

INDEX – JODIE PURVES SHIELD PLAYING CONDITIONS

Law 1 THE PLAYERS59
Law 11 INTERVALS59
Law 12 START OF PLAY; CESSATION OF PLAY60
Law 13 INNINGS60
Law 16 THE RESULT.....61
Law 17 THE OVER.....62
Law 21 NO BALL62
Law 22 WIDE BALL.....62
Law 28 THE FIELDER63

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.