



Under 17 Club Challenge

Rules & Regulations



QUEENSLAND
CRICKET

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Introduction

This document sets out the playing conditions, codes of behaviour and administrative rules for the Brisbane Metropolitan Cricket (BMC) Under 17 Club Challenge.

The information applies to all participants, administrators, parents and spectators.

Queries

Any queries should be directed to the Queensland Cricket Competitions Administrator via QCCCompetitions@qldcricket.com.au

Rules of Play													
SUMMARY	Playing and competing												
DESCRIPTION	This format is appropriate for players with developed skills who are ready to apply them in the full dimensions of the game – it is aligned to adult cricket on a full-length wicket with 11 players.												
COACH	Accredited Community Coach - preferred												
GAME TYPE	Division 1 - 50 Over Limited Innings Division 2 – 50 Over Limited Inning Division 3 – 40 Over Limited Inning (min. 15 overs to constitute a match)												
BALL	Home team is to supply 2 balls to each match (1 for each innings) Teams can purchase and play with any of the balls listed below: • Pink 156g Kookaburra Senator 4 piece Ball • Pink 156g Dukes Special Match 4 piece Ball • Pink 156g RJR Pink Test Match 4 Piece Ball												
TIME	<table border="0"> <tr> <td>Division 1 & 2</td><td>Division 3</td></tr> <tr> <td>Innings 1: 9.30am – 12.45pm (3hrs 15min)</td><td>Innings 1: 9:30am – 12:00pm (2.5 hrs)</td></tr> <tr> <td>Interval: 12.45pm – 1.15pm (30mins)</td><td>Interval: 12:00pm – 12:30pm (30mins)</td></tr> <tr> <td>Innings 2: 1.15pm – 4.30pm (3hrs 15 min)</td><td>Innings 2: 12:30pm – 3:00pm (2.5hrs)</td></tr> <tr> <td>6hrs 30mins of play with a 30min interval between innings.</td><td>5 hrs of play with a 30 min interval between innings.</td></tr> <tr> <td>Each side has 3hrs 15min to complete their overs.</td><td>Each side has 2hrs 30mins to complete their overs.</td></tr> </table> Where play is delayed or interrupted the umpires are to reduce the length of the interval taken as per the Playing Conditions.	Division 1 & 2	Division 3	Innings 1: 9.30am – 12.45pm (3hrs 15min)	Innings 1: 9:30am – 12:00pm (2.5 hrs)	Interval: 12.45pm – 1.15pm (30mins)	Interval: 12:00pm – 12:30pm (30mins)	Innings 2: 1.15pm – 4.30pm (3hrs 15 min)	Innings 2: 12:30pm – 3:00pm (2.5hrs)	6hrs 30mins of play with a 30min interval between innings.	5 hrs of play with a 30 min interval between innings.	Each side has 3hrs 15min to complete their overs.	Each side has 2hrs 30mins to complete their overs.
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EQUIPMENT	Protector Pads Gloves British Standard Helmets <u>must be worn at all times</u> while batting, and wicket keeping up to the stumps Coloured clothes are permitted. A neck protector must be worn at all times 2 sets of stumps with bails Measuring tape or string to measure boundary and inner circle Boundary markers and inner circle discs Chalk, tape or paint to mark crease												
BOUNDARY	50m Maximum Boundary to be measured from the centre of the pitch Boundary of the oval may be used if already marked												
INNER CIRCLE	27.5m Ends of circle to be measured from the middle stump												

	Sides of circle to be a straight line parallel to the pitch Inner circle of oval may be used if already marked
PITCH TYPE & LENGTH	Turf Wicket (turf from Saturdays game if available) 20.1m length (standard pitch length)
OVERS	Division 1: 50 overs per team (300 balls) Division 2: 50 overs per team (300 balls) Division 3: 40 overs per team (240 balls)
INNINGS	Division 1: 1 innings of 50 overs per team Division 2: 1 innings of 50 overs per team Division 3: 1 innings of 40 overs per team
TEAM	Maximum of 12 Players per team, with 11 players allowed on the field at any one time Minimum 8 players to commence game To be eligible for a finals match, players must have played in a minimum of 2 round games
BATTING	No mandatory retirements If a team has 12 players, one player will not bat.
BOWLING	6 balls per over (all wides and no-balls are to be re-bowled) There is a maximum of 10 overs for all bowlers (50 Overs), max 8 overs for (40) There is a maximum of 5 overs per spell for fast/medium paced bowlers (as per Australian Cricket Junior Bowling Guidelines), with a minimum 30-minute break required to reset the 5 over restriction. All players are permitted to bowl All no balls are followed by a 'free hit'
FIELDING	Maximum of 11 players are allowed on the field at any time No fielders within 10m of the batter (except regulation offside slips, gully & wicketkeeper) Fielding restrictions (at time of bowling delivery) – number of fielders outside the inner circle: Division 1, 2 & 3 • Overs 0-10: Max 2 fielders • Overs 11-40: Max 4 fielders • Overs 41-50: Max 5 fielders Umpires are encouraged to warn teams/captains of breaches of fielding restrictions prior to being called a no ball.
DISMISSALS	All modes of dismissal count Umpires to be supplied by QCUSA or other accredited body (e.g. Toowoomba, Ipswich, Gold Coast etc) If only one accredited umpire is supplied, the batting team shall supply an umpire to stand at the striker's end. Should no accredited umpires be supplied then the batting team's umpire should stand at the bowlers end and the fielding team shall supply an umpire to stand at the striker's end.

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A. Regulations

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 set out in these Playing Conditions and Regulations. The Laws of Cricket (2017 Code 4th Edition – 2026) apply to all BMC matches, except to the extent varied within these Playing Conditions and Regulations.

2 Age Qualification

To automatically qualify for the BMC Under 17 Club Challenge, a player must:

- Be eligible for the Under 15, Under 16, or Under 17 age group, as define by Queensland Junior Cricket (QJC) guidelines within the year that the competition takes place.

3 Player Eligibility

3.1 Exemptions:

- 3.1.1 Clubs seeking to nominate players outside the eligibility dates specified in Regulation 2 must submit an application using the official exemption request form.
- 3.1.2 A player will only be eligible to participate in a game once written approval of the exemption has been granted. No player may take part in the competition until approval has been confirmed.
- 3.1.3 All exemption applications will be assessed by the Competitions Committee, comprised of Queensland Cricket (QC) representatives.
- 3.1.4 The Competitions Committee is responsible for all exemption decisions and will liaise with the Steering Committee to ensure that competition intent is upheld and that the framework remains appropriate.
- 3.1.5 QC reserves the right to override eligibility criteria and provide eligibility dispensation to any player and/or team in exceptional circumstances only.

3.2 A Qualified Player is a player who:

- Meets the eligibility criteria set out in Regulation 2; or
- Has been granted an exemption in accordance with the exemption process stated above.

3.3 Use of Unqualified Players

Any team that fields a player who does not meet the definition of a Qualified Player may have the match result recorded as a loss, with the opposing team awarded the win. The offending team may also forfeit any match points from that game.

3.4 Finals Eligibility:

- 3.4.1 To be eligible for a finals match, players must have played in a minimum of 2 round games.
- 3.4.2 Players that have played across divisions need to have played at least 2 round games within the same division or a lower division. Games in a higher division do not count towards finals eligibility.

5 Wicket, Light & Umpire Fees

The competing Clubs shall be responsible for payment of the wicket, light and umpire fees chargeable for the various grounds on which competition matches are to be played. The amount of wicket, light, and umpire fees and the method of computation thereof will be determined each season by the Competitions Committee. Until further resolution by the Competitions Committee, the fees are outlined in Appendix C.

6 Registration

- 6.1 All players must be registered on PlayHQ with a Junior Club prior to the commencement of play.
- 6.2 A player is permitted to play only one (1) game as a fill-in.
- 6.3 Any breach of rules 6.1 or 6.2 may result in sanctions, including but not limited to:

- Loss of competition points, and/or
- Reversal of the match result in favour of the opposition.

The Competition Committee reserves full discretion to determine and apply appropriate sanctions.

- 6.4 Coaches and Team Managers are required to register into their team with updated Blue Card details linked to their account.
- 6.5 Permanent Transfers — Players may transfer between clubs during the season, subject to Competition Administrator approval and registration requirements. A transfer represents a permanent change of club for the season.
- 6.6 Permit Players — A player registered to one club may be granted permission to play for another club on a temporary bases (“permit player”), subject to prior approval from the Competition Administrator.
- 6.7 Conditions of Permits — Permits will only be approved in circumstances where they support participation where a club would otherwise be unable to field a team, or align with recognised pathways between affiliated clubs.
- 6.8 Discretion and Limits — The Competition Administrator may impose limits on permit usage, including the number of matches a player may play under permit. Approval may be refused or withdrawn where usage is inconsistent with the intent of this regulation.

8 Schedule of Fixtures

- 8.1 Queensland Cricket will draft the competition schedule in advance and provide it to clubs for review. Clubs may submit feedback within the specified timeframe. Feedback received after this period will not be considered.
- 8.2 The Competitions Administrator has discretion to act, or not act, on any feedback provided.
- 8.3 Clubs are responsible for providing a home venue for each of their teams' home games.
- 8.4 If a primary home venue or oval is unavailable, it is the club's responsibility to source an alternative venue and oval.
- 8.5 Match times will be scheduled on a Sunday to start at 9:30 AM.

9 Act of God

Queensland Cricket shall, in its sole discretion, revise the schedule and fixture at times where the health, safety and well-being of the community needs to be considered.

10 Team Lists

- 10.1 Clubs are required to supply their team lists ahead of the season to assist with the grading process.
- 10.2 All players must be selected and listed on PlayHQ a minimum of 1 hour prior to the commencement of play each round.
- 10.3 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 sheet can act as deputy in discharging the duties and responsibilities of the captain.
- 10.4 Where a team nominates to play with 12 players the Coach or Captain shall clearly advise the umpires prior to the Toss which of the 12 players shall not be batting.

12 Players Dress and Equipment

Players and clubs must ensure the following equipment is available and used for all matches:

- Protective Gear:
 - Pads
 - Gloves

- British Standard-approved helmets, which must be worn at all times while batting and by wicketkeepers up to the stumps.
- Neck protector must be worn at all times while batting.
- Clothing:
 - Coloured clothing is permitted
- Match Equipment:
 - Two sets of stumps with bails
 - Measuring tape or string to measure boundaries and the inner circle
 - Boundary markers and inner circle discs
 - Chalk, tape, or paint to mark creases

13 Bowling Injury Prevention

13.1 Maximum overs per bowler:

- 50-over matches: 10 overs per bowler
- 40-over matches: 8 overs per bowler

13.2 Overs per spell:

- Fast or medium-paced bowlers may bowl a maximum of 5 overs per spell, in accordance with the Australian Cricket Junior Bowling Guidelines.
- A minimum break of 30 minutes is required between spells before the 5-over limit can reset.

14 Match Reports

14.1 Both Captains must agree on the scores at the conclusion of the innings of the team batting first and at the conclusion of the innings of the team batting second.

14.2 The results of the match are to be uploaded and confirmed through PlayHQ within 24 hours of the completion of the match. Teams that do not submit their results within the prescribed time frame may, at the absolute discretion of the Committee, run the risk of a penalty which may come in the form of having competition points deducted from them.

15 BMC Competition

15.1 Match Points shall be allotted as follows:

Win	4 Points
Loss	0 Points
Tie	2 Points
Abandoned	2 Points

15.2 Regrading

Queensland Cricket reserves the right to regrade any division or grade within the BMC Under 17 Club Challenge.

17 Finals – One Day and T20 Competitions

17.1 Where a finals series is to be conducted after the playing of preliminary rounds, and where two or more teams have finished on an equal number of points, final ladder positions shall be determined using the Net Run Rate (NRR) Method which is measured across all Preliminary Round matches. The formula for the NRR method is:

- Total runs scored divided by total overs faced = "A"
- Total runs conceded divided by total overs bowled = "B"
- The NRR is "A" minus "B"

The team that has the highest NRR calculation shall be deemed superior.

17.2 Where a team has been bowled out before the completion of its maximum number of overs then for the purposes of NRR that team shall be deemed to have batted its full quota of overs, rather than the number of overs actually batted.

21 Disputes Referred

21.1 Lodging a dispute:

Any dispute in respect of a game may only be made by participants of the two sides in that game, not by a third party. Any appeal to the Competition Administrator must be made in writing (via email). Any appeal must be within 48 hours from the end of the match in question.

21.2 Notification:

Upon receipt of the dispute, the Competition Administrator will notify the opposing team that a dispute has been lodged.

21.3 Determination:

The Competition Administrator will determine the outcome of the dispute in accordance with the Playing Conditions. Where the Playing Conditions do not provide for the matter, the Laws of Cricket (2017 Code 4th Edition – 2026) shall apply. Where the Laws of Cricket do not provide clear guidance, the Competition Administrator may consult relevant QC staff (e.g. Premier Cricket / Umpire's Manager) for direction.

21.4 Communication of Decision:

The Competition Administrator will communicate the determination to the parties involved.

21.5 Right of Appeal:

The parties involved have 24 hours from the time of notification to lodge an appeal of the decision. Appeals must be submitted in writing via email to the Competitions Administrator.

21.6 Escalation

If an appeal is lodged, the matter will be escalated to the Steering Committee for final determination.

21.7 Powers of QC

QC powers include but are not limited to:

- award a match to one team or to both teams jointly;
- deduct such competition points from, or/and award such competition points to, either team in a match, as in their absolute discretion deem fit.

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1 The Players

1.1 Teams are permitted to select a team of 12 each game. Each team is permitted to bat 11 players and bowl all 12 players. A maximum of 11 players can take the field at one time. Umpires must be informed at the toss of a team's desire to play with 12 players under this Playing Condition. If a team is playing 12, the following conditions apply:

- 11 of the 12 players are allowed to bat.
- Any or all of the 12 players are allowed to bowl.
- 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.
Provided that no one player amongst the 12 nominated players can be off the field for more than a total of 10 overs, which will be reduced pro-rata in a reduced innings. If the umpires find a breach of this rule they shall lodge a Code of Conduct report against the captain of the offending team to the Committee for its determination in relation to the captain and/or the team. Any player coming on to the field to perform a fielding rotation must be one of the 12 nominated players for that game, and if required, is allowed to bowl immediately.

- A substitute fielder (from outside of the nominated 12) shall only be allowed to field, if 2 or more of the 12 nominated players become ill or injured and become unable to field. To clarify – the use of a 13th (or subsequent) player as a substitute fielder shall only be allowed if a team has injuries that reduces the originally nominated 12, to less than 11 players.
- Further to the above, the umpires have sole discretion to allow a substitute fielder for reasons other than illness or injury, also referred to as "wholly acceptable reasons" as per the Laws of Cricket.

2 The Umpires

- 2.1 When available, QCUSA will provide 2 umpires for each match. If only one accredited umpire is supplied, the batting team shall supply an umpire to stand at the striker's end. Should no accredited umpires be supplied for any game, each team is to provide an umpire for the match. The umpire may be a parent with suitable knowledge of the rules and etiquette of the game; however, a parent is not permitted to officiate while their child is batting or bowling.
- 2.2 Only one umpire from each team should officiate at any given time (except in extenuating circumstances and with the agreement of the opposing team).
- 2.3 The umpire from the batting team umpires from the bowler's end, and the bowler's team umpire stands at the striker's end (i.e. square leg). The only exception is if there is no suitably qualified umpire available, and both teams agree.
- 2.4 Fitness for Play
 - 2.4.1 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,** responsibility rests solely with the Home Club. Where the Home Club determines that there is no reasonable prospect of play, this decision must be communicated to either the Competition Administrator (via email), or the designated match-day communication channel. The Home Club retains the sole authority to call off the match within this timeframe. The Away Team must act only on communications issued by either the Home Club or the Competition Administrator. Under no circumstances are teams to rely on or act upon information from third parties (including but not limited to social media posts, venue operators, or external organisations) when determining match status. Failure to attend a match based on unofficial or unauthorised communication may result in the match being treated as a forfeit or otherwise determined at the discretion of the Competition Administrator.

- II. Within two (2) hours prior to the scheduled start of play, if both coaches agree over the fitness of the ground, weather or light for play then the officially appointed umpires should allow play to commence. This shall NOT apply if a decision has to be made to suspend play due to the implementation of the Lightning rule in these Playing Conditions - this matter is solely for the umpires to decide upon.
- III. Within two (2) hours prior to the scheduled start of play, if both coaches disagree over the fitness of the ground, weather or light for play the officially appointed umpires shall be the final judge of the fitness of the ground, weather and light for play.

2.4.2 Once the match has commenced, it is solely for the appointed 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. The appointed umpires shall consider MCC Laws 2.7 and 2.8 with regards to Fitness for play and Suspension of play in dangerous or unreasonable circumstances.

NOTE: if there are no appointed umpires, decisions on fitness of the ground, weather or light shall revert to the coaches of the teams, as per Playing Condition 2.4 above – i.e. if both coaches agree, then the decision on whether play shall commence/continue/cease shall be confirmed, however if both coaches disagree, then the status quo shall remain.

2.4.3 Lightning

- Play shall cease immediately in the event that a lightning flash is followed by thunder less than 40 seconds later. Players and officials may cover the wicket to make necessary preparations for the thunderstorm, and must then leave the field.
- If thunder follows a lightning flash by 30 seconds or less, players and officials must leave the field immediately.
- Play shall not resume until 30 minutes after the last lightning flash for which thunder follows within 30 seconds.
- It is required that no person enter the field of play during the period that play is suspended under this rule. In the event that any participants are illegally on the field during the suspended period of play, the umpire shall report to the organising committee all such breaches as a Code of Conduct matter.

2.4.4 Maximising Play - At all times all participants will strive to maximise play. This definition is broadly summarised as follows:

- All players from both sides will assist in the removal or the laying of covers when directed by the umpire/s.
- Where the venue is deemed unfit for play but the game is not yet abandoned, all players will make best effort to attempt to improve the conditions to allow for play to commence or resume.
- A refusal by any player to adhere to an instruction of an umpire in regards to any effort to maximise play as described above shall be deemed as

dissent. Such dissent, at the discretion of the umpire, may be reported as a Code of Conduct breach.

3 The Scorers

- 3.1 Live scoring on PlayHQ is mandatory, with either a paper or other electronic copy kept as a backup.

4 The Ball

- 4.1 The scheduled 'Home' team is responsible for providing the ball each round.
- 4.2 Balls must be pink and one of the following three options:
- Pink 156g Kookaburra Senator 4 piece Ball
 - Pink 156g Dukes Special Match 4 piece Ball
 - Pink 156g RJR Pink Test Match 4 Piece Ball
- 4.3 If a replacement ball is required at any point during the innings, it must be with the ball that best fits the condition of the ball being replaced.
- 4.4 The availability of replacement balls is the responsibility of the scheduled home team.

5 The Pitch

Field and pitch specifications as follows:

- Boundary:
 - Maximum distance: 50 metres
 - Measured from the centre of the pitch
 - Existing oval boundary markings may be used if already in place
- Inner Circle:
 - Radius: 27.5 metres
 - Ends of the circle measured from the middle stump
 - Sides of the circle to form a straight line parallel to the pitch
 - Existing inner circle markings on the oval may be used if already in place
- Pitch:
 - Turf wicket preferred
 - Length: 20.1 metres (standard pitch length)

6 Intervals

- 6.1 The Change of Innings Interval shall be 30 minutes unless the innings of the team batting first is reduced to:
- 30 overs or less, the interval shall be reduced to 20 minutes, and
 - 20 overs or less, the interval shall be reduced to 10 minutes.

- 6.2 If the first innings of the match goes over the scheduled time for it to be completed (e.g. 195 minutes for the full 50 overs plus allowance for two drinks breaks – or one over for every 3.75 minutes in a reduced over game) then the duration of the break is unaffected and the extra time that it took to complete the innings will be used against the extra time allowance as described in the Playing Condition below.
- 6.3 If the team batting in the first innings of the match is bowled out in 20 overs OR LESS, then the scheduled duration of the innings break will not occur - instead, a 20-minute innings break takes place and the game will be played out to its completion.

6.4 Drinks Break

On days played under normal weather conditions, BMC divisions 1 and 2 are permitted 2 drinks breaks per innings 65 minutes apart. BMC division 3 are permitted 2 drinks breaks per innings 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.

Where there has been a loss of scheduled playing time, the umpires shall arrange the drinks breaks to ensure that scheduled play does not go for longer than 80 minutes without a drinks break.

7 Start of Play; Cessation of Play

7.1 Extension of Play

The scheduled finished time can be extended by up to an additional 45 minutes if time is lost in any these scenarios:

- Late starts due to ground, fitness or weather-related issues.
- Time lost during the game due to play being suspended for rain, lightning, or the application of the excessive heat policy.
- Time lost due to the first innings of the game going over its allotted time to complete the required number of overs.
- Time taken for any third or subsequent scheduled drinks breaks on hot days which are above and beyond the regulated two drinks breaks per session.
- Time lost for any other reason where the amount of lost time before play can resume exceeds five (5) minutes - eg; an extended delay due to player injury.

7.2 Loss of Scheduled Playing Time

If for any reason there has been a loss of scheduled playing time, the quota of overs is UNAFFECTED for the first 45 minutes of playing time lost. Furthermore, if

the first innings of the match finishes ahead of schedule all unused time in that innings must be used on top of the 45 minutes before overs are reduced after loss of playing time.

Once all available "make-up" time as described above has been exhausted, overs to be bowled are calculated as follows:

1. Lost Time During First Innings - For any time lost during the innings of the team batting first, overs are reduced at the rate of one (1) over for each team for each whole 7.5-minute time period of scheduled playing time LOST, provided that a MINIMUM of fifteen (15) overs is achievable for each side.
2. Interval Affected due to Lost Time During First Innings:
 - a. If the innings of the team batting first is reduced to 30 overs or less, the interval shall be reduced to 20 minutes.
 - b. If the innings of the team batting first is reduced to 20 overs, the interval shall be reduced to 10 minutes.
3. Lost Time After First Innings - Where time is lost after the end of the first innings, the number of overs remaining in the match shall be calculated based on the amount of available playing time (in minutes) that remain up to the re-scheduled finish time and then dividing by 3.75 with any fraction of an over to be rounded up, provided always that a MINIMUM of fifteen(15) overs can be achieved in the time remaining by the team batting second.
4. Umpires to recalculate overs – In all the scenarios where time is lost the umpires need to re-calculate the number of overs and communicate these changes to both team captains.
5. If less than fifteen (15) overs are completed by any team, then the match shall be declared a draw provided that a result has not already been achieved. To clarify - if the team batting second uses less than fifteen (15) overs to pass the target score (or a revised target score) where they had the opportunity to bat at least fifteen (15) overs, then this shall constitute a match.
6. Should the game not be able to commence by 2:11pm then the match shall be abandoned as a DRAW.
7. If the team batting second cannot commence its innings by 3:33pm then the match shall be abandoned as a DRAW.

8 The Innings

- 8.1 Each innings is limited to a maximum of 50 overs per side in Division 1 and Division 2. Each innings is limited to a maximum of 40 overs per side in Division 3.

- 8.2 When bowling, each team has following allowance of minutes to complete their overs:

Division 1 & 2	Division 3
Innings 1: 9.30am – 12.45pm (3hrs 15min) Interval: 12.45pm – 1.15pm (30mins) Innings 2: 1.15pm – 4.30pm (3hrs 15min) 6hrs 30mins of play with a 30min interval between innings. Each side has 3hrs 15mins to complete their overs.	Innings 1: 9:30am – 12:00pm (2.5 hrs) Interval: 12:00pm – 12:30pm (30mins) Innings 2: 12:30pm – 3:00pm (2.5hrs) 5 hrs of play with a 30 min interval between innings. Each side has 2hrs 30mins to complete their overs.

- 8.3 Each team must have had the opportunity to bat for a minimum of 15 overs to constitute a match.

8.4 Slow Over Rate Penalties

- 8.4.1 Required over rate — The fielding side shall complete its allotted overs by the scheduled innings cessation time, as adjusted in accordance with Playing Condition 7 where applicable.

- 8.4.2 First innings — Where the team bowling first has failed to complete its allotted overs by the scheduled innings cessation time, the umpire shall advise both captains and scorers of the number of overs completed at that time. The innings shall continue until the batting side has received its full allocation of overs. The team batting second shall only be entitled to receive the number of overs completed at the scheduled innings cessation time.

- 8.4.3 Second innings — Where the team bowling second has failed to complete its allotted overs by the scheduled innings cessation time, six (6) penalty runs shall be awarded to the batting side for each over not completed. Penalty runs shall be awarded immediately following the final over completed within the scheduled playing time. Play shall then continue until either a result is achieved, or the batting side has received its full allocation of overs.

9 Declaration and Forfeiture

- 9.1 A team batting second shall not bat on, after it has passed the total of the team batting first
- 9.2 A forfeiting team remains responsible for its share of wicket fees to account for ground preparation costs and the lost opportunity to allocate the ground elsewhere.

- 9.3 Playing Condition 9.2 does not apply where the forfeiting team notifies the Competition Administrator of their forfeit by Tuesday 5pm before the scheduled fixture.

10 The Result

- 10.1 Both Captains must agree on the scores at the conclusion of the innings of the team batting first and at the conclusion of the innings of the team batting second.
- 10.2 The results of the match are to be uploaded and confirmed through PlayHQ within 24 hours of the completion of the match. Teams that do not submit their results within the prescribed time frame may, at the absolute discretion of the Competition Committee, run the risk of a penalty which may come in the form of having competition points deducted from them.
- 10.3 Duckworth-Lewis-Stern Method

In all matches, the team scoring the higher number of runs is the winner except where the maximum number of overs to be faced by either team is reduced after a match has commenced.

In such a match, the “Duckworth-Lewis-Stern” Method of Re-calculating the Target Score in an Interrupted Match shall be applied.

The application of the “Duckworth-Lewis-Stern” Method requires the following:

- Each team is to LIVESCORE through PlayHQ which will have the Duckworth-Lewis-Stern method preinstalled on it. It is the responsibility of the scorers to produce the calculations.
- A Duckworth-Lewis-Stern calculation must be determined in the following two circumstances:
 - At the change of innings of every match, even if there have been no interruptions. This calculation will allow each team to determine a winner if the second innings is cut short due to weather related matters.
 - Once a match has already commenced, and where an interruption causes a reduction in the number of overs for either inning. If there are multiple interruptions to play causing multiple over reductions a fresh Duckworth-Lewis-Stern re-calculation is required upon the resumption of play on each occasion.
 - On each occasion where a Duckworth-Lewis-Stern target score table is produced it should be shared with each captain if requested and presented to the umpires if requested. The par and target scores should be advised to the captains and umpires before recommencing a match that has been delayed.

11 The Over

- 11.1 6 balls per over (all wides and no-balls to be re-bowled)

12 No Ball

The Laws of Cricket shall apply except for the following circumstances

12.1 Ball Bouncing Over Head Height of Striker

- i. A bowler may deliver no more than two fast short pitched deliveries per over.
- ii. This is defined as a delivery which, after pitching, passes or would have passed above the shoulder height of the striker standing upright at the popping crease.
- iii. 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.
- iv. In addition, a ball that passes clearly above head height of the batter, other than a fast short pitched ball, 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 Ball and will also count as an allowable ball above shoulder height for that over (subject to (v.), (vi.) and (vii.) below).
- v. In the event of a bowler bowling more than two fast short pitched deliveries in an over, 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.
- vi. 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 above and advise the bowler that this is their final warning for the innings.
- vii. 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 not have bowled the previous over or part thereof nor be allowed to bowl the next over/part thereof.
- viii. 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. The umpires will then report the matter to Queensland Cricket which shall take whatever action is considered appropriate against the captain and bowler concerned.

12.2 High Full Tosses

- i. Any delivery, of any speed, that is full pitch above the waist of the striker standing upright at the popping crease shall be called "No Ball" by the non-striker's end umpire only.
- ii. A warning process is in place that is only applicable to a waist high full pitch delivery that in the opinion of the umpire was dangerous and had potential to cause injury to the striker. Where the umpire believes that

such a high pitch delivery was dangerous and could cause injury, an official warning will be issued after the call of “No Ball”. Another breach in the innings by the same bowler will be called and signalled “No Ball” and then when the ball is dead the bowler will be removed from the attack for the rest of the innings.

- iii. As a guide, an official warning should only be given against a bowler if the umpire answers YES to each of these questions:
 - a. Was the delivery full pitch above the waist of the striker standing upright at the popping crease.
 - b. Was the delivery directed at the body of the striker.
 - c. Whether or not the ball is struck by the striker, if the delivery had hit the striker in the body would it have potentially caused injury.

12.3 Leg Side Restrictions

A “No Ball” shall be called by either umpire if more than five (5) players are fielding on the leg side of the wicket at the moment of delivery.

12.4 Powerplay Infringement

In the event of an infringement of the Fielding Restriction Playing Conditions, either umpire shall call and signal ‘No ball’ at the instant of delivery.

12.5 Free Hit Following a No Ball

- i. The delivery following a No Ball called shall be a free hit for whichever batter is facing it.
- ii. If the delivery for the free hit is not a legitimate delivery (No Ball or Wide), then the next delivery will become a free hit for whichever batter is facing it.
- iii. 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.
- iv. Field changes are not permitted for free hit deliveries unless:
 - o There is a change of striker, or
 - o The No Ball was the result of a fielding restriction breach, in which case the field may be changed only to the extent of correcting the breach or
 - o The umpires believe a fielder is placed in a dangerous position for the free hit. In this instance, the umpires will allow the fielder/s that are in a dangerous fielding position for the free hit to move back in a straight line from their original position to (approximately) 15m from the batter. In the case of a wicket-keeper, a movement will only be allowed if there is a change of bowler, where they will be allowed to move to the position they would normally stand for that bowler.
 - o For clarity, the bowler can change their mode of delivery for the free hit delivery. In such circumstances Law 21.1 shall apply.

13 Wide Ball

- 13.1 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.
- 13.2 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.
- 13.3 As a guideline to the umpires for the calling of Wides, an Off Side Wide Line shall be marked 18 inches inside the return crease on both sides of the wicket.
- 13.4 Off Side Wides: 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.
NOTE: 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.
- 13.5 Leg Side Wides: Any delivery that passes outside the leg stump without making any contact with the striker's bat or person shall be called and signalled Wide Ball, unless:
- The ball passes between the striker and the stumps, or
 - The striker moves towards the off side exposing the stumps at any point after the bowler has started their run up and in the opinion of the umpire the ball would have made contact with the striker in their normal batting position.

14 The Fielder

- 14.1 Definition of Fielding Restriction Area - Two semi-circles shall be drawn on the field of play. The semicircles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semicircles shall be 27.5m. The ends of each semi-circle shall ideally be joined to the other by a straight line or series of dots.
- 14.2 Application of Restrictions - 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 Powerplay Overs) are set out in the following paragraphs. Subject to there being no interruptions to play, the Powerplay Overs shall be:

For Divisions 1,2 & 3:

- Overs 1-10: Max 2 fielders outside of the Fielding Restriction Area
- Overs 11-40: Max 4 fielders outside of the Fielding Restriction Area
- Overs 41-50: Max 5 fielders outside of the Fielding Restriction Area

- 14.3 Restriction Of Leg Side Fielders - At the instant of delivery no more than five (5) players shall be fielding on the leg side of the wicket.
- 14.4 Powerplay Infringement - In the event of an infringement of the Fielding Restriction Playing Conditions, either umpire shall call and signal 'No ball' at the instant of delivery.

Appendix A: Excessive Heat Policy

Preamble

The Competition Committee has a responsibility to all participants (both players and match officials) to ensure that play is conducted in safe conditions that do not place the health and wellbeing of participants at risk. The competition via this Playing Condition addresses such issues by not allowing play to be conducted where risk to players and match officials is foreseeable.

Temperature Threshold

Air Temperature is the measurement that shall be used to apply this policy.

Additional Drinks

The umpires shall schedule three drinks breaks per innings instead of two for any days play where the weather is forecasting a temperature of 32 degrees or more.

Loss of Playing Time Due to Excessive Heat

Playing Condition "Extension of Play" applies to any situation where play is suspended under this heat policy. To clarify, only 45 minutes of extra time can be added onto a game where play is suspended due to any adverse weather conditions including excessive heat. Once 45 minutes of lost time has occurred under this policy then overs will start to be deducted from the game in the event that play can resume. The 45-minute threshold can be extended where additional time is recouped with the first innings of the match finishing ahead of schedule.

Advance Cancellation of an Entire Day's Play

The Competition Committee may in its absolute discretion determine to cancel a day's play in the event that the forecast temperature, at 4:00pm on the day before scheduled play, is more than 36 degrees at a majority of all scheduled venues. Additionally, the Committee in its absolute discretion will then determine which of the following options to adopt -

- i. Deem any abandoned day of play to be lost to the Tournament, or
- ii. To reschedule that lost days play to a future day if an appropriate opportunity exists, or
- iii. Come to any other decision deemed appropriate by the Committee.

Appendix B: Code of Conduct

Players will conduct themselves in a manner that upholds the values of the game as per the “Spirit of Cricket” guidelines contained within the Laws of the Game. Umpires will report to Queensland Cricket any breaches of these values and any such reported player will be dealt with under the Queensland Cricket Code of Behaviour.

In the 2017 code of the Laws of Cricket, Law 42 gives umpires the power to "sin bin" or send a player off for serious misconduct issues. This Law shall not apply in this competition.

All players, coaches, parents and attendees are required to abide by the Queensland Cricket Code of Conduct at all times.

Appendix C: Competition Specifics

Items listed in Appendix C are specific to the BMC U17 Club Challenge competition and are cross referenced within the generic playing conditions listed above.

Competition Name and Host City / Country

BMC U17 Club Challenge, South East Queensland, Australia

Dates (to and from) that the Competition is being held

September 6, 2026 to November 15, 2026

The standard umpire match fee shall be:

- 40 Overs
 - Solo Umpire: \$240 plus GST
 - Two Umpires: \$320 plus GST
- 50 Overs
 - Solo Umpire: \$255 plus GST
 - Two Umpires: \$340 plus GST

The applicable umpire fee will be split equally between the two competing teams. Queensland Cricket will track a running balance of all umpire fees throughout the season and will invoice clubs at season end, avoiding match-by-match invoicing.

Wicket Fees:

Wicket fees for the competition are set at \$300 plus GST for turf wickets and \$150 plus GST for synthetic wickets. The total wicket fee for each match will be split equally between the two competing teams. Queensland Cricket will track each club's running balance of all wicket fees throughout the season and will invoice clubs at season end. To track each team's balance, the team providing the ground will be credited half the applicable wicket fee rate, while the away team will be charged half the applicable wicket fee rate. If a team that plays an equal number of games at their home and away games, will breakeven.

Light Fees:

Light Fees for the competition are set at \$100 plus GST. The light fee for each match will be split equally between the two competing teams. Queensland Cricket will track light fees as part of the wicket fee tracking process. The club providing light facilities will be credited half the rate while the away team will be charged half the applicable rate.