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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, 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>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]</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.

Note: 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.