



**QUEENSLAND  
PREMIER CRICKET**

**GENERAL PLAYING CONDITIONS**

**INDEX – GENERAL PLAYING CONDITIONS**

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## B. GENERAL PLAYING CONDITIONS

### 1. THE PLAYERS

Law 1 shall apply subject to the following amendments.

#### 1.1 Number of Players

- (a) A Club shall not commence a match, unless it has a minimum of nine players 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.
- (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 nine 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 days' notice to the Premier Cricket & Umpire Coordinator shall pay the Umpires' Fee payable in respect of one day of such match.

#### 1.2 Nomination of Players

- (a) The two captains shall, at least one (1) hour prior to scheduled start time, submit their team lists into PlayHQ.
- (b) Any person associated with the team may act as a deputy in nominating the players into the team list within PlayHQ. However, after the nomination of players, only a nominated player from the team list can act as deputy in discharging the duties and responsibilities of the captain.
- (c) For any Four Day match, the captain must indicate the day that a player replacement will take effect.
- (d) No match shall commence unless this procedure has been completed. That having been completed, no alteration shall be made to either team without the consent of the opposing captain except in the relevant circumstances governed by these Playing Conditions and Regulations.
- (e) Each team is required to nominate to Queensland Cricket, a Club Official who can be contacted by Queensland Cricket should any issues relating to spectator behaviour occur.
- (f) The lists of teams shall also be completed when results of the games are entered in the PlayHQ database at Queensland Cricket.
- (g) The umpires, on completion of the round of fixtures are to complete the wicket rating, ground rating and Spirit of Cricket on PlayHQ.

### 1.3 Replacement of Players

- (a) This regulation is to apply only to the following instances:
- (i) Representative Players, who are selected by the National or State Selectors, or BBL/WBBL franchises.
  - (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) 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 1.1(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) Representative players who have been injured may be declared available to play on any day of the Premier Cricket Competition by the Queensland Cricket or Brisbane Heat Medical Officer/Physiotherapist.
- (d) 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.
- (e) If a representative match overlaps any day of any Two Day or Four Day Grade Fixture and the representative team has not yet been named, then each of the players chosen in the squad for the most recent representative match of that type in that season must have a replacement player nominated.
- (f) The replacement player:
- (i) may be drawn from a lower grade team; or
  - (ii) may be nominated as a replacement only; and
  - (iii) must be as close as possible to a "like-for-like" for the player being replaced, having regard to the players' primary skillset. The state of the game should not influence the replacement player nominated.
- (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 must be filled in accordance with paragraph [G].

- (i) Captains must notify opposing captains of the names of replacement players before the toss except in cases covered by paragraphs [K] and [L]. Any replacement player must be identified by their Club to the opposing Club by email, 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.
- (j) 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 & Umpire Coordinator 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.
- (k) A Representative Player made available by the National or State Selectors after the commencement of a Grade Fixture may compete in their normal club team on a subsequent day of play. The Premier Cricket & Umpire Coordinator 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 & Umpire Coordinator and the Secretary of the opposing Club must be notified of the consequential replacement[s] as soon as possible.
- (l) 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].
- (m) This regulation applies to all Premiership Rounds and Semi Finals and Finals.
- (n) 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, the Premier Cricket Committee may impose on the Club such a penalty as the Premier Cricket Committee considers appropriate in the circumstances.
- (o) Umpires do not have the authority to determine player eligibility.

#### 1.4 BBL/WBBL Players

- (a) 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.
- (b) 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:
  - (i) Whether the player has previously played in a Premier Cricket Club in Queensland;
  - (ii) Based on the Combined Competition Ladder for that Grade as at the date this is requested; and
  - (iii) The type of player (such as a wicketkeeper).

### 1.5 Unavailable Players

This clause applies in addition to and not in substitution for the replacement of players as contemplated at 1.3 above.

- (a) Clubs may select, without application to Queensland Cricket, up to a maximum of two [2] players as replacements in all two-day competitions (including Finals Matches).
- (b) The player's names must be listed, along with the names of the replacement players, within PlayHQ at least one (1) hour prior to the scheduled start time.
- (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) For Finals Matches, 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 Finals Match played over two weekends, shall only count as one replacement for each weekend.
- (f) Umpires do not have the authority to determine player eligibility.

### 1.6 Injured Players

This clause applies in addition to and not in substitution for the replacement of players as contemplated at 1.3 above.

- (a) Clubs may select a maximum of one [1] player as an injury replacement in all two-day competitions (including Finals Matches).
- (b) 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.
- (c) 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.
- (d) 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.
- (e) The club Secretary of the injured player must notify the Premier Cricket & Umpire Coordinator 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 & Umpire Coordinator and opposing Secretary and cannot be rescinded.
- (f) The Premier Cricket & Umpire Coordinator 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.
- (g) The injury replacement player:

- (i) may be drawn from a lower grade team; or
  - (ii) may be nominated as a replacement only; and
  - (iii) must be as close as possible to a "like-for-like" for the player being replaced, having regard to the players' primary skillset. The state of the game should not influence the replacement player nominated.
- (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 must be filled in accordance with paragraph [F].
- (j) 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.
- (k) Once the twenty [20] days have elapsed the previously inactive player can be selected as a Replacement Player, but shall be included within the maximum number of replacement players outlined in General Playing Condition 1.3.2 [A].
- (l) This regulation applies to all Premiership Rounds and Semi Finals and Finals.
- (m) 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.

## 2. The Umpires

Law 2 shall apply subject to the following amendments.

### 2.1 Law 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. Failure to make such appointment shall not invalidate a match. Umpires shall be entitled to receive 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 Law 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.

### 2.3 Fitness for Play

Law 2.7 shall apply as modified below:

- (a) 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:

- (i) **Up until two [2] hours prior to the scheduled start of play** shall be in the hands of the Home Club. If the Home Club considers that there is no possibility of play taking place, the Secretary of the other Club shall immediately be advised and this information shall forthwith be conveyed by the Home Club to the Premier Cricket & Umpire Coordinator. Any Club who fails to contact the Premier Cricket & Umpire Coordinator shall pay the umpires' fee payable in respect to that day.
  - (ii) **Within two (2) hours prior to the scheduled start of play** 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 Premier Cricket & Umpire Coordinator, or their delegate, as well as the appointed umpires, if in attendance at the ground.
  - (iii) **Once the match has commenced**, Law 2.7 (Fitness for Play) and Law 2.8 (Suspension of play in dangerous or unreasonable circumstances) shall apply, except as amended by these Playing Conditions. That is, it is solely for the umpires together to decide whether either conditions of ground, weather or light or exceptional circumstances mean that it would be dangerous or unreasonable for play to take place.
- (b) For all competitions, the required timeframe for notifying the State Umpiring Manager (or their delegate) is a minimum of two (2) hours prior to the scheduled start of the match, as listed on PlayHQ.
  - (c) 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.
  - (d) 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.
  - (e) Artificial lighting is not permitted where the lighting is under the direct control of the Club, except with the prior permission of Queensland Cricket or the Premier Cricket Committee.

### 3. The Ball

Law 4 shall apply with the following amendments.

Competition	Ball Colour and weight	Compulsory for 2024/25 Season onwards
Mens First Grade – Two Day & Unscheduled One Day	Red leather, 156g	Kookaburra Turf
Mens First Grade – Scheduled One Day & T20	White leather, 156g	Kookaburra Turf
Mens Second Grade – Two Day & Unscheduled One Day	Red leather, 156g	Kookaburra Regulation



Mens Second Grade – Scheduled One Day & T20	White leather, 156g	Kookaburra Regulation
Mens Third and Fourth Grade – All Matches	Red leather, 156g	Kookaburra Regulation
Mens Fifth and Sixth Grade – All Matches	Red leather, 156g	Kookaburra Club Match
Mens Under 19 and Boys Under 17 – One Day & T20	White leather, 156g	Kookaburra Regulation
Womens First Grade – All Matches	White leather, 142g	Kookaburra Turf
Womens Second Grade and Girls Under 16 – All Matches	Pink leather, 142g	Kookaburra Club Match

### 3.1 Law 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.

3.2 Please see Annexure H for further information relating to Law 4 The Ball.

## 4. The Pitch

Law 6 shall apply with the following amendments.

### 4.1 Law 6.1 Area of Pitch

- (a) 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.

### 4.2 Law 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 Womens competitions are as follows:
  - (i) Womens First Grade: 50 – 62 metres
  - (ii) Womens Second Grade and Girls Under 16: 40 – 54 metres
- (c) Away teams shall not carry out work on opposition grounds without the permission of the groundsman or captain of the host Club. Detail must be given as to what work will be conducted (i.e. removal of water from the outfield).
- (d) 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 Playing Conditions and Regulations; and
  - (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.
- (e) 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.
- (f) Specific rules apply for each competition in relation to pitch markings for wide deliveries and outfield markings for fielding restriction overs.

## 5. Covering the Pitch

Law 10 shall apply with the following additional provisions.

- (a) The square must be covered to the best of a club's ability considering:
  - (i) the covering available;
  - (ii) rain up to the commencement of play each day; and
  - (iii) rain for the duration of the match.

If a Club is unable to adequately cover the square due to faulty equipment or an inability to reasonably access necessary equipment, this will not constitute covering the square to the best of a club's ability.

- (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, the Premier Cricket Committee may impose on the Club such a penalty as the Premier Cricket Committee considers appropriate in the circumstances.

## 6. Intervals

Law 11 shall apply with the following additional provisions.

### 6.1 Law 11.2 Duration of Intervals

- (a) Mens First Grade and Mens Second Grade: Lunch interval – 40 minutes, tea interval – 20 minutes
- (b) Mens Third Grade to Mens Sixth Grade: Tea interval - 30 minutes.
- (c) The interval time shall be taken from the call of Time before the interval until the call of Play on resumption after the interval.

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

- (a) If either 9 wickets are already down when 3 minutes remains to the agreed time for the interval, or the 9th wicket falls within these 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.
- (b) 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.

### 6.3 Law 11.8 Intervals for Drinks

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.

- (a) Mens First Grade and Mens Second Grade: 1 drink interval per session.
- (b) Mens Third Grade, Mens Fourth Grade, Mens Fifth Grade and Mens Sixth Grade: 2 drinks intervals per session, 50 minutes apart,

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

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

Law 12 shall apply subject to the following amendments.

### 7.1 Hours of play

- (a) The playing season shall commence on a date to be determined by the Premier Cricket Committee and in correspondence with the Schedule of Fixtures as set out in PlayHQ. The playing hours (including Finals) for each match are set out in the Schedule of Fixtures as listed in PlayHQ.
  - (i) Unless altered due to additional time being added on, Mens First Grade and Mens Second Grade shall play 3 sessions of 120 minutes each.
  - (ii) Unless altered due to additional time being added on, Mens Third Grade to Mens Sixth Grade shall play 2 sessions of 150 minutes each.

*Mens First Grade and Second Grade*

- (b) 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 any time 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.

*Mens Third Grade to Sixth Grade*

- (c) Subject to a first innings result being achieved, a match may be concluded anytime from the scheduled Tea interval 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.

*Additional Hour*

- (d) For Men's First Grade to Sixth Grade, 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 7.4 below.
- (e) 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.
- (f) 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".
- (g) 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.

*Additional Hour – Finals Matches (Mens First Grade and Second Grade)*

- (h) 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 7.4 below.
- (i) 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.

- (j) 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".
- (k) 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.

*Additional Hour – Finals Matches (Mens Third Grade to Sixth Grade)*

- (l) 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 7.5 below.
- (m) 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.
- (n) 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".
- (o) 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.)

- (p) 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.

## 7.2 Duration of Matches

- (a) 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.
- (b) Should the play on the first day of a Two Day match be entirely prevented in accordance with these Playing Conditions and Regulations, the game shall revert to a One Day match under conditions as provided in the General Playing Condition for an Unscheduled One-Day Match. This does not apply to Finals matches.

## 7.3 Unscheduled One-Day Match

- (a) 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 specific competition Playing Conditions will apply.

## 7.4 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) Men's First Grade and Second Grade – 96 overs
  - (ii) Men's Third Grade to Sixth Grade – 80 overs
- (b) Where an innings ends, should the fielding team be behind in its over rate, the umpires may add time onto the days' play to permit the completion of the allocated overs, less three (3) overs for each change of innings.
- (c) 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:
- (i) The actual time for a player leaving the field due to serious injury; and
  - (ii) The actual time for interruptions caused by unfit ground, weather or light conditions.
- (d) 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.

- (e) 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.
- (f) 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 the next day and shall not count for the purpose of calculating over rates for that day.
- (g) Teams found to be in breach of over rate requirements shall be penalised 0.5 competition points, subject to the following allowances:
  - (i) Additional drinks in a session as required for extreme heat;
  - (ii) The batting side being dismissed within 180 minutes of playing time from the commencement of its innings;
  - (iii) Any circumstance deemed to be beyond the reasonable control of the fielding side.
- (h) The umpires shall notify the captains and scorers of any penalties immediately following the completion of each day's play.
- (i) Fractions are to be ignored in all calculations in relation to the number of overs.

#### 7.5 Finals 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) Men's First Grade and Second Grade – 96 overs
  - (ii) Men's Third Grade to Sixth Grade – 80 overs
- (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 Men's First Grade and Second Grade, 80 for Men's Third Grade to Sixth Grade, 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

- (i) For a player leaving the field due to serious injury.
- (ii) 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.

### 8. LAW 14 THE FOLLOW-ON

Law 14 applies subject to the following amendments.

#### 8.1 Law 14.1 Lead on First Innings

- (a) In a two innings match, the side which bats first and leads by 150 runs in a 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.

#### 8.2 Law 14.3 Days Play Lost

- (a) If no play takes place on the first two days of a Finals Match, Law 14.1 shall apply in accordance with the number of days play remaining from the actual start of the match.

### 9. LAW 15 DECLARATION AND FORFEITURE

Law 15 shall apply subject to the following amendments.

- (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 8.1).

### 10. Law 16 THE RESULT

Law 16 shall apply with the following inclusions.

#### 10.1 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 the Disputes Referred regulation) 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 22 (Premier Cricket Committee Powers) do one or more of the following:
  - (i) Impose a penalty on 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) This clause does not prevent the Premier Cricket Committee from taking any action/s under the Queensland Cricket Code of Behaviour in relation to conduct captured by this clause.

## 11. LAW 17 THE OVER

Law 17 shall apply subject to the following amendments.

### 11.1 Law 17.1 Number of balls

- (a) Law 17.1 will apply in its' entirety, noting that overs **must** be bowled from each end alternately.
- (b) If a portion (or portions) of the ground or pitch are considered to be in a condition that may be considered dangerous or unreasonable for play to take place, then Law 2.7 is to be invoked.

## 12. LAW 20 DEAD BALL

Law 20 shall apply subject to the following amendments.

### 12.1 Law 20.4 Umpire Calling and Signaling Dead Ball

- (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.

## 13. LAW 21 NO BALL

Law 21 shall apply with the following amendments.

- (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 in Two Day and One Day matches and one fast short pitched delivery in an over in T20 matches, 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 in Two Day and One Day matches and a second fast short pitched ball in an over in T20 matches, 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 in Two Day and One Day matches and more than one fast short pitched delivery in T20 matches, 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.

#### **14. LAW 22 WIDE BALL**

Law 22 shall apply with the following amendments:

- (a) 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.

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

Law 24 shall apply with the following amendments.

##### **15.1 Law 24.1 Substitute Fielders**

- (a) A wicketkeeper shall only be replaced by a substitute if he/she has been injured or becomes ill during the match.

#### **16. LAW 25 BATTERS INNINGS; RUNNERS**

Law 25 shall apply subject to the following amendments.

##### **16.1 Law 25.1 Eligibility to Act as a Batter or Runner**

- (a) Only a nominated player may bat or act as a runner, subject to the restriction in clause 16.3.

##### **16.2 Law 25.4 Batter Retiring**

- (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.

### 16.3 Law 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 ninth wicket in the respective innings.

## 17. **LAW 42 PLAYERS' CONDUCT**

Law 42 shall be replaced by the following provisions.

### 17.1 Electronic Communication Devices

- (a) The use of electronic communication devices and equipment of any kind to communicate with players on the field of play shall not be permitted.

### 17.2 Queensland Cricket Code of Behaviour

- (a) All players and officials must be aware of the standards expected as per the Queensland Cricket Code of Behaviour (see Annexure K – Code of Behaviour).

### 17.3 Penalty to Players/Officials/Clubs

- (a) Should any player or official commit any breach of these Playing Conditions and Regulations, including the Code of Behaviour, the Intoxicated Player Policy (found at Annexure L) or the Racial and Religious Vilification Code (found at Annexure M), the Conducts Commissioner or the Conducts Committee may:

- (i) penalise the offender;
- (ii) suspend them from further play; or
- (iii) 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 Playing Conditions and Regulations, the Premier Cricket Committee may:

- (i) penalise the offending Club (including the imposition of a monetary penalty);
- (ii) suspend the Club or its team from further play; or
- (iii) 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.

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