rain interrupts play and the innings is reduced to 27 overs. Both opening bowlers have bowled 7 overs. Two bowlers can bowl 6 overs and three bowlers can bowl 5 overs. Bowlers 1 and 2 have already exceeded this limit. They count as the two bowlers who were allowed the extra over (6 as opposed to 5) and so any other bowlers are limited to 5 overs.

[C] When an interruption occurs mid-over and on resumption the bowler has exceeded the new maximum allocation, the bowler will be allowed to finish the incompleting over.

[D] In the event of a bowler breaking down and being unable to complete an over, another bowler will bowl the remaining deliveries. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

### Law 16 THE RESULT

Law 16 shall apply subject to the following:

#### 16.5 All Other Matches – A Tie or a Draw

In matches in which both teams have had the opportunity of batting for the agreed number of overs, subject to the provisions of One Day Playing Conditions Clause 13.2.2 the team scoring the higher number of runs shall be the winner. If the scores are equal, the result shall be a Tie and no account shall be taken of the number of wickets that have fallen.

The following shall also apply in power pladdition to the above:

#### 1. Minimum Overs

[A] A result can be achieved only if both teams have had the opportunity of batting for at least 15 overs, subject to the provisions of One Day Playing Conditions Clause 13.2.2, unless one team has been all out in less than 15 overs or unless the team batting second scores enough runs to win in less than 15 overs.

[B] All matches in which both teams have not had an opportunity of batting for a minimum of 15 overs, shall be declared No Result.

#### 2. Delayed or Interrupted Matches - Calculation of the Target Score

##### First Grade and The Katherine Raymont Shield:

If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum 15 overs), then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing. The target score shall be calculated by two club officials or scorers (or player scorers as the case may be). The target score shall be confirmed by the umpires and communicated and agreed to by both captains prior to the recommencement of the match. This revised target is to be calculated using the Duckworth-Lewis-Stern Method.

##### The Alan Pettigrew, Norm McMahon, Bob Spence, Roy Tanner, WEP Harris Shields and The Lord's Taverners Competition:

If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum 15 overs), then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing. The target score shall be calculated by two club officials or scorers (or player scorers as the case may be). The target score shall be confirmed by the umpires and communicated and agreed to by both captains prior to the recommencement of the match. This revised target is to be calculated using the Duckworth/Lewis Calculator on the MyCricket Live Score app.

**Note:** Where possible Scorers should assist players and club officials with the calculation of target scores.

### 3. Points

#### [A] Preliminary Matches

Refer to Regulation 14 for Competition Points in One Day Matches

#### [B] Net Run Rate

- (i) 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.
- (ii) In the event of a team being all out in less than its full quota of overs, the calculation of its net run rate shall 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.
- (iii) Only those matches where results are achieved will count for the purpose of net run rate calculations. Where a match is abandoned, but a result is achieved under Duckworth/Lewis or the Duckworth-Lewis-Stern method, for net run rate purposes Team 1 will be accredited with Team 2's Par Score on abandonment off the same number of overs faced by Team 2. Where a match is concluded but with Duckworth/Lewis or the Duckworth-Lewis-Stern method having been applied at an earlier point in the match, Team 1 will be accredited with 1 run less than the final Target Score for Team 2 off the total number of overs allocated to Team 2 to reach the target.
- (iv) In matches where play is delayed or interrupted, and the match becomes less than the original number of scheduled overs, the Team Run Rate for the team batting second will be the rate achieved in its innings, with such rate being based on the number of overs as set in One Day Playing Conditions Clause 13.2.2 and the target score as set in One Day Playing Conditions Clause 16.2.

### Law 21 NO BALL

#### 21.10 Ball Bouncing Over Head Height of Striker

Law 21.10 shall be replaced by the following:

A bowler shall be allowed to bowl two fast short pitched deliveries per over.

- [A] A fast short-pitched ball is defined as a ball, which after pitching, passes or would have passed above shoulder height of the batter standing upright in their normal guard position.
- [B] The umpire at the bowlers end shall advise the bowler and the batter on strike when each fast short pitched delivery has been bowled.
- [C] In addition, for the purpose of this regulation, a ball that passes clearly above head height of the batter, other than a fast short pitched ball as defined in [A] above, that prevents the batter from being able to hit it with their bat by means of a normal cricket stroke shall be called a Wide and will also count as an allowable ball above shoulder height for that over (subject to [D], [E] and [F] below).
- [D] In the event of a bowler bowling more than two fast short pitched deliveries in an over as defined in [A] and [C] above, the umpire at the bowlers end shall call and signal No Ball on each occasion. A differential signal shall be used to signify a No Ball for a fast short pitched delivery. The umpire shall call and signal No Ball and then tap the head with the other hand. In addition when the ball is dead, the umpire shall caution the bowler, inform the captain of the fielding side, the batter at the wicket and the other umpire of what has occurred. This caution shall apply throughout the innings.
- [E] If there is a second instance of the bowler being No Balled for bowling more than two fast short pitched deliveries in an over, the umpire shall repeat the procedure in [D] above and advise the bowler that this is his final warning for the innings.
- [F] Should there be any further instance by the same bowler in that innings, the umpire shall call and signal No Ball and when the ball is dead, direct the captain to take the bowler off forthwith. If necessary the over shall be completed by another bowler, who shall neither have bowled the previous over or part thereof nor be allowed to bowl the next over or part thereof.
- [G] The umpire will report the occurrence to the other umpire, the batter at the wicket and as soon as possible to the captain of the batting side.
- [H] The umpires will then report the matter to Queensland Cricket which shall take whatever action is considered appropriate against the captain and bowler concerned.
- [I] This regulation is not a substitute for Dangerous and Unfair Bowling that umpires may apply at any time.

Law 21 shall apply with the following additions:

#### 1. Free Hit After a No Ball

- [A] The delivery following a No Ball called shall be a free hit for whichever batter is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of No Ball or Wide), then the next delivery will become a free hit for whichever batter is facing it.

- [B] For any free hit, the striker can only be dismissed under the circumstances that apply for a No Ball even if the delivery for the free hit is called a Wide. Changes to fielding positions are only permitted if a different batter is on strike for the free hit delivery.
- [C] The bowler's end umpire will indicate the free hit delivery by (after the No Ball signal) extending one arm straight upwards and moving it in a circular motion.

## **Law 22 WIDE BALL**

Law 22 shall apply subject to the following

### **Law 22.1 Judging a Wide**

- [A] Umpires are instructed to apply a strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket
- [B] Any off side or leg side delivery that in the opinion of the umpire does not give the batter a reasonable opportunity to score shall be called a Wide.
- [C] As a guideline to the umpires for the calling of wides, the crease markings detailed in the Wide Marking Appendix shall be marked in white at each end of the pitch.
- [D] A delivery passing the striker on the off side outside the Off Side Wide Line shall be a Wide provided they maintain a normal batting position and have not brought the ball within reach. If, in the opinion of the umpire, the striker has brought the ball within reach, the Off Side Wide Line shall be disregarded and the umpire shall apply a general interpretation consistent with the normal operation of Law 22.
- [E] Any delivery that passes the striker outside the return crease shall be a Wide regardless of whether he has brought the ball within reach.
- [F] A delivery passing the striker's stumps on the leg side without any contact with the striker's bat or person shall be a Wide unless;
  - i. the ball passes between the striker and the stumps.
  - ii. the striker moves laterally across the pitch and the ball passes wide of where the striker is standing or has stood at any point after the ball came into play for that delivery.
  - iii. the striker is attempting to play, or has aborted an attempt to play, a reverse sweep or switch hit. In this scenario only a delivery passing the striker outside the Off Side Wide Line on the leg side shall be a Wide.

## **Law 28 THE FIELDER**

Law 28 shall apply with the following additions:

### **Restrictions on the Placement of Fielders**

- [A] At the instant of delivery, there may not be more than 5 fielders on the leg side.
- [B] In addition to the restriction contained in A above, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply (hereinafter referred to as the Fielding Restriction Overs (FROs)) are set out in the following paragraphs.
- [C] The following fielding restrictions shall apply:
 

Two semi circles shall be drawn on the field of play. The semi circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semicircles shall be 30 yards (27.43 metres) (23 metres for the Katherine Raymont Shield). The semi circles shall be linked by two parallel straight lines drawn on the field. The fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5 yard (4.57 metres) intervals, each 'dot' to be covered by white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter. During the Fielding Restriction Overs (as set out below), only the number of fielders set out in the table below shall be permitted outside this fielding restriction area at the instant of delivery. (See Field Marking Appendix).

At the instant of delivery:

- (i) FRO 1 - no more than two (2) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 1 to 10 inclusive.
- (ii) FRO 2 - no more than four (4) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 11 to 40 inclusive (overs 11 to 50 inclusive for Katherine Raymont Shield)
- (iii) FRO 3 - no more than five (5) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 41 to 50 inclusive (First Grade, The Alan Pettigrew Shield and The Lord's Taverners Competition)

[C] In the event of an infringement of any of the fielding restrictions in this playing condition, the umpire at the striker's end shall call and signal No Ball.

**[D]** At the commencement of the second and third Fielding Restriction Overs of an innings, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle.

**[E]** In circumstances when the number of overs of the batting team is reduced, the number of Fielding Restriction Overs shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

**[F]** Where, in an interrupted innings, on resumption the recalculated number of Fielding Restriction Overs (as set out above) is no longer achievable, the actual number of Fielding Restriction Overs for that innings will be the closest achievable whole number.

**First Grade, The Alan Pettigrew Shield and The Lord's Taverners Competition:**

<b>Innings Duration</b>	<b>FRO 1</b>	<b>FRO 2</b>	<b>FRO 3</b>
	2 fielders outside circle	4 fielders outside circle	5 fielders outside circle
15	3	9	3
16	3	10	3
17	4	10	3
18	4	11	3
19	4	11	4
20	4	12	4
21	4	13	4
22	5	13	4
23	5	14	4
24	5	14	5
25	5	15	5
26	5	16	5
27	6	16	5
28	6	17	5
29	6	17	6
30	6	18	6
31	6	19	6
32	7	19	6
33	7	20	6
34	7	20	7
35	7	21	7
36	7	22	7
37	8	22	7
38	8	23	7
39	8	23	8
40	8	24	8
41	8	25	8
42	9	25	8
43	9	26	8
44	9	26	9
45	9	27	9
46	9	28	9
47	10	28	9
48	10	29	9
49	10	29	10
50	10	30	10

**The Norm McMahon, Bob Spence, Roy Tanner and WEP Harris Shields**

<b>Innings Duration</b>	<b>FRO 1 (2 fielders outside circle)</b>	<b>FRO 2 (4 fielders outside circle)</b>
15 – 17	6	Remaining overs (innings duration less FRO 1)
18 – 19	7	
20 – 21	8	
22 – 23	9	
24 – 40	10	



**The Katherine Raymont Shields**

<b>Innings Duration</b>	<b>FRO 1</b> (2 fielders outside circle)	<b>FRO 2</b> (4 fielders outside circle)
15 – 16	3	Remaining overs (innings duration less FRO 1)
17 – 21	4	
22 – 26	5	
27 – 31	6	
32 – 36	7	
37 – 41	8	
42 – 46	9	

**INDEX – TWENTY20 PLAYING CONDITIONS**

Law 1 THE PLAYERS ..... 51  
Law 11 INTERVALS ..... 51  
Law 12 START OF PLAY; CESSATION OF PLAY ..... 51  
Law 13 INNINGS ..... 52  
Law 16 THE RESULT..... 54  
Law 21 NO BALL ..... 55  
Law 22 WIDE BALL..... 56  
Law 24 FIELDER'S ABSENCE; SUBSTITUTES..... 56  
Law 28 THE FIELDER ..... 56  
Law 40 TIMED OUT..... 57

## **Played Under Management of QC**

All matches shall be played in accordance with the current Laws of Cricket, including Experimental Laws as recognised for the time being by Cricket Australia, as amended by the Board of Queensland Cricket on advice of the Premier Cricket Committee as set out in these regulations and playing conditions.

These playing conditions apply for all Twenty20 matches in the following competitions. Where competitions are individually identified, such playing conditions are to apply to that competition only.

### **First Grade and the Alan Pettigrew Shield**

### **The Katherine Raymont Shield**

### **The Twenty20 Cup Competition**

### **The Sunday Legends Competition**

The Regulations, Playing Conditions and One Day Playing Conditions shall apply except where varied below.

## **Law 1 THE PLAYERS**

Law 1 shall apply with the following additions:

### **1. Player Eligibility**

#### **The Katherine Raymont Shield**

Refer to Regulation 8 [D] regarding players participating in The Katherine Raymont Shield and The Jodie Purves Shield on the same day.

## **Law 11 INTERVALS**

Law 11 shall apply subject to the following amendments:

### **11.4 Changing Agreed Times of Intervals**

Law 11.4 shall apply as modified:

- [A] If the innings of the team batting first is completed prior to the scheduled time for the interval, the interval shall take place immediately and the innings of the team batting second will commence correspondingly earlier.
- [B] In circumstances where the side bowling first has not completed the allotted number of overs by the scheduled or re-scheduled cessation time for the first innings, the umpires shall reduce the length of the interval by the amount of time that the first innings overran. The minimum time for the interval will be 10 minutes.
- [C] On all occasions where play is delayed or interrupted the umpires will reduce the length of the interval to 10 minutes.

### **11.8 Intervals for Drinks**

Law 11.8 shall apply as modified:

No drinks intervals are permitted. An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the umpires.

**Any player taking drinks onto the field shall be dressed in proper cricket attire.**

## **Law 12 START OF PLAY; CESSATION OF PLAY**

Law 12 shall apply with the following additions:

### **1. Duration of Match**

[A] Matches will consist of one innings per side, each innings being limited to 20 overs.

[B] A minimum of 5 overs per team shall constitute a match.

### **2. Hours of Play**

The Hours of Play below shall apply except as varied by the Premier Cricket Committee.

#### **2.1 Men's & Women's First Grade T20 Max & Men's Second Grade T20**

[A] Matches in August & September

##### **Match 1**

9:30am - 10:50am

*Session 1*

10:50am - 11:05am

*Interval*

11:05am - 12:25pm

*Session 2*

##### **Match 2**

1:30pm - 2:50pm

*Session 1*

2:50pm - 3:05pm

*Interval*

3:05pm - 4:25pm

*Session 2*

3.

[B] Matches played from 1 October onwards

<b>Match 1</b>			<b>Match 2</b>				
10:00am	-	11:20am	<i>Session 1</i>	2:00pm	-	3:20pm	<i>Session 1</i>
11:20am	-	11:35am	<i>Interval</i>	3:20pm	-	3:35pm	<i>Interval</i>
11:35am	-	12:55pm	<i>Session 2</i>	3:35pm	-	4:55pm	<i>Session 2</i>

**NOTE:** Queensland Cricket may also schedule matches to be played at night under lights, with a start time to be determined by Queensland Cricket.

In the event that a team that is required to travel between venues, is delayed by the first match and or traffic, and are not present 15 minutes prior to the scheduled time for the commencement of the second match, the hours of play (including the intervals) shall be postponed by 15 minutes. Should there be any further delays due to traffic, Twenty20 Playing Condition 13 Clause 1.2 shall apply.

## 2.2 Hours of Play – Finals Matches

The hours of play for Semi-Finals and Finals shall be determined by the Premier Cricket Committee.

## 3. Over-Rate Penalties

[A] All sides are expected to have completed their overs within 1 hr 20 minutes playing time. In the event of a side failing to do so, the batting side will be credited with 6 runs for every over that has not been bowled by the scheduled or rescheduled cessation time. This will apply to both innings of the match. 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 shall be deemed to be won by the side batting second. All penalties in this regard will be imposed at the end of the innings. (Refer also to General Playing Condition 12 Clause 4 [H] relating to circumstances of an extenuating nature).

[B] If the innings is terminated before the scheduled or re-scheduled cut-off time, no over-rate penalty shall apply. If the innings is interrupted, the over-rate penalty will apply based on the re-scheduled cessation time for that innings.

[C] The umpire shall 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. The umpire at the bowler's end will inform the fielding captain, the batter and his fellow umpire of any time allowances as and when they arise. This matter will not be subject to retrospective negotiation. In addition, in all delayed or interrupted matches (as per Twenty20 Playing Condition 13 Section 1.2), the fielding team will be given one over's leeway.

[D] In all reduced overs matches both teams will be given one over's leeway in addition to any time that the umpires might allow for stoppages. Allowances prior to a stoppage are carried forward for the purposes of the application of this Playing Condition only - they do not influence the recalculated number of overs or the scheduled close of either innings.

## Law 13 INNINGS

Law 13 shall apply subject to the following:

### 1. Length of Innings

#### 1.1 Uninterrupted Match [i.e. The match is neither delayed nor interrupted]

[A] Each team shall bat for 20 overs unless all out earlier.

[B] If the team fielding first fails to bowl the required number of overs by the scheduled time for the cessation of the first innings, play shall continue until the required number of overs has been bowled and Twenty20 Playing Condition 12.3 shall apply. The team batting second shall receive its full quota of 20 overs irrespective of the number of overs it bowled in the scheduled time for cessation of the first innings.

[C] If the team batting first is dismissed in less than 20 overs, the team batting second shall be entitled to bat for 20 overs.

[D] If the team fielding second fails to bowl 20 overs by the scheduled time for the cessation of the second innings, the hours of play for the match shall, subject to conditions of ground, weather and light, be extended until the required number of overs has been bowled or a result has been achieved and Twenty20 Playing Condition 12.3 shall apply.

#### 1.2 In a Delayed or Interrupted Match

##### 1.2.1 Delay or Interruptions to the Innings of the Team Batting First

[A] When playing time has been lost the revised number of further overs to be bowled in the match shall be based on a rate of 4 mins per over in the total remaining time available for play. When

calculating the length of remaining playing time available for the match the duration of the interval between innings will be taken into account as per Twenty20 Playing Condition 11.4 [C]

- [B] Should calculations regarding numbers of overs result in a fraction of an over, the fraction shall be ignored. In the event of a suspension occurring in the middle of an over, the number of total overs to be bowled in the match will be calculated as if the over in progress at the time of the interruption had been completed. The innings of the team batting first will continue from the point of the interruption.
- [C] The revision of the number of overs should ensure, whenever possible, that both teams have the opportunity to bat for the same number of overs. If the total number of overs in the match thereby calculated results in an odd number of total overs in the match, then one over shall be added and the new total divided in half. The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.
- [D] To constitute a match, a minimum of 5 overs has to be bowled to the side batting second, subject to the innings not being completed earlier.
- [E] A fixed time will be specified for the commencement of the interval, and also the close of play for the match, by applying a rate of 4 mins per over in respect of each over already bowled and/or scheduled to be bowled in each innings. All relative delays, interruptions in play, and the duration of the interval will be taken into account.
- [F] If this calculation produces a close of play time that is earlier than the original time for cessation of play, then one additional over should be allocated to each team, with the interval and close of play times being recalculated accordingly.
- [G] If there is more than one interruption to the innings of the side batting first, the above calculations should always be based on the original scheduled close of play, rather than the rescheduled close resulting from the previous interruption.
- [H] If the team fielding first fails to bowl the revised number of overs by the specified time, play shall continue subject to conditions of ground, weather and light until the required number of overs has been bowled or the innings is completed, and Twenty20 Playing Condition 12.3 shall apply.

### **1.2.2 Delay or Interruptions to the Innings of the Team Batting Second**

- [A] When playing time has been lost (see above) and, as a result, it is not possible for the team batting second to have the opportunity of receiving its allocated, or revised allocation of overs in the playing time available, the number of overs shall be reduced at a rate of 4 mins per over in respect of the aggregated lost playing time. Should the calculations result in a fraction of an over the fraction shall be ignored.
- [B] In addition, should the innings of the team batting first have been completed prior to the scheduled, or rescheduled time for the commencement of the interval, then any calculation relating to the revision of overs shall not be effective until an amount of time equivalent to that by which the second innings started early has elapsed.
- [C] In the event of a suspension occurring in the middle of an over, the number of total overs lost will be calculated as above and the innings of the team batting second will continue from the point of the interruption.
- [D] A rescheduled time for the close of play will be fixed by applying a rate of 4 minutes per over in respect of each over already bowled and/or re-scheduled to be bowled in the innings. 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. This calculation must not cause the match to finish earlier than the original time for cessation of play. If required the original time shall be extended to allow for one extra over for the team batting second.
- [E] To constitute a match, a minimum of 5 overs have to be bowled to the team batting second subject to the innings not being completed earlier. The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.
- [F] If the team fielding second fails to bowl the revised overs by the scheduled or re-scheduled close of play, the hours of play shall be extended subject to conditions of ground, weather and light until the overs have been bowled or a result achieved, and Twenty20 Playing Condition 12.3 shall apply.

<p><b>Note: For any match interrupted after the start of play, see the provisions of Twenty20 Playing Conditions Clause 16.2 [Calculation of Target Score]</b></p>
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## **2. Extra Time**

No extra time shall be permitted to make up for any time lost.

### 3. Number of Overs Per Bowler

[A] No bowler may bowl more than 4 overs in an innings.

[B] In a delayed or interrupted match, where the overs are reduced for both sides or for the side bowling second, no bowler may bowl more than one-fifth of the total overs allowed (unless such a number has been exceeded before the interruption), except that where the total overs are not divisible by five, an additional over shall be allowed to the minimum number of bowlers necessary to make up the balance. - e.g. after 8 overs, rain interrupts play and the innings is reduced to 12 overs. Both opening bowlers have bowled 4 overs. Two bowlers can bowl 3 overs and three bowlers can bowl 2 overs. Bowlers 1 and 2 have already exceeded this limit. They count as the two bowlers who were allowed the extra over (3 as opposed to 2) and so any other bowlers are limited to 2 overs.

[C] When an interruption occurs mid-over and on resumption the bowler has exceeded the new maximum allocation, they will be allowed to finish the incompleting over.

[D] In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

### 4. The Toss

[A] For Men's First Grade & Katherine Raymont Shield Twenty20 competitions only, the captains shall toss for a choice of innings, on the field of play and in the presence of one or both of the umpires, not earlier than 30 minutes, nor later than 15 minutes before the scheduled or any rescheduled time for the start of play. Note, however the provisions of Law 1.3 (Captain).

## Law 16 THE RESULT

Law 16 shall apply subject to the following:

### 2. Overs

[A] A result can be achieved only if both teams have had the opportunity of batting for at least 5 overs subject to the provisions of Twenty20 Playing Condition 13 Section 1.2, unless one team has been all out in less than 5 overs or unless the team batting second scores enough runs to win in less than 5 overs.

[B] All matches in which both teams have not had an opportunity of batting for a minimum of 5 overs shall be declared No Result.

### 3. Delayed or Interrupted Matches – Calculation of the Target Score

#### Men's & Women's First Grade T20 Max:

If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum 5 overs), then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing. The target score shall be calculated by two club officials or the scorers (or player scorers as the case may be). The target score shall be confirmed by the umpires and communicated and agreed to by both captains prior to the recommencement of the match. This revised target is to be calculated using the Duckworth-Lewis-Stern Method.

#### The Alan Pettigrew Shield and The Twenty20 Cup T20 Competitions:

If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum 5 overs), then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing. The target score shall be calculated by two club officials or the scorers (or player scorers as the case may be). The target score shall be confirmed by the umpires and communicated and agreed to by both captains prior to the recommencement of the match. This revised target is to be calculated using the the Duckworth/Lewis Calculator on the MyCricket Live Score app.

<p><b>Note:</b> Where possible Scorers should assist players and club officials with the calculation of target scores.</p>
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### 4. Points

#### 3.1 Preliminary Matches

Refer to Regulation 14 for Competition Points in Twenty20 matches.

#### 3.2 Net Run Rate

- [A] 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.
- [B] In the event of a team being all out in less than its full quota of overs, the calculation of its net run rate shall 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.
- [C] Only those matches where results are achieved will count for the purpose of net run rate calculations. Where a match is abandoned, but a result is achieved under Duckworth/Lewis or the Duckworth-Lewis-Stern method, for net run rate purposes Team 1 will be accredited with Team 2's Par Score on abandonment off the same number of overs faced by Team 2. Where a match is concluded but with Duckworth/Lewis or the Duckworth-Lewis-Stern method having been applied at an earlier point in the match, Team 1 will be accredited with 1 run less than the final Target Score for Team 2 off the total number of overs allocated to Team 2 to reach the target.

## **16.5 All Other Matches – A Tie or a Draw**

### **A Tie**

In matches in which both teams have had the opportunity of batting for the agreed number of overs, subject to the provisions of Twenty20 Playing Condition 13 Clause 1.2, the team scoring the higher number of runs shall be the winner. If the scores are equal, the result shall be a Tie and no account shall be taken of the number of wickets that have fallen.

## **Law 21 NO BALL**

### **21.10 Ball Bouncing Over Head Height of Striker**

Law 21.10 shall be replaced by the following:

A bowler shall be allowed to bowl one fast short pitched deliveries per over. A fast short-pitched ball is defined as a ball, which after pitching, passes or would have passed above shoulder height of the batter standing upright in their normal guard position.

- [A] The umpire at the bowlers end shall advise the bowler and the batter on strike when each fast short pitched delivery has been bowled.
- [B] In addition, for the purpose of this regulation, a ball that passes clearly above head height of the batter, other than a fast short pitched ball as defined in [A] above, that prevents the batter from being able to hit it with their bat by means of a normal cricket stroke shall be called a Wide and will also count as an allowable ball above shoulder height for that over (subject to [D], [E] and [F] below).
- [C] In the event of a bowler bowling more than one fast short pitched deliveries in an over as defined in [A] and [C] above, the umpire at the bowlers end shall call and signal No Ball on each occasion. A differential signal shall be used to signify a No Ball for a fast short pitched delivery. The umpire shall call and signal No Ball and then tap the head with the other hand. In addition when the ball is dead, the umpire shall caution the bowler, inform the captain of the fielding side, the batter at the wicket and the other umpire of what has occurred. This caution shall apply throughout the innings.
- [D] If there is a second instance of the bowler being No Balled for bowling more than one fast short pitched deliveries in an over, the umpire shall repeat the procedure in [D] above and advise the bowler that this is his final warning for the innings.
- [E] Should there be any further instance by the same bowler in that innings, the umpire shall call and signal No Ball and when the ball is dead, direct the captain to take the bowler off forthwith. If necessary the over shall be completed by another bowler, who shall neither have bowled the previous over or part thereof nor be allowed to bowl the next over or part thereof.
- [F] The umpire will report the occurrence to the other umpire, the batter at the wicket and as soon as possible to the captain of the batting side.
- [G] The umpires will then report the matter to Queensland Cricket which shall take whatever action is considered appropriate against the captain and bowler concerned.
- [H] This regulation is not a substitute for Dangerous and Unfair Bowling that umpires may apply at any time.

Law 21 shall apply with the following additions:

### **1. Free Hit After a No Ball**

- [A] The delivery following a No Ball called shall be a free hit for whichever batter is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of No Ball or Wide), then the next delivery will become a free hit for whichever batter is facing it.
- [B] For any free hit, the striker can only be dismissed under the circumstances that apply for a No Ball even if the delivery for the free hit is called a Wide. Changes to fielding positions are only permitted if a different batter is on strike for the free hit delivery.
- [C] The bowler's end umpire will indicate the free hit delivery by (after the No Ball signal) extending one arm

straight upwards and moving it in a circular motion.

## **Law 22 WIDE BALL**

Law 22 shall apply subject to the following

### **Law 22.1 Judging a Wide**

- [A] Umpires are instructed to apply a strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket
- [B] Any off side or leg side delivery that in the opinion of the umpire does not give the batter a reasonable opportunity to score shall be called a Wide.
- [C] As a guideline to the umpires for the calling of wides, the crease markings detailed in the Wide Marking Appendix shall be marked in white at each end of the pitch.
- [D] A delivery passing the striker on the off side outside the Off Side Wide Line shall be a Wide provided they maintain a normal batting position and have not brought the ball within reach. If, in the opinion of the umpire, the striker has brought the ball within reach, the Off Side Wide Line shall be disregarded and the umpire shall apply a general interpretation consistent with the normal operation of Law 22.
- [E] Any delivery that passes the striker outside the return crease shall be a Wide regardless of whether he has brought the ball within reach.
- [F] A delivery passing the striker's stumps on the leg side without any contact with the striker's bat or person shall be a Wide unless;
  - i. the ball passes between the striker and the stumps.
  - ii. the striker moves laterally across the pitch and the ball passes wide of where the striker is standing or has stood at any point after the ball came into play for that delivery.
  - iii. the striker is attempting to play, or has aborted an attempt to play, a reverse sweep or switch hit. In this scenario only a delivery passing the striker outside the Off Side Wide Line on the leg side shall be a Wide.

## **LAW 24 FIELDER'S ABSENCE; SUBSTITUTES**

Law 24 shall apply with the following amendments:

### **Law 24.1 Substitute Fielders**

- [A] A wicketkeeper shall only be replaced by a substitute if he/she has been injured or become ill and that this occurred during the match.
- [B] Once the match has commenced substitute fielders shall not be permitted unless a player sustains an injury during the game.

### **Law 24.2 Fielder Absent or Leaving the Field of Play**

- [A] If a fielder fails to take the field with their side at the start of the match or at any later time, or leaves the field during a session of play, the umpire shall be informed of the reason for their absence, and the fielder shall not thereafter come onto the field during a session of play without the consent of the umpire [See Law 24.4]. The umpire shall give such consent as soon as practicable. If the player is absent from the field for longer than eight minutes:
  - (i) The player shall not be permitted to bowl in that innings after their return until they have been on the field for at least that length of playing time for which they were absent.
  - (ii) The player shall not be permitted to bat unless or until, in the aggregate, they have returned to the field and/or their side's innings has been in progress for at least that length of playing time for which they have been absent or, if earlier when their side has lost five wickets.
- [B] The restriction in (i) and (ii) above shall not apply if the player has suffered an external blow [as opposed to an internal injury such as a pulled muscle] whilst participating earlier in the match and consequently been forced to leave the field. Nor shall it apply if the player has been absent for very exceptional and wholly acceptable reasons [other than injury or illness].
- [C] In the event of a fieldsman already being off the field at the commencement of an interruption in play through ground, weather or light conditions, they shall be allowed to count any such stoppage time as playing time, provided that they personally inform the umpires when they are fit enough to take the field had play been in progress.

## **Law 28 THE FIELDER**

Law 28 shall apply with the following addition:

### **1. Restrictions on the Placement of Fielders**

- [A] At the instant of delivery there shall not be more than five fielders on the leg side.
- [B] (i) **Applying to the First Grade Men & Alan Pettigrew Shield Twenty20 competition only:**  
For the first 4 overs only of each innings, only two fielders are permitted to be outside the fielding restriction circle.
- [B] (ii) **Applying to all other Twenty20 competitions:** For the first 6 overs only of each innings, only two fielders are permitted to be outside the fielding restriction circle.



**[C] Applying to the First Grade Men & Alan Pettigrew Shield Twenty20 competition only:** For any 2-over period only from the 11th over of each innings, a “Power Surge” may be taken.

- (i) The “power surge” is a floating two-over period during which the fielding team is allowed only two players outside the inner fielding circle.
- (ii) The batting side can call for this at any point from the 11th over of their innings.
  - (a) A batter must nominate the floating overs no later than the moment at which the umpire reaches the stumps at the bowler’s end for the start of the next over.
  - (b) Once a batter has nominated the floating overs the decision cannot be reversed.
- (iii) The fielding restrictions replicate those of the usual Powerplay at the beginning of an innings.

**[D]** For the remaining overs of each innings in First Grade, The Alan Pettigrew Shield, Twenty20 Cup and Sunday Legends T20 competition only five fielders are permitted to be outside the fielding circle at the instant of delivery. For the remaining overs of each innings in the Katherine Raymont Shield only four fielders are permitted to be outside the fielding circle at the instant of delivery.

**[E]** In circumstances where the number of overs for the team batting first are reduced, the number of overs in regard to the restrictions in [B] above shall be reduced proportionately in a ratio of 6:20 (30%) in accordance with the table below for both the first and second innings. Fractions are to be ignored in all calculations re the number of overs (if on resumption the number of overs for fielding restrictions has already been exceeded this should take effect immediately).

<b>Total overs in innings</b>	<b>No. of overs for which fielding restrictions in 28.1 above will apply</b>
10-13	3
14-16	4
17-19	5
20	6

#### **Law 40 TIMED OUT**

Law 40 shall apply as outlined below:

Law 40 will apply except that the incoming batter must be in position to take guard or for their partner to be ready to receive the next ball within 1 minute 30 seconds of the fall of the previous wicket. The incoming batter is expected to be ready to make his way to the wicket immediately a wicket falls, and is expected to jog to the wicket.

**INDEX – JODIE PURVES SHIELD PLAYING CONDITIONS**

Law 1 THE PLAYERS .....59  
Law 11 INTERVALS .....59  
Law 12 START OF PLAY; CESSATION OF PLAY .....60  
Law 13 INNINGS .....60  
Law 16 THE RESULT.....61  
Law 17 THE OVER.....62  
Law 21 NO BALL .....62  
Law 22 WIDE BALL.....62  
Law 28 THE FIELDER .....63

## **Played Under Management of QC**

All matches shall be played in accordance with the current Laws of Cricket, including Experimental Laws as recognised for the time being by Cricket Australia, as amended by the Board of Queensland Cricket on advice of the Premier Cricket Committee as set out in these regulations and playing conditions.

Regulations and playing conditions relating to the Premier Cricket Competition to apply, except the following:

- General Playing Condition 1.3 – Replacement Players
- General Playing Condition 14 – Follow-on
- General Playing Condition 11.8 – Drinks on Field
- General Playing Condition 12 Section 1 – Hours of Play
- General Playing Condition 12 Section 2 – Duration of Matches
- General Playing Condition 12 Section 3 – Unscheduled One Day Match
- General Playing Condition 12 Section 4 – Fixture matches Over Rates

## **Law 1 THE PLAYERS**

[A] A Club shall not commence a match, unless it has a minimum of seven [7] players in a One Day match or Twenty20 match [as listed in accordance with General Playing Conditions Clause 1.2] in attendance at the time set down for commencement of play. Once play has commenced a Club can continue the match with any number of players not exceeding eleven [11] in a One Day match or Twenty20 match.

**Note:** Refer to Regulation 8 [D] regarding players participating in The Katherine Raymont Shield and The Jodie Purves Shield on the same day.

## **Law 11 INTERVALS**

Law 11 shall apply subject to the following:

### **11.4 Changing Agreed Times of Intervals**

- [A] If the innings of the team batting first is completed prior to the scheduled time for the interval, the interval shall take place immediately and the innings of the team batting second will commence correspondingly earlier.
- [B] In Twenty20 and One Day matches where the side bowling first has not completed the allotted number of overs by the scheduled or re-scheduled cessation time for the first innings, the umpires shall reduce the length of the interval by the amount of time that the first innings overran. The minimum time for the interval will be 10 minutes in a Twenty20 match or 20 minutes in a One Day match.
- [C] On all occasions where play is delayed or interrupted in a Twenty20 match the umpires will reduce the length of the interval to 10 minutes. Where play is delayed or interrupted in One Day matches, the umpires will reduce the length of the interval in accordance with One Day Playing Conditions 11.2 [A].

### **11.8 Intervals for Drinks**

#### **Twenty20 matches:**

No drinks intervals are permitted. An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the umpires.

#### **One Day matches:**

One drinks break shall be allowed in each innings of 40 overs, and shall normally be taken after one hour and 15 minutes. In the case of extreme heat, an extra drinks break may be taken with the agreement of the umpires and both captains.

**Any player taking drinks onto the field shall be dressed in proper cricket attire.**

## Law 12 START OF PLAY; CESSATION OF PLAY

Law 12 shall apply with the following additions:

### [A] Hours of

Play

Twenty20

matches:

#### Match 1

10:00am	- 11:20am	<i>Session 1</i>
11:20am	- 11:35am	<i>Interval</i>
11:35am	- 12:55pm	<i>Session 2</i>

#### One Day matches:

First Session	Interval	Second Session
11:00am – 1:30pm	1:30pm – 2:00pm	2:00 pm – 4:30 pm

[B] In normal circumstances, play shall commence at the time specified in clauses [A] or [b] above and continue with only one interval until the completion of the game.

[C] Should play be interrupted in a One Day match, the umpires shall be empowered to extend play. If no more than 60 minutes of play is lost; the extension of play shall equal the amount of time lost. If more than 60 minutes of play is lost, the extension of play shall not exceed 60 minutes.

## Law 12.2 Cessation of Play

The game finishes as soon as the team batting second is either all out for less than or equal to the score of the team batting first, or passes the score of the team batting first.

## Law 13 INNINGS

Law 13 shall apply with the following additions:

### 13.1 Duration of Matches

[A] Matches will consist of one innings per side and each innings will be limited to the time specified in Jodie Purves Shield Playing Condition 12 Clause 1, or the allotted number of overs, whichever comes first.

[B] The allotted number of overs shall be 20 (Twenty20 match), 40 (One Day match), or the number determined by the application of clauses 13.2 and 13.3 below.

### 13.2 Length of Innings

#### 2.1 Uninterrupted Matches

[A] Each team shall bat for the overs indicated in Jodie Purves Shield Playing Condition 13.1 unless all out earlier or a result achieved. A team shall not be permitted to declare its innings closed.

[B] If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first session, play shall continue until the required number of overs has been bowled. The interval shall not be extended and the second session shall commence at the scheduled time, unless there is fewer than 15 minutes available for the minimum interval.

[C] If the team batting first is dismissed in less than the overs indicated in Jodie Purves Shield Playing Condition 13.1, the team batting second shall be entitled to bat for the full amount of overs unless a result is achieved.

[D] If the team fielding second fails to bowl the full amount of overs by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result achieved.

[E] Penalties shall apply for not bowling the required overs (.25 points per over) (refer also to General Playing Condition 12 Clause 4 [H] relating to circumstances of an extenuating nature). These penalties shall apply to all Competitions (i.e. One Day, Twenty20).

#### 2.2 Delayed or Interrupted Matches

##### 2.2.1 General

[A] The object shall always be to rearrange the number of overs so that both teams have the opportunity of batting for the same number of overs.

(i) A team shall not be permitted to declare its innings closed.

(ii) A minimum number of overs specified in Jodie Purves Shield Playing Condition 13.2.1.1

[B] have to be bowled to the side batting second to constitute a match.

(iii) The calculation of the number of overs to be bowled shall be based on an average rate in the total time available for play, as indicated below:

**Jodie Purves Shield Twenty20 Competition:** 15 overs per hour

**Jodie Purves Shield One Day Competition:** 16 overs per hour

If a reduction of the number of overs is required, any recalculation must not cause the match to be rescheduled to finish earlier than the original cessation time. This time may be extended to allow for one extra over for both teams to be added if required.

- [B] If the team fielding second fails to bowl the required number of overs by the scheduled cessation time, the hours of play shall be extended until the overs have been bowled or a result achieved.
- [C] The team batting second shall not bat for a greater number of overs than the first team unless the latter has been all out in less than the agreed number of overs.
- [D] Fractions are to be ignored in all calculations regarding the number of overs.
- [E] Penalties shall apply for not bowling the required overs (.25 points per over) (refer also to General Playing Condition 12 Clause 4 [H] relating to circumstances of an extenuating nature). These penalties shall apply to all Competitions (i.e. One Day, Twenty20).

### **2.2.2 Delayed or Interruption to the Innings of the Team Batting First**

- [A] If the number of overs of the team batting first is reduced, a fixed time will be specified for the completion of the first session, as calculated by applying the provisions of Jodie Purves Shield Playing Condition 13.2.2.1 [A] above.
- [B] If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first session, play shall continue until the required number of overs has been bowled.

### **2.2.3 Delay or Interruption to the Innings of the Team Batting Second**

- [A] If there is a suspension in play during the second innings, the overs shall be reduced at a rate for time lost (Jodie Purves Shield Playing Condition 13.2.2.1 [A] above applies), except that, when the innings of the team batting first has been completed prior to the scheduled or rescheduled time for the interval between innings, the reduction of overs will not commence until an amount of time equivalent to that by which the second innings started early has elapsed.

**Note: For any match interrupted after the start of play, see the provisions of Jodie Purves Shield Playing Condition 16.5 [B] (ii) [Calculation of Target Score]**

## **Law 16 THE RESULT**

Law 16 shall apply subject to the following:

### **16.5 All Other Matches – A Tie or a Draw**

#### **[A] Tie**

If the scores are equal, the result is a tie and no account will be taken of the number of wickets lost by either side. If there is a tie in a Semi-Final or Final, the teams shall compete in a Super Over to determine the winner. Jodie Purves Shield Playing Condition 17 [A] shall not apply for the super over. (See appendix: Super Over procedure).

#### **[B] Minimum Overs**

- (i) A result can only be achieved if both teams have batted for at least five (5) overs in a Twenty20 match or fifteen (15) overs in a 40 over match, except that any result is not invalidated by either team being dismissed in fewer than its allotted overs, or the team batting second scoring enough runs to win in fewer than its allotted overs.
- (ii) If, due to suspension of play after the start of the match, the number of overs in innings of either team has to be revised to a lesser number than originally allotted (minimum 5 overs in T20 and 15 overs in One Day match), then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing. The target score shall be calculated by two club officials or the scorers (or player scorers as the case may be). The target score shall be confirmed by the umpires and communicated and agreed to by both captains prior to the recommencement of the match. This revised target is to be calculated using the the Duckworth/Lewis Calculator on the MyCricket Live Score app

## [C] Slow Play

- [i] In matches where both teams have had the opportunity of batting for the same number of overs, and in matches where the application of slow play penalties under Jodie Purves Shield Playing Conditions 13.3 [A] and [B] is the only reason for a difference in the number of overs each side has had the opportunity to face, the team scoring the higher number of runs is the winner.
- [ii] If a penalty for slow play is invoked under the provisions of Jodie Purves Shield Playing Conditions 13.3 [A] and [B], the number of overs that each team is deemed to have received will be the number of overs which would have been received if no penalties had been applied to that team, for the purposes of calculating run rate (eg. Team A bats 20 overs, but is only required to bowl 19 to team B who have been penalised one over for slow play. Team A bowls even more slowly than Team B, and at the end of time has only bowled 17 overs. Team A is thus penalised 2 overs since Team B has up to 21 overs to score the necessary runs for victory. Team A is deemed to have received 20 overs, and Team B is deemed to have received 19 overs for the purpose of calculating run rate).

## Law 17 THE OVER

Law 17 shall apply with the following additions:

- [A] Six [6] balls shall be bowled to the over. Overs to be a maximum of eight [8] balls, including No Balls, Free Hits and Wides. These balls will be signalled and scored as per normal scoring procedure.
- [B] The final over of an innings shall be six [6] valid deliveries, with Playing Condition 17 [A] not applying.
- [C] In an uninterrupted match, no bowler may bowl more than one-fifth of the total overs.
- [D] In a match where a delay to the start or an interruption to play in the first innings causes a reduction in the allotted overs for both teams, no bowler may bowl more than one-quarter of the allotted overs, except that when the number of overs is not divisible by four, an additional over shall be allowed to the minimum number of bowlers necessary to make up the balance, e.g. in a 10 over match 2 bowlers may bowl a maximum of 3 overs, and no other bowler may bowl more than 2 overs.
- [E] When the number of overs is revised during the first innings such that both teams have the opportunity to face the same number of overs, and one or more bowlers have already exceeded the revised limit, the same number of bowlers in the second innings may match these overs. (eg the revised limit is 4 overs, but one bowler has already bowled 5. In the second innings, one bowler may bowl 5 overs, and no other may bowl more than 4)
- [F] Where the number of overs is revised after the conclusion of the first innings, Jodie Purves Shield PlayingCondition 17 [D] shall apply to the second innings.
- [G] In the event of a bowler, for any reason, being unable to complete an over, the remaining balls will be bowled by another bowler from the same end. Such part of an over will count as a full over as far as each bowler's limit is concerned. The bowler completing this over will not be allowed to bowl the next over, nor will she have bowled the previous over.
- [H] In the event of Jodie Purves Shield Playing Condition 13.3 [B] being invoked, no bowler may bowl more thanone-fifth (in an uninterrupted match) or one-quarter (in a delayed or interrupted match) in an innings.

## Law 21 NO BALL

Law 21 shall apply with the following additions:

### 1. Free Hit After a No Ball

- [A] The delivery following a No Ball called shall be a free hit for whichever batter is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of No Ball or Wide), then the next delivery will become a free hit for whichever batter is facing it. **Note:** This is only prior to the maximum of 8 balls have been bowled in an over, as outlined in Jodie Purves Shield Playing Condition 17 [A]
- [B] For any free hit, the striker can only be dismissed under the circumstances that apply for a No Ball even if the delivery for the free hit is called a Wide. Changes to fielding positions are only permitted if a different batter is on strike for the free hit delivery.
- [C] The bowler's end umpire will indicate the free hit delivery by (after the No Ball signal) extending one arm straight upwards and moving it in a circular motion.

## Law 22 WIDE BALL

Law 22 shall apply subject to the following

### Law 22.1 Judging a Wide

- [A] Umpires are instructed to apply a strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket
- [B] Any off side or leg side delivery that in the opinion of the umpire does not give the batter a reasonable opportunity to score shall be called a Wide.
- [C] As a guideline to the umpires for the calling of wides, the crease markings detailed in the Wide Marking Appendix shall be marked in white at each end of the pitch.
- [D] A delivery passing the striker on the off side outside the Off Side Wide Line shall be a Wide provided they maintain a normal batting position and have not brought the ball within reach. If, in the opinion of the umpire, the

striker has brought the ball within reach, the Off Side Wide Line shall be disregarded and the umpire shall apply a general interpretation consistent with the normal operation of Law 22.

- [E] Any delivery that passes the striker outside the return crease shall be a Wide regardless of whether he has brought the ball within reach.
- [F] A delivery passing the striker's stumps on the leg side without any contact with the striker's bat or person shall be a Wide unless;
  - i. the ball passes between the striker and the stumps.
  - ii. the striker moves laterally across the pitch and the ball passes wide of where the striker is standing or has stood at any point after the ball came into play for that delivery.
  - iii. the striker is attempting to play, or has aborted an attempt to play, a reverse sweep or switch hit. In this scenario only a delivery passing the striker outside the Off Side Wide Line on the leg side shall be a Wide.

## **Law 28 THE FIELDER**

Law 28 shall apply with the following additions:

### **2. Restrictions on the Placement of Fielders**

- [A] Two semi-circles shall be drawn on the field of play with a radius of 23 metres from the middle stump at either end of the pitch. The ends of each semi-circle shall be joined to the other by a straight line drawn on the field on the same side of the pitch.
- [B] At the instant of delivery, there may be no more than five fielders on the leg side.
- [C] For the first 6 overs of each innings in a Twenty20 match, or for the first 10 overs of a One Day match, only two fielders are permitted to be outside the field restriction marking at the instant of delivery. For the remaining overs, only four fielders are permitted to be outside the field restriction marking at the instant of delivery.
- [D] In the event of an infringement of clauses [B] and [C] above, either umpire shall call and signal NO BALL.
- [E] When play is delayed or interrupted and the total number of overs available is reduced, the number of overs in regard to field restrictions outlined above shall be reduced as detailed below.
  - [i] Where both teams are scheduled to receive the same number of overs, the field restrictions shall apply equally for both teams and the number of overs for which field restrictions that shall apply will be reduced in proportion to the number of overs scheduled to be bowled. (The calculation shall be the scheduled number of overs multiplied by 0.3); and
  - [ii] Where the delay or interruption prevents the team batting second from receiving the same number of overs as the team batting first, the number of overs for which field restrictions shall apply in the innings of the team batting second will be reduced in proportion to the number of overs scheduled to be bowled in the innings (The calculation shall be the number of overs scheduled to be bowled multiplied by 0.3).
  - [iii] Fractions are to be ignored in the calculation of the number of fielding restriction over.

## **INDEX – PAUL PINK SHIELD PLAYING CONDITIONS**

Law 1 THE PLAYERS .....	65
Law 6 THE PITCH .....	65
Law 11 INTERVALS .....	65
Law 12 START OF PLAY; CESSATION OF PLAY .....	65
Law 13 INNINGS .....	66
Law 16 THE RESULT.....	68
Law 17 THE OVER.....	68
Law 21 NO BALL .....	69
Law 22 WIDE BALL.....	69
Law 28 THE FIELDER .....	70
Law 40 TIMED OUT.....	70



## **Played Under Management of QC**

All matches shall be played in accordance with the current Laws of Cricket, including Experimental Laws as recognised for the time being by Cricket Australia, as amended by the Board of Queensland Cricket on advice of the Premier Cricket Committee as set out in these regulations and playing conditions.

These playing conditions apply for all Twenty20 matches in the Paul Pink Shield competition.

The Regulations, General Playing Conditions, One Day and Jodie Purves Shield Playing Conditions shall apply except where varied below.

### **Law 1 THE PLAYERS**

[A] A team shall consist of 10 players in a Twenty20 match.

[B] 9 fielders only shall be on the field at any one time in a Twenty20 match.

[C] A Club shall not commence a match, unless it has a minimum of six [6] players in a Twenty20 match [as listed in accordance with General Playing Conditions Clause 1.2] in attendance at the time set down for commencement of play. Once play has commenced a Club can continue the match with any number of players not exceeding ten [10] in a Twenty20 match.

[D] One player in each side shall not be permitted to bat. Unlimited interchange of fielders without restrictions from the players nominated to take part in the match shall be allowed. Should a player be injured and not be able to take their place in the field, the replacement fielder must in the first instance be one of the nominated players.

### **Law 6 THE PITCH**

General Playing Condition 6 shall apply with the following amendment:

#### **6.1 Area of Pitch**

The pitch is 22 yards in length for Paul Pink Shield matches.

### **Law 11 INTERVALS**

Law 11 shall apply subject to the following:

#### **11.4 Changing Agreed Times of Intervals**

[A] If the innings of the team batting first is completed prior to the scheduled time for the interval, the interval shall take place immediately and the innings of the team batting second will commence correspondingly earlier.

[B] In Twenty20 matches where the side bowling first has not completed the allotted number of overs by the scheduled or re-scheduled cessation time for the first innings, the umpires shall reduce the length of the interval by the amount of time that the first innings overran. The minimum time for the interval will be 10 minutes in a Twenty20 match

[C] On all occasions where play is delayed or interrupted the umpires will reduce the length of the interval to 10 minutes.

#### **11.8 Intervals for Drinks**

##### **Twenty20 matches:**

No drinks intervals are permitted. An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the umpires.

The provisions of this playing condition shall be strictly observed except that under conditions of extreme heat the umpires may permit a drinks interval. An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the umpires.

**Any player taking drinks onto the field shall be dressed in proper cricket attire.**

### **Law 12 START OF PLAY; CESSATION OF PLAY**

Law 12 shall apply with the following additions:

#### **1. Duration of Match**

[A] Matches will consist of one innings per side, each innings being limited to 20 overs

[B] A minimum of 5 overs per team shall constitute a match.

## 2. Hours of Play

Match 1			Match 2			
10:00am	-	11:20am	<i>Session 1</i>	2:00pm	- 3:20pm	<i>Session 1</i>
11:20am	-	11:35am	<i>Interval</i>	3:20pm	- 3:35pm	<i>Interval</i>
11:35am	-	12:55pm	<i>Session 2</i>	3:35pm	- 4:55pm	<i>Session 2</i>

[A] In normal circumstances, play shall commence at the time specified in clauses 12.2 above and continue with only one interval until the completion of the game.

### Law 12.2 Cessation of Play

The game finishes as soon as the team batting second is either all out for less than or equal to the score of the team batting first, or passes the score of the team batting first.

**Note: In the event of a match concluding early, the Clubs may play another limited overs match, up until the scheduled cessation time. Premiership points will not apply.**

## Law 13 INNINGS

Law 13 shall apply subject to the following:

### 1. Length of Innings

#### 1.1 Uninterrupted Match [i.e. The match is neither delayed nor interrupted]

[A] Each team shall bat for 20 overs unless all out earlier.

[B] If the team fielding first fails to bowl the required number of overs by the scheduled time for the cessation of the first innings, play shall continue until the required number of overs has been bowled and Twenty20 Playing Condition 12.3 shall apply. The team batting second shall receive its full quota of 20 overs irrespective of the number of overs it bowled in the scheduled time for cessation of the first innings.

[C] If the team batting first is dismissed in less than 20 overs, the team batting second shall be entitled to bat for 20 overs.

[D] If the team fielding second fails to bowl 20 overs by the scheduled time for the cessation of the second innings, the hours of play for the match shall, subject to conditions of ground, weather and light, be extended until the required number of overs has been bowled or a result has been achieved and Twenty20 Playing Condition 12.3 shall apply.

#### 1.2 In a Delayed or Interrupted Match

##### 1.2.1 Delay or Interruptions to the Innings of the Team Batting First

[A] When playing time has been lost the revised number of further overs to be bowled in the match shall be based on a rate of 4 mins per over in the total remaining time available for play. When calculating the length of remaining playing time available for the match the duration of the interval between innings will be taken into account as per Twenty20 Playing Condition 11.4 [C].

[B] Should calculations regarding numbers of overs result in a fraction of an over, the fraction shall be ignored. In the event of a suspension occurring in the middle of an over, the number of total overs to be bowled in the match will be calculated as if the over in progress at the time of the interruption had been completed. The innings of the team batting first will continue from the point of the interruption.

[C] The revision of the number of overs should ensure, whenever possible, that both teams have the opportunity to bat for the same number of overs. If the total number of overs in the match thereby calculated results in an odd number of total overs in the match, then one over shall be added and the new total divided in half. The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.

[D] To constitute a match, a minimum of 5 overs has to be bowled to the side batting second, subject to the innings not being completed earlier.

[E] A fixed time will be specified for the commencement of the interval, and also the close of play for the match, by applying a rate of 4 mins per over in respect of each over already bowled and/or scheduled to be bowled in each innings. All relative delays, interruptions in play, and the duration of the interval will be taken into account.

[F] If this calculation produces a close of play time that is earlier than the original time for cessation of play, then one additional over should be allocated to each team, with the interval and close of play times being recalculated accordingly.

- [G] If there is more than one interruption to the innings of the side batting first, the above calculations should always be based on the original scheduled close of play, rather than the rescheduled close resulting from the previous interruption.
- [H] If the team fielding first fails to bowl the revised number of overs by the specified time, play shall continue subject to conditions of ground, weather and light until the required number of overs has been bowled or the innings is completed, and Twenty20 Playing Condition 12.3 shall apply.

### **1.2.2 Delay or Interruptions to the Innings of the Team Batting Second**

- [A] When playing time has been lost (see above) and, as a result, it is not possible for the team batting second to have the opportunity of receiving its allocated, or revised allocation of overs in the playing time available, the number of overs shall be reduced at a rate of 4 mins per over in respect of the aggregated lost playing time. Should the calculations result in a fraction of an over the fraction shall be ignored.
- [B] In addition, should the innings of the team batting first have been completed prior to the scheduled, or rescheduled time for the commencement of the interval, then any calculation relating to the revision of overs shall not be effective until an amount of time equivalent to that by which the second innings started early has elapsed.
- [C] In the event of a suspension occurring in the middle of an over, the number of total overs lost will be calculated as above and the innings of the team batting second will continue from the point of the interruption.
- [D] A rescheduled time for the close of play will be fixed by applying a rate of 4 minutes per over in respect of each over already bowled and/or re-scheduled to be bowled in the innings. 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. This calculation must not cause the match to finish earlier than the original time for cessation of play. If required the original time shall be extended to allow for one extra over for the team batting second.
- [E] To constitute a match, a minimum of 5 overs have to be bowled to the team batting second subject to the innings not being completed earlier. The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.
- [F] If the team fielding second fails to bowl the revised overs by the scheduled or re-scheduled close of play, the hours of play shall be extended subject to conditions of ground, weather and light until the overs have been bowled or a result achieved.

<p><b>Note: For any match interrupted after the start of play, see the provisions of Paul Pink Shield Playing Conditions Clause 16.2 [Calculation of Target Score]</b></p>
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## **2. Extra Time**

No extra time shall be permitted to make up for any time lost.

## **3. Number of Overs Per Bowler**

- [A] No bowler may bowl more than 4 overs in an innings.
- [B] In a delayed or interrupted match, where the overs are reduced for both sides or for the side bowling second, no bowler may bowl more than one-fifth of the total overs allowed (unless such a number has been exceeded before the interruption), except that where the total overs are not divisible by five, an additional over shall be allowed to the minimum number of bowlers necessary to make up the balance. - e.g. after 8 overs, rain interrupts play and the innings is reduced to 12 overs. Both opening bowlers have bowled 4 overs. Two bowlers can bowl 3 overs and three bowlers can bowl 2 overs. Bowlers 1 and 2 have already exceeded this limit. They count as the two bowlers who were allowed the extra over (3 as opposed to 2) and so any other bowlers are limited to 2 overs.
- [C] When an interruption occurs mid-over and on resumption the bowler has exceeded the new maximum allocation, they will be allowed to finish the incompleting over.
- [D] In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned. The bowler completing this over will not be allowed to bowl the next over, nor will she have bowled the previous over.

## **Law 16 THE RESULT**

Law 16 shall apply subject to the following:

### **1. Overs**

- [A] A result can be achieved only if both teams have had the opportunity of batting for at least 5 overs subject to the provisions of Paul Pink Shield Playing Condition 13 Section 1.2, unless one team has been all out in less than 5 overs or unless the team batting second scores enough runs to win in less than 5 overs.
- [B] All matches in which both teams have not had an opportunity of batting for a minimum of 5 overs shall be declared No Result.

### **2. Delayed or Interrupted Matches – Calculation of the Target Score**

#### **The Paul Pink Shield Competitions:**

If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum 5 overs), then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing. The target score shall be calculated by two club officials or the scorers (or player scorers as the case may be). The target score shall be confirmed by the umpires and communicated and agreed to by both captains prior to the recommencement of the match. This revised target is to be calculated using the Duckworth/Lewis Calculator on the MyCricket Live Score app.

**Note:** Where possible Scorers should assist players and club officials with the calculation of target scores.

### **3. Points**

#### **3.1 Preliminary Matches**

Refer to Regulation 14 for Competition Points in Twenty20 matches.

#### **3.2 Net Run Rate**

- [A] 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.
- [B] In the event of a team being all out in less than its full quota of overs, the calculation of its net run rate shall 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.
- [C] Only those matches where results are achieved will count for the purpose of net run rate calculations. Where a match is abandoned, but a result is achieved under Duckworth/Lewis or the Duckworth-Lewis-Stern method, for net run rate purposes Team 1 will be accredited with Team 2's Par Score on abandonment off the same number of overs faced by Team 2. Where a match is concluded but with Duckworth/Lewis or the Duckworth-Lewis-Stern method having been applied at an earlier point in the match, Team 1 will be accredited with 1 run less than the final Target Score for Team 2 off the total number of overs allocated to Team 2 to reach the target.

### **16.5 All Other Matches – A Tie or a Draw**

#### **A Tie**

In matches in which both teams have had the opportunity of batting for the agreed number of overs, subject to the provisions of Paul Pink Shield Playing Condition 13 Clause 1.2, the team scoring the higher number of runs shall be the winner. If the scores are equal, the result shall be a Tie and no account shall be taken of the number of wickets that have fallen.

## **Law 17 THE OVER**

Law 17 shall apply with the following additions:

- [A] Six [6] balls shall be bowled to the over. Overs to be a maximum of eight [8] balls, including No Balls, Free Hits and Wides. These balls will be signalled and scored as per normal scoring procedure.
- [B] Underarm bowling shall not be permitted.
- [C] In an uninterrupted match, no bowler may bowl more than one-fifth of the total overs.

## Law 21 NO BALL

### 21.10 Ball Bouncing Over Head Height of Striker

Law 21.10 shall be replaced by the following:

A bowler shall be allowed to bowl one fast short pitched deliveries per over.

- [A] A fast short-pitched ball is defined as a ball, which after pitching, passes or would have passed above shoulder height of the batter standing upright in their normal guard position.
- [B] The umpire at the bowlers end shall advise the bowler and the batter on strike when each fast short pitched delivery has been bowled.
- [C] In addition, for the purpose of this regulation, a ball that passes clearly above head height of the batter, other than a fast short pitched ball as defined in [A] above, that prevents the batter from being able to hit it with their bat by means of a normal cricket stroke shall be called a Wide and will also count as an allowable ball above shoulder height for that over (subject to [D], [E] and [F] below).
- [D] In the event of a bowler bowling more than one fast short pitched deliveries in an over as defined in [A] and [C] above, the umpire at the bowlers end shall call and signal No Ball on each occasion. A differential signal shall be used to signify a No Ball for a fast short pitched delivery. The umpire shall call and signal No Ball and then tap the head with the other hand. In addition when the ball is dead, the umpire shall caution the bowler, inform the captain of the fielding side, the batter at the wicket and the other umpire of what has occurred. This caution shall apply throughout the innings.
- [E] If there is a second instance of the bowler being No Balled for bowling more than one fast short pitched deliveries in an over, the umpire shall repeat the procedure in [D] above and advise the bowler that this is his final warning for the innings.
- [F] Should there be any further instance by the same bowler in that innings, the umpire shall call and signal No Ball and when the ball is dead, direct the captain to take the bowler off forthwith. If necessary the over shall be completed by another bowler, who shall neither have bowled the previous over or part thereof nor be allowed to bowl the next over or part thereof.
- [G] The umpire will report the occurrence to the other umpire, the batter at the wicket and as soon as possible to the captain of the batting side.
- [H] The umpires will then report the matter to Queensland Cricket which shall take whatever action is considered appropriate against the captain and bowler concerned.
- [I] This regulation is not a substitute for Dangerous and Unfair Bowling that umpires may apply at any time.

Law 21 shall apply with the following additions:

#### 1. Free Hit After a No Ball

- [A] The delivery following a No Ball called shall be a free hit for whichever batter is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of No Ball or Wide), then the next delivery will become a free hit for whichever batter is facing it. **Note:** This is only prior to the maximum of 8 balls have been bowled in an over, as outlined in Paul Pink Shield Playing Condition 17 [A].
- [B] For any free hit, the striker can only be dismissed under the circumstances that apply for a No Ball even if the delivery for the free hit is called a Wide. Changes to fielding positions are only permitted if a different batter is on strike for the free hit delivery.
- [C] The bowler's end umpire will indicate the free hit delivery by (after the No Ball signal) extending one arm straight upwards and moving it in a circular motion.

## Law 22 WIDE BALL

Law 22 shall apply subject to the following

### Law 22.1 Judging a Wide

- [A] Any off side or leg side delivery that in the opinion of the umpire does not give the batter a reasonable opportunity to score shall be called a Wide.
- [B] As a guideline to the umpires for the calling of wides, the crease markings detailed in the Wide Marking Appendix shall be marked in white at each end of the pitch.

<b>Note:</b> This regulation for wides differs (being less strict) from that for other Grade competitions.
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## **Law 28 THE FIELDER**

Law 28 shall apply with the following additions:

### **1. Restrictions on the Placement of Fielders**

- [A] Two semi-circles shall be drawn on the field of play with a radius of 23 metres from the middle stump at either end of the pitch. The ends of each semi-circle shall be joined to the other by a straight line drawn on the field on the same side of the pitch.
- [B] At the instant of delivery, there may be no more than four fielders on the leg side.
- [C] For the first 6 overs of each innings in a Twenty20 match, only two fielders are permitted to be outside the field restriction marking at the instant of delivery. For the remaining overs, only four fielders are permitted to be outside the field restriction marking at the instant of delivery.
- [D] In the event of an infringement of clauses [B] and [C] above, either umpire shall call and signal NO BALL.
- [E] When play is delayed or interrupted and the total number of overs available is reduced, the number of overs in regard to field restrictions outlined above shall be reduced as detailed below.
  - [i] Where both teams are scheduled to receive the same number of overs, the field restrictions shall apply equally for both teams and the number of overs for which field restrictions that shall apply will be reduced in proportion to the number of overs scheduled to be bowled. (The calculation shall be the scheduled number of overs multiplied by 0.3); and
  - [ii] Where the delay or interruption prevents the team batting second from receiving the same number of overs as the team batting first, the number of overs for which field restrictions shall apply in the innings of the team batting second will be reduced in proportion to the number of overs scheduled to be bowled in the innings (The calculation shall be the number of overs scheduled to be bowled multiplied by 0.3).
  - [iii] Fractions are to be ignored in the calculation of the number of fielding restriction overs.

## **Law 40 TIMED OUT**

Law 40 shall apply as outlined below:

Law 40 will apply except that the incoming batter must be in position to take guard or for their partner to be ready to receive the next ball within 1 minute 30 seconds of the fall of the previous wicket. The incoming batter is expected to be ready to make his way to the wicket immediately a wicket falls, and is expected to jog to the wicket.

# THE OVER 40'S ONE DAY COMPETITION

The Regulations governing Premier Cricket Competition Matches shall apply except where varied below.

## 1. DURATION OF MATCHES AND COMPOSITION OF TEAM

- 1.1 Matches shall be of one day's scheduled duration. The matches will consist of one innings per side and each innings will be limited to thirty-five [35] overs. A minimum of twelve [12] overs per team shall constitute a match.
- 1.2 A team shall consist of twelve players.  
Eleven fieldsmen only shall be on the field of play at any one time.  
One player in each side shall not be permitted to bat.  
Interchange of fieldsmen without restriction is permitted, provided no playing time is wasted.

## 2. HOURS OF PLAY AND INTERVALS

### 2.1 Hours of Play

Match commences	12.00 noon
Interval	30 minutes [at the conclusion of the innings of the team batting first]
Match to be completed by	5.15pm

(For matches schedule to commence at 12.15pm, these times shall be correspondingly 15 minutes later).

### 2.2 Interval Between Innings:

The lunch interval is to be a maximum of thirty [30] minutes.  
Where play is delayed or interrupted the umpires will reduce the length of the interval.

### 2.3 Intervals for Drinks

One [1] drinks breaks per session shall be permitted, after seventeen [17] overs. The provisions of Law 11.8 shall be strictly observed except that under conditions of extreme heat the umpires may permit extra intervals for drinks.

An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the Umpires. Any player taking drinks onto the field shall be dressed in proper cricket attire.

## 3. LENGTH OF INNINGS

### 3.1 Uninterrupted Matches

- [a] Each team shall bat for thirty-five [35] overs unless all out earlier. A team shall not be permitted to declare its innings closed.
- [b] If the team batting first is dismissed in less than thirty-five [35] overs, the team batting second shall be entitled to bat for thirty-five [35] overs.
- [c] If the team fielding second fails to bowl thirty-five [35] overs by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result achieved.

### 3.2 Delayed Or Interrupted Matches

#### 3.2.1 General

- [a] The object shall always be to rearrange the number of overs so that both teams have the opportunity of batting for the same number of overs. [Minimum 12 overs each team]
- [b] If the team fielding second fails to bowl the required numbers of overs by the scheduled cessation time, the hours of play shall be extended until the overs have been bowled or a result achieved.
- [c] The team batting second shall not bat for a greater number of overs than the first team unless the latter has been all out in less than the agreed number of overs.
- [d] Under all circumstances, the field restrictions for the innings of the team batting second shall be the same as for the team batting first.
- [e] A team shall not be permitted to declare its innings closed.
- [f] Fractions are to be ignored in all calculations re number of overs.

#### 3.2.2 Delay or Interruption to the Innings of the Team Batting First

- [a] If the number of overs of the team batting first is reduced, a fixed time will be specified for the completion of the first session, as calculated by applying the provisions of Playing Conditions 2.2 and 3.2.1 [a].
- [b] If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first session, play shall continue until the required number of overs has been bowled.

### **3.2.3 Delay or Interruption to the Innings of the Team Batting Second**

- [a] If it is not possible for the team batting second to have the opportunity of batting for the same number of overs as the team batting first, the overs to be bowled shall be reduced at the rate of four [4] minutes per over, for time lost.
- [b] Under all circumstances, the field restrictions for the team batting second shall be the same as for the team batting first.
- [c] If, due to suspension of play after the start of the match, the number of overs in the innings of the team batting second has to be revised to a lesser number than originally allotted (minimum 12 overs), then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing. The target score shall be calculated by two club officials or the scorers (or player scorers as the case may be). The target score shall be confirmed by the umpires and communicated and agreed to by both captains prior to the recommencement of the match. This revised target is to be calculated using the the Duckworth/Lewis Calculator on the MyCricket Live Score app

## **4. RESTRICTIONS ON THE PLACEMENT OF FIELDSMEN**

- [a] Two semi circles shall be drawn on the field of play. The semi circles have as their centre the middle stump at either end of the pitch. The radius of each of the semi circles is 30 yards [27.5m]. The ends of each semi circle are joined to the other by a straight line drawn on the field on the same side of the pitch.
- [b] The field restriction area should be marked by continuous painted white lines or 'dots' at five yard [4.5m] intervals, each 'dot' to be covered by a white plastic or rubber [but not metal] disc measuring seven inches [18 cm] in diameter.
- [c] At the instant of delivery, there may not be more than five fieldsmen on the leg side.
- [d] For the whole match five [5] fieldsmen are permitted to be outside the field restriction marking at the instant of delivery.
- [e] In the event of an infringement, the square leg umpire shall call and signal No Ball.

## **5. NUMBER OF OVERS PER BOWLER**

- [a] Five [5] bowlers to bowl a maximum of seven [7] overs.
- [b] In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed. This restriction shall not apply to the team fielding second where the provisions of Playing Condition 3.1 (b) have been applied.
- [c] Where the total overs are not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.
- [d] In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

## **6. NO BALL**

- [a] A bowler shall be allowed to bowl one short pitched delivery per over [not being a Wide].
- [b] A fast short pitched delivery is defined as a ball which passes or would have passed above shoulder height of the batter standing upright at the crease.
- [c] In the event of the bowler bowling more than one fast short pitched delivery in an over, either umpire shall call and signal No Ball.
- [d] The above regulation is not a substitute for Law 41.7 (Deliberate bowling of high full pitched balls) which umpires may apply at any time.

**NOTE:** The provision of one allowable fast short pitched delivery per over shall be superseded by the provisions of Playing Condition 7 – Wide bowling.

- [e] A penalty of one run for a No Ball shall be scored. This penalty shall stand in addition to any other runs which are scored or awarded.

## **7. WIDE BOWLING - JUDGING A WIDE**

- [a] Umpires are instructed to apply a consistent interpretation in regard to this Law in order to prevent negative bowling Wide of the wicket.
- [b] Any off side or leg side delivery, which in the opinion of the umpire does not give the batter a reasonable opportunity to score, shall be called a Wide. As a guide, on the leg side a ball landing clearly outside the leg stump going further away shall be called a Wide.
- [c] The above provisions do not apply if the striker makes contact with the ball.
- [d] A penalty of one [1] run for a Wide shall be scored. This penalty shall stand in addition to any other runs which are scored or awarded.
- [e] All runs which are run or result from a Wide ball which is not a No-Ball shall be scored as Wides.



## 8. BATTING RESTRICTIONS

- [a] Batter shall be required to retire after the ball on which they reach 50 runs.
- [b] Any batter that retires due to reaching 50 runs may resume their innings after all other batter in the team have been dismissed.
- [c] If more than one batter is forced to retire due to reaching 50 runs, any of the retired batter may resume their innings after all other batter in the team have been dismissed.
- [d] If a batter reaches 50 runs after all other batter have been dismissed or been forced to retire due to reaching 50 runs, then that batter may continue their innings.

## 9. THE RESULT

**9.1** A result can be achieved only if both teams have had the opportunity of batting for at least 12 overs, subject to the provisions of Playing Conditions 3.1(b) and 3.2.2 (b), unless one team has been all out in less than 12 overs, or unless the team batting second scores enough runs to win in less than 12 overs.

All matches in which both teams have not had an opportunity of batting for a minimum of 12 overs, shall be declared no result.

The game concludes when the target is reached, or when the nominated number of overs is completed, or when the team batting second is dismissed within the nominated number of overs.

### 9.2 Tie

In matches in which both teams have had the opportunity of batting for the agreed number of overs, subject to the provisions of Playing Conditions 3.1(b) and 3.2.2 (b) the team scoring the higher number of runs shall be the winner. If the scores are equal, the result shall be a tie and no account shall be taken of the number of wickets which have fallen.

### 9.3 Delayed or Interrupted Matches

If the team batting second has not had the opportunity to complete the agreed number of overs subject to the provisions of Playing Conditions 3.1 (b) and 3.2.2 (b), and has neither been dismissed, nor passed its opponent's score, the result shall be decided as 3.2.3(c).

## 10. COMPETITION POINTS

Result	Points
Win in a One Day match	4
Abandoned One Day match being a match in which no play takes place or the minimum overs are not achieved	2
Bye (One Day round)	2
Tie in a One Day match	2
Forfeit	4

[A] Bonus points shall be allotted in addition to the above match points as follows:

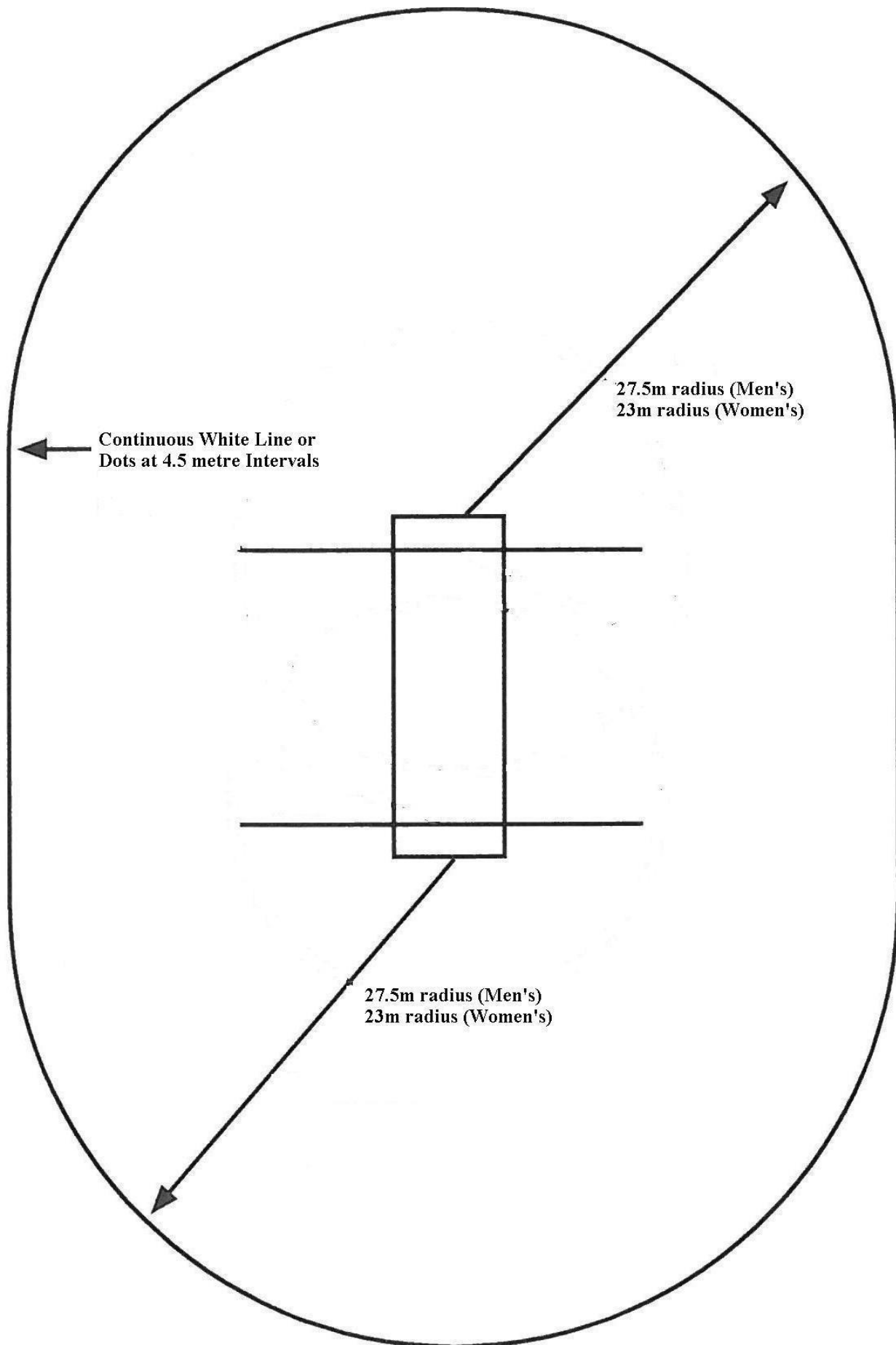
- (i) One bonus point for any team that achieves victory with a run rate 1.25 times that of the opposition.
- (ii) One additional bonus point for any team that achieves victory with a run rate 2 times that of the opposition.

For this purpose:

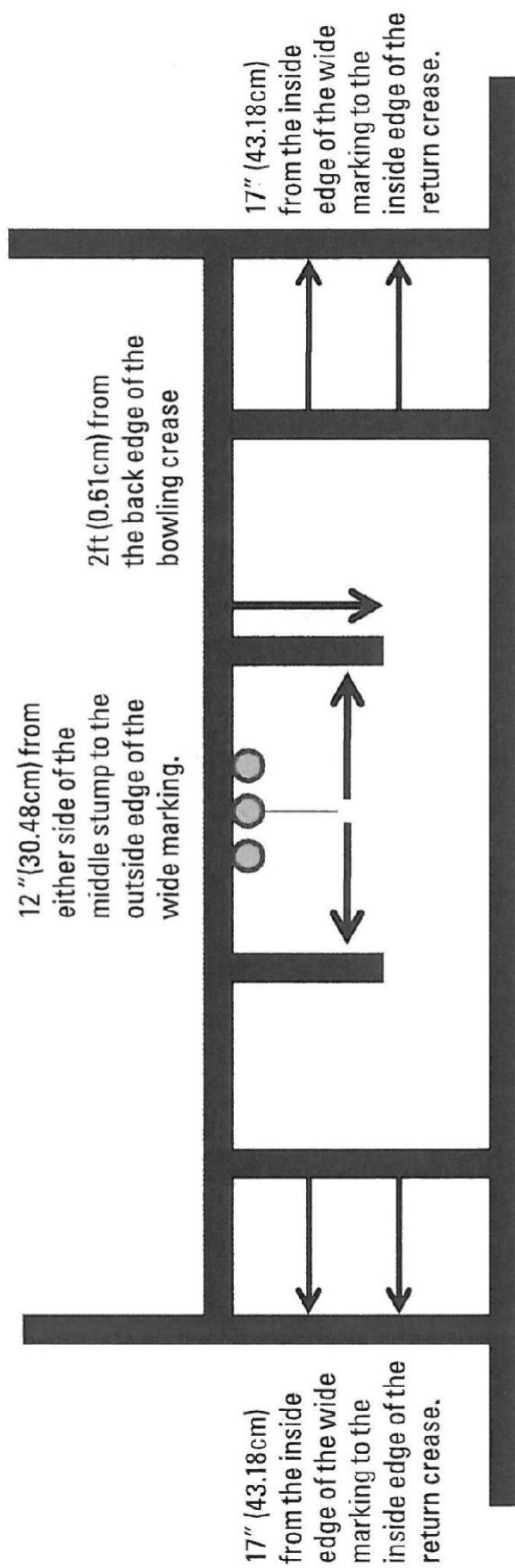
- (iii) A team's run rate will be calculated by reference to the number of runs scored divided by the number of overs faced.
- (iv) Where a side is all out, the number of overs to be used is the maximum number of overs that side was otherwise eligible to face.
- (v) Where matches are shortened and targets revised through the Duckworth-Lewis-Stern or Duckworth-Lewis system, bonus run rates and bonus defensive targets are derived as a function of the revised target score and maximum overs.

**Note:** For the team batting second to gain one bonus point the victory must be achieved within 80% of the total number of overs. For the team batting second to gain two bonus points the victory must be achieved within 50% of the total number of overs.

# Field Marking Appendix (One Day and T20 Matches)



# Wide Marking Appendix (One Day and T20 Matches)



# Policies Appendix

## 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 Queensland 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

**Notes:** 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 dissension, 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 Premier Cricket 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 4.30 pm 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 Offences):** 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 4.30 pm 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 4.30 pm 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 may invoke any of the following options:

- [i] official reprimand
- [ii] a suspended sentence
- [iii] a one [1] match suspension
- [iv] offer a penalty to a player or official that pleads guilty or,
- [v] refer the report to the Conducts Committee who may impose any penalty as it sees fit.

**Level 2:** The Commissioner may invoke any of the following options:

- [i] official reprimand
- [ii] a suspended sentence
- [iii] a two [2] match suspension
- [iv] offer a penalty to a player or official that pleads guilty or,
- [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 1.1 to 1.7 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.**

**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.

**1.7 Disobey an umpire's instruction during a match.**

Includes any repeated failure to comply with the instruction or directive of an umpire during a match.

### **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 1.3 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, official, team, Cricket Australia, Queensland Cricket or any Commercial Partner of Cricket Australia, Queensland Cricket or the respective Premier Cricket 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, Premier Cricket 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 Premier Cricket 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.

## 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 2019

“Regulations governing Premier Cricket 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]

### **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.

## 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 under the jurisdiction or auspices of QC will not at any time 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 Premier Cricket Officer 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 Premier Cricket Officer

7.1 The Premier Cricket Officer shall upon receipt of a complaint:

- 7.1.1 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;
- 7.1.2 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;
- 7.1.3 conduct an investigation into the allegations made in the complaint as he/she deems fit, which may include, but is not limited to:
  - 7.1.3.1 compiling a list of witnesses;
  - 7.1.3.2 obtaining a written statement from any available witness;
  - 7.1.3.3 obtaining a report from the Club, Association and or Umpires Association officials, if applicable
  - 7.1.3.4 obtaining a report from the officiating umpires and match referees, if applicable; and
  - 7.1.3.5 obtaining video or other evidence.

7.2 The investigation should be completed within 48 hours of receipt of the complaint, unless the Premier Cricket Officer, 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 Premier Cricket Officer 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 Premier Cricket Officer'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 Premier Cricket Officer 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 investigation.
- 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 Premier Cricket Officer, 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 Premier Cricket Officer 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 Premier Cricket Officer 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 Premier Cricket Officer of the complaint.

## **10. Referral to Conducts Committee**

Upon notification of the failure of conciliation under Clause 8.4.2 the Premier Cricket Officer 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 Premier Cricket Officer 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.

# **SUPER OVER PROCEDURE**

1. Unless exceptional circumstances arise, there shall be an unlimited number of Super Overs played to achieve a result. (see Clause 21 below).
2. The Super Over involves each team facing one over (unless all out earlier), and the winner shall be the team that scores the most runs from its one over innings.
3. The loss of two wickets in the over ends the team's one over innings.
4. In normal circumstances, it shall commence 5 minutes after the conclusion of the match. The Super Over will be played until completion, but if there are any delays or interruptions during the Super Over, Extra Time (taken from the start of the first Super Over) is allocated to complete the Super Over or any subsequent Super Overs. The amount of extra time allocated to the Super Over is the greater of the gap between the time at which the match ended and the time the original match would have been scheduled to finish had the entire extra time provision been utilized, or 20 minutes.
5. Should play be delayed prior to or during the Super Over(s) once the playing time lost exceeds the Extra Time allocated, the Super Over(s) shall be abandoned.
6. The Super Over shall take place on the pitch allocated for the match (the designated pitch).
7. Only nominated players in the match (including activated concussion replacements) may participate in the Super Over. Should any player (including the batsmen and bowler) be unable to continue to participate in the Super Over due to injury, illness or other wholly acceptable reasons, the relevant Playing Conditions as they apply in the match shall also apply in the Super Over.
8. Any penalty time being served in the match shall be carried forward to the Super Over.
9. The umpires shall stand at the same end as that in which they finished the match.
10. The team batting second in the match shall bat first in the Super Over. The balls used in the respective team's innings shall be used for the Super Over. If the ball needs to be changed, the Playing Conditions shall apply.
11. The fielding side shall choose the end from which it is to bowl its one over.
12. Each team's over is played with the same fielding restrictions as apply for the last over in a match played under the Playing Conditions.
13. The winners of the Super Over shall be the team which scored the most runs as per normal playing conditions and irrespective of the number of wickets lost. (See also Clause 3 above)
14. If the Super Over is tied, then subsequent Super Overs will be played until there is a winner.
15. In normal circumstances any subsequent Super Over will start 5 minutes after the previous Super Over ends. The interval shall be 5 minutes.
16. The team batting second in the previous Super Over will bat first in the subsequent Super Over.
17. The fielding side must bowl its over in a subsequent Super Over from the opposite end to which it bowled from in the previous Super Over.
18. Any batsman dismissed in any previous Super Over shall be ineligible to bat in the following Super Over.
19. The bowler who bowled the over in the previous Super Over shall be ineligible to bowl the over in the subsequent Super Over.
20. All other playing conditions will be the same as for the initial Super Over.
21. If a Super Over cannot be completed due to ground, weather or light conditions the team that finished higher on the points table at the conclusion of the preliminary matches shall be declared the winner.
22. In circumstances where there are unavoidable time constraints, such as, but not limited to, double-header matches which do not allow the completion of multiple Super Over(s) Queensland Cricket may, prior to the start of the series and by notification to the participating teams, limit the number of possible Super Overs.

# PROCEDURE FOR OPERATION ON SUSPECT BOWLING ACTIONS

## 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 21.2 as read with Law 21.3 (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.
- i. 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.***
- ii. 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 mention will progress the procedure, irrespective of time. 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.**

### **SUBSEQUENT MENTION:**

If a player suspended from bowling at Level 4 resumes bowling after the specified suspension period, and he is mentioned\* again, he is immediately at Level 4 and suspension from bowling will apply forthwith.

**\* THIS ENTIRE PROCESS DOES NOT PRECLUDE ANY UMPIRE FROM CALLING A BOWLER FOR THROWING, AT ANY TIME, IF THE UMPIRE IS IN NO DOUBT.**

***Throughout the process clubs and coaches are to act in the best interests of the player and cricket in general with the overall welfare of the player and the game being the prime considerations.***

# HELMET POLICY ENFORCEMENT PROCEDURES

**The following Enforcement Procedures provide further detail around Premier Cricket Regulation 25 Helmet Policy for Premier Cricket (Junior & Senior Cricketers)**

## **Batting**

1. After the fall of a wicket or the retirement of a batter, the incoming batter must, unless Time has been called, be in a position to take guard, or for the other batter to be ready to receive the next ball within 3 minutes of the dismissal or retirement and be wearing a helmet as required by Regulation 25.
2. If this requirement is not met the umpires(s)/Team Captains are to direct the batter to comply with Regulation 25.
3. If, having entered the field of play not wearing a helmet, a batter leaves the field in order to comply with Regulation 25, there shall be no loss of time/overs to the match solely due to this delay.
4. If a batter does not to comply with this direction:
  - 4.1 The umpire shall call time, if necessary
  - 4.2 The umpires shall summon and inform the offending players captain of his/her refusal to comply with clause 1.
  - 4.3 The umpire shall award 5 penalty runs to the fielding team
  - 4.4 The umpires together shall report the occurrence as soon as possible after the match to the Executive of the offending player's team and the Premier Cricket Committee (via email to the Premier Cricket Officer. The Premier Cricket Committee shall take such further action against the player, the captain, any other individuals concerned and, if appropriate, the team.
5. If after the action in clause 4 the batter continues to not comply with clause 1 then:
  - 5.1 The batter will be given out, Timed Out
  - 5.2 In the event of a Timed Out dismissal, the bowler does not get credit for the wicket.
6. In the event of an extended delay in which either no batter comes to the wicket wearing a helmet or a batter fails to wear a helmet as required by Regulation 25 and also fails to leave the wicket having been given out in accordance with clause 5, the umpires shall adopt the procedure of Law 16.3 (Umpire(s) awarding a match). For the purposes of that Law the start of the action shall be taken at end of clause 4.
7. Further to clause 4.4, the umpires shall also report the occurrence of clause 5.1 to the Executive of the offending player's team and the Premier Cricket Committee (via email to Premier Cricket Officer).
8. For the purpose of this law no time/overs shall be lost to the game after the completion of any of the actions described in Clauses 3-5.

## **Wicketkeeping**

1. At anytime as required by Regulation 25 a wicketkeeper must wear a helmet.
2. Should a wicketkeeper fail to wear a helmet at anytime as required by the QLD Premier Cricket Regulations or as directed by an umpire(s), the umpire(s) shall not permit the game to continue until the wicketkeeper does one of the following:
  - 2.1 Wears a helmet.
  - 2.2 Moves his/her position to one that does not require him/her to wear a helmet
  - 2.3 The fielding team changes wicketkeeper to a different player who is complying with clause 1
3. In the event of an extended delay in which the wicketkeeper fails to wear a helmet and fails to comply with clauses 2.1 - 2.3, the umpire(s) shall adopt the procedure of Law 16.3 (Umpire(s) awarding a match).
4. Further, each wicketkeeper that fails to comply with clause 1 shall be reported to the Executive of the offending player's team and to the Premier Cricket Committee (via Premier Cricket Officer) by the umpire(s). The Premier Cricket Committee shall take any action it deems appropriate against each offending wicketkeeper.

## **Fielding**

1. Should a fielder fail to wear a helmet at anytime as required by the Regulation 25 or as directed by an umpire(s), the umpire(s) shall not permit the game to continue until the fielder does one of the following:
  - 1.1 Wears a helmet.
  - 1.2 Moves his/her position to one that does not require him/her to wear a helmet.
  - 1.3 The fielding team changes the fielder in the position, to a different player who is complying with clause 1.
2. In the event of an extended delay in which the fielder fails to wear a helmet and fails to comply with clauses 1.1 -1.3, the umpire(s) shall adopt the procedure of Law 16.3 (Umpire(s) awarding a match).
3. Further, each fielder that fails to comply with clause 1 shall be reported to the Executive of the offending player's team and to the Premier Cricket Committee (via Premier Cricket Officer) by the umpire(s). The Premier Cricket Committee shall take any action it deems appropriate against each offending fielder.

### **Notes: Consultation between Umpires and Captains prior to the match in Sunday Legends and Over-40s Competitions**

- Umpires and Captains in Sunday Legends and Over-40s competitions should consult before the start of the match in regarding bowlers who could be considered “fast”, “medium paced” or “slow”.
- This discussion should be completed following the sign-off of the Cricket Australia “Game Day Checklist”, to give context to the match conditions for that day.
- In matches without an Association appointed Umpire, this process should occur between both Captains.

# MINIMUM AGE EXEMPTIONS

[1] This policy allows for exceptional circumstances when a player under 14 years of age should be allowed to participate in Premier Cricket, excluding The Lord's Taverners Under 17 Male & Paul Pink Shield Competitions.

[2] Clubs should only apply for players that have been assessed by Queensland Cricket staff as clearly being capable to perform to a high standard in Premier Cricket Competitions.

[3] Any Club applying for an exemption must first complete the minimum age exemption application form and send completed form to [alex.laube@qldcricket.com.au](mailto:alex.laube@qldcricket.com.au).

[4] Approval is required before participating in any Premier Cricket match. The timeframes for approval are subject to the availability of Queensland Cricket staff.

Player		Date of Birth
Premier Club	Current Grade	Requested Grade

I, \_\_\_\_\_ (insert parent/guardian name) give permission for the 'player' to participate in \_\_\_\_\_ (requested grade), in the Queensland Premier Cricket Competition for the current season.

**I understand that Queensland Cricket has the discretion to review the 'player' if they deem it necessary. As parent/guardian, I accept full responsibility for the 'player' playing in the 'requested grade'.**

### PARENT/GUARDIAN AGREEMENT

Parent/Guardian Signature: \_\_\_\_\_ Date: \_\_\_\_\_

### CLUB ENDORSEMENT

Name: \_\_\_\_\_ Position: \_\_\_\_\_

Signature: \_\_\_\_\_ Date: \_\_\_\_\_

### NEXT STEP

Form must be completed and returned (by Club) to the Premier Cricket Officer. Forms will not be accepted directly from the parent/guardian.

### QUEENSLAND CRICKET RECOMMENDATION

Name: \_\_\_\_\_ Position: \_\_\_\_\_

Recommendation: \_\_\_\_\_ Date: \_\_\_\_\_

# DUAL REGISTRATION

The objective of dual registration is to allow players to play in two (2) Affiliated Associations to gain higher competitive experience in one, while still maintaining involvement in the other so as to not cause detriment to the latter and to the sport.

If the Association deems a local or domestic rule of any Affiliated Association is in conflict with this By Law, then Queensland Cricket shall arbitrate and the decision shall be final and binding.

A player may be registered with only two different Affiliated Associations each cricket season or calendar year under the following conditions:

- [a] All players who take out dual registration shall register on the appropriate registration form, a copy of which shall be kept by each Affiliated Association involved. (See attached *Dual Registration Form*).
- [b] All Dual Registration Forms shall be forwarded to and registered with Queensland Cricket.
- [c] No player shall take out more than one dual registration in any one cricket season.
- [d] Dual registration shall be permitted only to players registered exclusively in Affiliated Associations of Queensland Cricket.
- [e] A player shall not be allowed a dual registration to include registration in another State or Territory Cricket Association, except with Queensland Cricket's approval. In respect to NSW teams competing in the Cricket Gold Coast competition, a blanket request is required.
- [f] Dual registration shall be permitted only with the agreement of each Affiliated Association involved, unless overruled by Queensland Cricket on appeal.
- [g] Any player who has dual registration shall, for the purposes of selection in representative teams, indicate on the Dual Registration Form, his or her choice for a primary Affiliated Association and a secondary Affiliated Association.
- [h] If a dual registration occurs after the season commences, unless exceptional circumstances exist and with the approval of Queensland Cricket, the Association with which the player first registers shall become the primary Association.
- [i] Unless exceptional circumstances exist and with the approval of Queensland Cricket, the nomination of primary and secondary Associations shall not be changed for the duration of the cricket season.
- [j] The primary Affiliated Association so indicated, shall have first call on that player for representative team selection at all times.
- [k] If a player is not selected for his or her primary Affiliated Association, the secondary Affiliated Association may select the player in a representative team, subject to Queensland Country Cricket Association and Australian Country Cricket Committee regulations.
- [l] Where applicable the Affiliated Association that nominates a player for a representative team shall be responsible for ensuring a copy of the relevant Dual Registration Form is attached to the nomination form and to certify that the conditions therein have been met.
- [m] A player accepting dual registration shall pay to each Affiliated Association in which he or she is registered, the fees so levied.
- [n] A Player who registers for dual registration shall be eligible to represent the State at Country Championships only if registration shows a Country Centre as the Primary Association, subject to Queensland Country Cricket Association and Australian Country Cricket Committee regulations.
- [o] Affiliated Associations are permitted to set Club quotas on the number of Dual registrations.

## FEES

The player shall be responsible for the payment of all player registration, affiliation and other fees required to be paid to the Primary and Secondary Associations.

# DUAL REGISTRATION FORM

- The applicant is responsible for making the initial application to the relevant Primary Association.
- Once approved, the applicant is then responsible for making application to the relevant Secondary Association.
- Upon receipt of such advice, Queensland Cricket will make a determination and advise the relevant parties (hard copy approvals by request).
- Dual registration is valid only for the cricket season in which the application is approved.
- The Secondary Association retains the right to levy or not levy a fee for the approved applicant
- The official signing must indicate position held in Association / Club.

## NOTIFICATION OF DUAL REGISTRATION

**Applicant:** (Please use BLOCK letters)

<b>Surname</b>	<b>First Name:</b>
<b>Signature</b>	<b>Date:</b>

<b>Primary Association:</b>	<b>Officials Name:</b>
<b>Position Held:</b>	<b>Signature:</b>
<b>Primary Club Name:</b>	<b>Officials Name:</b>
<b>Position Held:</b>	<b>Signature:</b>

<b>Secondary Association:</b>	<b>Officials Name:</b>
<b>Position Held:</b>	<b>Signature:</b>
<b>Secondary Club Name:</b>	<b>Officials Name:</b>
<b>Position Held:</b>	<b>Signature:</b>

The applicant aforementioned wishes to formally apply for dual registration with the above Associations.

The applicant agrees that the Primary Association has the right of first refusal for selection in any Representative Teams, and subject to any agreement to the contrary (such agreement must be annexed hereto), agrees that his/her first priority will be with the Primary Association.

### Office Use Only

Approved / /2	QC (Signature)	Advised Primary
Not Approved / /2		Advised Secondary



## MID SEASON TRANSFER REQUEST

This form applies to **Regulation 6 (Players – Registration)**:

**6[E]** No player shall represent more than one Club in any competition in any one season without Premier Cricket Committee approval. Players under the age of 18 years may apply to the Premier Cricket Committee for special consideration if their residential circumstances change. Other players may apply to the Premier Cricket Committee with the permission of their current Club.

**Note:** The player should discuss the request with his/her current Club directly before communication occurs between the Club office bearers. In the event that the player's current Club does not grant permission for the player [18 years or older] to transfer during the season, the request will not be considered by the Premier Cricket Committee.

FULL NAME:	MYCRICKET ID:
DATE OF BIRTH:	
CURRENT PREMIER CLUB:	
TRANSFER CLUB:	
SIGNATURE:	DATE:

If the player is under the age of 18 years, then the signature and form must be submitted by a parent or guardian.

<u>CURRENT PREMIER CLUB APPROVAL*</u>	
SIGNATURE: _____	(CURRENT CLUB PRESIDENT/SECRETARY)
DATE:	

\*In accordance with **Regulation 7 (Unfinancial Members)**, club members must be financially clear of their previous club before joining any other Premier Cricket Club.

<u>CHANGE TO RESIDENTIAL CIRCUMSTANCES</u>	
The Premier Cricket Committee will consider applications for players under the age of 18 years to transfer clubs due to changes in their residential circumstances.	
PLEASE INDICATE IF APPLICABLE:	<input type="checkbox"/>
(ATTACH ANY SUPPORTING DOCUMENTATION)	

QUEENSLAND CRICKET OFFICE USE ONLY	
APPROVED	/ NOT APPROVED (PREMIER CRICKET COMMITTEE)
SIGNATURE: _____	(PREMIER CRICKET OFFICER) DATE:

Send completed application forms to [alex.laube@qldcricket.com.au](mailto:alex.laube@qldcricket.com.au)

