



QUEENSLAND
CRICKET

REGULATIONS AND PLAYING CONDITIONS



QUEENSLAND
CRICKET

REGULATIONS

INDEX – REGULATIONS

Regulation	Subject	Page
1	Membership	3
2	Age Qualifications	4
3	Player Eligibility	4
4	Club Represented by More than One Team	6
5	Wicket and Light Fees	7
6	Registration	7
7	Overseas Players	8
8	Schedule of Fixtures	9
9	Act of God	10
10	Team Lists	10
11	Failure to Field Teams	11
12	Players Dress and Equipment	11
13	Bowling Injury Prevention	12
14	Match Reports	12
15	Premiership Competition	13
16	Finals – Two Day Cricket	17
17	Finals – One Day and T20 Competitions	18
18	Club Championship	19
19	Awards	20
20	Awards - Averages and Aggregates	21
21	Disputes Referred	21
22	PCC Powers	21
23	Alterations to the Playing Conditions & Regulations	22

A. Regulations

All matches shall be played in accordance with the current Laws of Cricket (see Annexure A – Laws of Cricket), including Experimental Laws as recognised for the time being by Cricket Australia and as amended by the Board of Queensland Cricket on advice of the Premier Cricket Committee as set out in these Playing Conditions and Regulations.

The Laws of Cricket apply to all Queensland Premier Cricket competitions, except to the extent varied within these Playing Conditions and Regulations.

For the 2026-27 Premier Cricket season, the Laws of Cricket (2017 Code 4th Edition – 2026) shall be used for all matches.

In addition to these General Playing Conditions & Regulations, specific Playing Conditions & Regulations are in place for the One Day and T20 competitions operated by Queensland Premier Cricket.

1. Membership

[A] The Clubs competing shall be:

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

[B] Each Club shall possess the following qualifications:

- (a) A membership roll of a minimum of eleven [11] players per nominated team.
- (b) Unless the Premier Cricket Committee otherwise approves, the possession or lease of grounds and wickets approved by the Premier Cricket Committee as being suitable and proportional to the requirements of the number of teams participating.

Male Competitions

[C] Unless the Premier Cricket Committee otherwise decides

- (i) All Clubs shall be represented by one team in each of Mens First Grade, Mens Second Grade, Mens Under 19 and Boys Under 17 Competitions.

- (ii) Each metropolitan based Club shall be represented by one team in Mens Third Grade, Mens Fourth Grade, Mens Fifth Grade and Mens Sixth Grade.

- [D] The Premier Cricket Committee may give permission for non-metropolitan based Clubs (specifically Gold Coast, Sunshine Coast and Ipswich) to nominate teams for any or all of Mens Third Grade, Mens Fourth Grade, Mens Fifth Grade and Mens Sixth Grade competitions.

Female Competitions

- [E] The Premier Cricket Committee may, in its ultimate discretion, give permission for Clubs to nominate teams in female competitions.
- [F] In order for a Club to be considered by the Premier Cricket Committee to enter a team into Womens First Grade, it must have:
 - (i) had a Womens Second Grade team and Girls Under 16 in the previous season; and
 - (ii) a Womens First Grade, Womens Second Grade and Girls Under 16 team for the current season.
- [G] In order for a Club to be considered by the Premier Cricket Committee to enter a team into the Womens Second Grade, it must have:
 - (i) had a Girls Under 16 team in the previous season; and
 - (ii) both a Womens Second Grade team and Girls Under 16 team for the current season.

The competitions and participants that constitute Queensland Premier Cricket for the relevant season can be found at Annexure B.

2. Age Qualifications

Male Competitions

- (a) All participants in Queensland Premier Cricket Male Competitions must be at least 14 years of age as at 31 August preceding the particular season in which the competition is played.

Female Competitions

- (b) All participants in Queensland Premier Cricket First Grade & Second Grade Womens Competitions must be at least 14 years of age by 31 March for the current season in which the competition is played.
- (c) All participants in Queensland Premier Cricket Girls Under 16 competition must be at least 12 years of age as at 31 August preceding the particular season in which the competition is played.

3. Player Eligibility

[A] Regular season

- (a) No player may be demoted more than one Grade from their last fixture played within the same match format except with the approval of the Premier Cricket Committee.
 - (i) **Exception:** A player who has not played cricket for at least 30 calendar days due to injury shall be permitted to be demoted two Grades from their last fixture played within the same match format, contingent on a medical certificate being provided to

the Premier Cricket Officer for this injury by no later than 12:00noon on the Thursday prior to the commencement of the round.

- (b) No player may be allowed to play in two senior Grades on the same weekend except with the approval of the Premier Cricket Committee, with the exception of:
 - (i) Mens T20 Max and Mens Second Grade T20 Competitions.
 - (ii) Womens First Grade T20 and Womens Second Grade T20, where there is more than one round played in each grade in the weekend.
- (c) Applications for a permit to play in any Premier Cricket match may be made to the Premier Cricket Committee for approval. Applications must be made no later than 12:00noon on the Thursday prior to the commencement of the round.
- (d) Umpires do not have the authority to determine player eligibility.

[B] Finals

- (a) Finals eligibility shall be determined by the number of days of cricket played in a particular match format (i.e. 2-Day, 1-Day or T20).
 - (i) T20 matches shall be counted as 0.5 days.
- (b) Only days played in Minor Rounds of the applicable format shall be relevant.
 - (i) Matches played in Youth Competitions (Mens Under 19, Boys Under 17, Girls Under 16) are not relevant to Finals eligibility for Senior Competitions.
- (c) A player may not play in a Finals match in any grade unless the player has played at least 30% of days possible in that grade or a lower grade during the season.
 - (i) For the avoidance of doubt, the minimum number of days required to be eligible to play Finals will be determined by the **Queensland Cricket Finals Eligibility Table** for the relevant season (see Annexure C – Queensland Premier Cricket Final Eligibility Table).
 - (ii) If no play is possible in any fixture, players selected prior to play in the relevant fixture will be able to count match days towards Finals eligibility.
 - (iii) Byes shall not count as match days played towards Finals eligibility, nor be considered in the calculation of the total number of days played in a competition. This may mean that teams competing in the same competition may have different Finals eligibility requirements if teams play a varying number of days in Minor Rounds.
 - (iv) Days missed through injury are not relevant and shall not be considered as a reason to forgo the minimum days played Finals eligibility requirement.
 - (v) Days played in other Queensland Cricket Affiliated Bodies Competitions are not relevant to Premier Cricket Finals eligibility.

NOTE: In circumstances in which there is no directly underpinning Premier Cricket competition and teams have either: insufficient finals eligible, available players or have no finals eligible player meeting required skillset need, players from indirectly underpinning Premier Cricket and non-Premier Cricket competitions may receive dispensation from PCC to play finals. To be considered for finals dispensation, players

must have played the required number of days in their competition in the relevant period.

- (d) A player may not play in a Finals match in any grade if the player has played 3 or more matches during the last 5 rounds in a higher grade or grades.
 - (i) Notwithstanding 3[B](d), a player who has played 60% or more of the available matches in a particular grade shall remain eligible to play Finals within that grade.
 - (ii) In competitions with fewer than 5 rounds, a player may not play in a Finals match if they have played more matches in a higher grade or grades.
 - (iii) For clarity in this clause, each form of cricket (i.e. T20, One Day and Two Day) is considered separately.
- (e) If a player misses Premier Cricket matches because they have been selected to play for a National or State representative team (including National Youth teams, 2nd XI teams and W/BBL), they shall be deemed to have played such matches in the Premier Competition in the Grade which they last played a match.
- (f) Queensland Cricket contracted players shall always be eligible for Premier Cricket First Grade Finals regardless of days played.
- (g) Where a Club has two [2] or more teams in one Grade, a player must have met eligibility requirements with the team they propose to play with (or in a lower Grade) in Finals.
 - (i) Where a Club has two [2] or more teams in the one Grade, days played for a team in that Grade that a player does not propose to play for in Finals shall not be counted for the purposes of this regulation.
- (h) Any Club with any consecutive teams in Finals may select any player eligible for the higher Grade in the next lower Grade.
- (i) Applications for permits to play in Premier Cricket Finals may be made to the Premier Cricket Committee for approval by no later than 12:00noon on the Thursday prior to the commencement of the match.
- (j) Umpires do not have the authority to determine player eligibility.

4. Club Represented by More than One Team

If following team nominations there is a bye in Mens Fifth Grade or Sixth Grade, the Premier Cricket Committee may call for further Club nominations to field a second team in these competitions. Nominations will be considered having regard to the Club Championship result from the previous season.

The Club finishing First in the Club Championship shall have first opportunity to nominate to either Mens Fifth Grade or Sixth Grade. Once nominated, the Club finishing Second in the Club Championship shall have next opportunity to nominate a second team in whichever grade a bye remains. If a Club that is entitled to nominate a second team declines to nominate a second team then this opportunity shall cascade down to the next best placed team in the Club Championship until the byes are filled.

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

- (a) A player on promotion or demotion to a grade in which the Club has more than one team may play in any team in such grade.

- (b) A Club may apply in writing to the Premier Cricket Committee for approval to transfer a player or players from one team to another team playing in the same grade, and such consent, when obtained shall apply only to the transfer of the player or players to the team named in the application. The application shall state the reasons for the desired transfer or transfers, and the batting and bowling performances of the player or players concerned in all grades in the preceding matches of the season, and the positions of the team concerned in the Premiership Competition, and shall be lodged to the Premier Cricket Officer before 12:00noon on the Thursday immediately preceding the date set down for the commencement of the match for which consent is sought.

5. Wicket and Light Fees

- (a) The competing Clubs shall be responsible for payment of the wicket and light fees chargeable for the various grounds on which competition matches are to be played. The amount of the wicket and light fees and the method of computation thereof will be determined each season by the Premier Cricket Committee. Until further resolution by the Premier Cricket Committee, the fees are as follows:
 - (i) Wicket fees shall be \$200 per team per day for each fixture. For the purposes of this regulation a T20 match shall count as a half day.
 - (ii) Light fees shall be \$50 per team per day for any match where lights are used.

6. Registration

- (a) Before the completion of the first fixture in each season each Club playing in the Premier Cricket Competition must:
 - (i) Lodge with Queensland Cricket, via the PlayHQ database, the names and details of all registered players for all competitions, including the T20 Max competition. Lodgment must be before the completion of the first round of Premier Cricket fixtures. Registrations of new players must be completed before the player participates in any competition.
 - (ii) Lodge with Queensland Cricket, via the PlayHQ database, the names and contact details of all registered officials. Lodgment must be before the completion of the first round of Premier Cricket fixtures. New registrations must be updated promptly as each official registers with the Club.
 - (iii) Non-compliance with these requirements regarding player and official insurance will result in a suspension of Premier Cricket Club Funding payments.
 - (iv) Failure to comply by the relevant timeframe will result in all teams from all competitions from the offending Club being unable to compete until the situation is rectified.
 - (v) No player shall represent more than one Club in any competition in any one season without Premier Cricket Committee approval.
 - (A) Players may apply to the Premier Cricket Committee to transfer to another Premier Cricket Club, provided the player applies before 31 October and informs their existing Club of the application prior to submission (see Annexure D – Mid Season Transfer Form).

- (B) Players under the age of eighteen [18] years may apply to the Premier Cricket Committee for special consideration at any time during the season if their residential circumstances change.
 - (C) Clubs have five (5) business days to consent to a transfer application. If consent is not received within this timeframe, Queensland Cricket shall then process the transfer application.
 - (D) Clubs may only challenge an application on the grounds of a player having unresolved financial commitments to the Club. Cricket skill and/or performance-related reasons shall not be grounds to challenge a transfer.
- (b) At the Premier Cricket Committee's ultimate discretion, players in Female Competitions may be permitted to play for more than one Club in any given season, provided that the player's Club grants permission for the player to be loaned to another Club and the grade the player is participating in is a higher grade not offered at the player's home Club (such permission must be given in writing with a copy provided to the Premier Cricket Officer prior to the commencement of the match in which the player is loaned to another Club).
 - (c) In the circumstances outlined in Clause (b) above, all performances for any Club shall be counted for the purposes of Averages and Aggregates.
 - (d) It is the responsibility of each Club to ensure that all registered players are aware of the playing conditions, regulations and policies governing the Premier Cricket Competition.
 - (e) A player wishing to play in an additional competition controlled by another Association affiliated with Queensland Cricket must complete a Dual Affiliation Form (see Annexure J – Dual Affiliation Form) which is lodged with that player's 'Primary' Association or Club. The player's 'Primary' affiliate has first call on that player's services for representative selection.
 - (f) No member of a Club who leaves such Club to join another Club shall be eligible to play in any fixture organised by Queensland Cricket or any of its affiliates, until they are financially clear of the Club of which they were originally a member. A player shall be deemed to be financially clear of a Club if, up to the time of leaving the Club, they have paid their annual subscription, special levies in the nature of subscription, wicket fees, and any penalty validly imposed by the Club in accordance with the rules thereof. The final decision shall be left to the discretion of the Premier Cricket Committee.
 - (g) A player transferring from one Premier Cricket Club to another Premier Cricket Club is ineligible to play in a match that has commenced prior to their transfer being processed by Queensland Cricket.

7. Overseas Players

- (a) Any player who is not an Australian citizen or a permanent resident, and who has been a resident in Australia for less than six full months prior to registration with a Club, is deemed to be an overseas player.
- (b) A Club is permitted to play no more than two [2] overseas players (excluding QLD Bulls/Fire and Brisbane Heat W/BBL contracted players) per competition on any given day of a match in the following competitions:
 - (i) Mens First Grade;
 - (ii) Mens Second Grade; and
 - (iii) Womens First Grade.

- (c) A Club is permitted to play an unlimited number of overseas players in all other competitions, except for the T20 Max competition (see Playing Condition 13 of the T20 Playing Conditions).

8. Schedule of Fixtures

- (a) At the July meeting of the Premier Cricket Committee, complete rounds of fixtures shall be determined, and copies thereof forwarded by the Premier Cricket Officer of Queensland Cricket to the Secretary of each Premier Cricket Club.
- (b) The Premier Cricket Committee shall determine upon what grounds competition matches shall be played, and no alteration of either fixture or ground therefore shall be made except by the Premier Cricket Committee. However, participating clubs may make a request to the Premier Cricket Officer to alter the ground on which a match may be played no later than 5:00pm Monday prior to the match. Both clubs must agree to this request prior to submission.
- (c) Should any portion of any fixture be played upon any ground other than that allotted to it, neither Club participating in such fixture shall be awarded any points for that match.
- (d) The ground, allocated by the Premier Cricket Committee, may not be changed while a match is in progress.
- (e) Where necessary due to an insufficient number of Club grounds, matches in Mens Fifth Grade and Mens Sixth Grade can be scheduled on Sundays at the discretion of the Premier Cricket Committee. Where a match is scheduled on a Sunday, any players participating in that match must not have been named to play (on a Team List, completed in accordance with General playing Condition 1.2) in a Premier Cricket Competition fixture on the day before.
- (f) A Club can submit a request to the Premier Cricket Committee to schedule a Premier Cricket match at night under lights, with the agreement of the opposition Club. Coloured clothing and white balls must be used unless otherwise agreed. The request to the Premier Cricket Committee must be agreed by both Clubs and submitted at least eight (8) days prior to the match.
- (g) Queensland Cricket shall receive a rating on the performance of the pitch and outfield for each Premier Cricket fixture played, provided after the match has ended by the appointed umpires within their Umpire's Report. If a wicket or ground is rated below expectations or well below expectations, the following demerit points shall be applied:
 - (i) Wicket well below expectations: 6 demerit points
 - (ii) Wicket below expectations: 2 demerit points
 - (iii) Ground well below expectations: 3 demerit points
 - (iv) Ground below expectations: 1 demerit point

If a Premier Cricket ground accumulates 10 demerit points within 10 consecutive match days, the Premier Cricket Committee shall then request that the Queensland Cricket Club Grounds Manager (QCCGM) and the Club Groundsperson meet to review the wicket and/or the ground, and their state. The QCCGM shall then prepare a report for the Premier Cricket Committee to advise on the ground's fitness to continue to host Premier Cricket fixtures.

NOTE: If a Premier Cricket ground hosts more than one fixture on a match day then only the report with the greatest number of demerit points shall be considered for the accumulation of demerit points.

9. Act of God

- (a) 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

- (a) Teams are required to enter their team list into PlayHQ no later than 9:00am Friday prior to the scheduled start time of their match.

NOTE: For matches not scheduled on Saturday or Sunday, this is replaced by 9:00am on the day prior to the match.

- (b) Team Lists are required to clearly indicate the following:

(C)	Team Captain
(R)	Players replaced under General Playing Conditions Clause 1.3 [Representative Players]
(S)	Players substituted under General Playing Conditions Clause 1.5 [Unavailable Players]
(I)	Players replaced under General Playing Conditions Clause 1.6 [Injured Players]
(U19)	Players under the age of nineteen [19] years of age on the thirty first [31] day of August preceding the particular season in which the Competition is played.
(U18)	Players under the age of eighteen [18] years of age on the thirty first [31] day of August preceding the particular season in which the Competition is played.
(U17)	Players under the age of seventeen [17] years of age on the thirty first [31] day of August preceding the particular season in which the Competition is played.
(U16)	Players under the age of sixteen [16] years of age on the thirty first [31] day of August preceding the particular season in which the Competition is played.
(U15)	Players under the age of fifteen [15] years of age on the thirty first [31] day of August preceding the particular season in which the Competition is played.

Note: where the functionality of PlayHQ does not allow for a field to be indicated (e.g. age of a player), this is not required of the submitter.

- (c) Should a Team field either an Unregistered Player and/or a Player whose Transfer or Club Permit has not been approved, that Team shall Forfeit the match and the provisions of Regulation 15 shall apply.

11. Failure to Field Teams

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

12. Players Dress and Equipment

- (a) No player shall be allowed to play in any match unless they appear in proper cricketing attire, which shall consist of the following:
 - (i) Shirt of the type known as a "Cricket Shirt" or woven woollen, wool and cotton, or similar material of white or cream colour.
 - (ii) Trousers of white or cream colour (unless otherwise approved).
 - (iii) Socks worn shall be white or cream or, should more than one pair of socks be worn, socks showing shall be white or cream.
 - (iv) Boots or shoes of any material, coloured predominantly white. Spikes shall not project from the soles of boots or shoes to a length greater than 9mm.
 - (v) It shall not be obligatory on any player to wear a cap, but if a player elects to do so, the cap worn shall be that of the Club for which they are playing. A white or cream hat may be worn in lieu of a cap. Coloured hats are permitted, but only if in Club colours and with the Club emblem attached.
 - (vi) For Mens First Grade and Womens First Grade: Helmets (when required to be worn) shall be of the player's Club colours, however need not have the Club emblem attached.
 - (vii) A sweater may be worn in addition to the shirt provided that it is of white or cream colour.
 - (viii) T-Shirts and undergarments shall not protrude beyond the playing shirt, unless white or skin colour (or black for scheduled One Day and T20 matches).
- (b) No player will be allowed on the field unless wearing spiked footwear [half spiked footwear is permissible]. The Premier Cricket Officer may approve a relaxation of this clause on written medical grounds. Except for the wearing of spikes, the question of player's attire should be referred to the team captain and Club Officials.
- (c) The following logos are permitted on Premier Cricket Playing Uniforms:
 - (i) Club Logo.
 - (ii) Manufacturers Logo.
 - (iii) Commercial Logos:
 - (A) Competition Sponsor.
 - (B) Club Sponsor.

- (d) The permitted size and location of logos on shirts shall be determined by the Premier Cricket Committee, with guidelines as follows:

Logo	Size and location
Club Logo	Max of 64cm ² on either left or right chest.
Manufacturers Logo	Max of 40cm ² on either left, right or middle chest, or collar, Max of 10cm ² on the side or back of the playing cap.
Club Sponsor Logo	Max of 30cm (wide) x 20cm (high) on either front or back of shirt, Max of 64cm ² on either or both sleeves, Max of 20cm ² on the side or back of the playing cap.

- (e) The design of all logos on shirts is subject to Premier Cricket Committee approval.
- (f) Teams participating in scheduled One Day and T20 matches with a white or pink ball must wear coloured shirts in the respective Club colours. Coloured shirts must comply with the following guidelines and be approved by Queensland Cricket prior to the start of the season.
- (i) A Club may use the same coloured shirt or trousers or, at its discretion, a Club may use a different coloured shirt.
 - (ii) Shirts should be designed in the manner that stays within the current logo regulations and with colours that are suitable to be used with a white or pink ball. Clubs can design the playing shirt/s within these boundaries, but the Premier Cricket Committee has final decision on shirt approval.
 - (iii) Coloured trousers must be worn.
 - (iv) Coloured pads or coloured pad covers must be worn.
 - (v) A Club must apply for approval of their coloured shirt by providing a written request together with a colour design or sample to the Premier Cricket Officer prior to a date that will be determined and advised by the Premier Cricket Committee.

13. Bowling Injury Prevention

- (a) The Bowling Injury Prevention Policy can be found at Annexure E. From the 2026-27 season onwards this Policy acts as a restriction and it is the responsibility of the captains and umpires to ensure this playing condition is upheld.

14. Match Reports

- (a) Each Club in all Queensland Premier Cricket Competitions shall enter the result of the games, the full scorecards and complete the captain's report in the PlayHQ database before 9:00am on the Tuesday following the completion of each match, except T20 matches which must be entered within 36 hours of the match completion.
- (b) For the last scheduled fixture of competitions in which Semi Finals or Finals are to be played, entry must be complete by 2:00pm on the Monday following the fixture.
- (c) In respect of all Competition Fixtures, for teams receiving a forfeit or a bye, an entry of the result on the database is required listing the result of the match, and the names of the

selected eleven [11] players, referred to as a “Shadow XI”. When players are selected in PlayHQ for a bye, they are ineligible to play in another fixture during that round.

- (i) The “Shadow XI” is to be the actual team that would have selected if there was a match to be played in the relevant round.
- (ii) The “Shadow XI” must be submitted to Queensland Cricket by Friday 9:00am prior to the match for approval, as well as the related lower grade team. Once approved, the “Shadow XI” will be communicated to relevant opposition club(s).
- (iii) Players selected in the “Shadow XI” may receive dispensation to play a lower grade if the lower grade is their primary team.
- (d) The Premier Cricket Committee may impose any penalty it deems fit on any Club not complying with this regulation (including the input of teams, match results, Captain’s reports and full scorecards for the applicable competitions). The penalty for late lodgment of the data entry shall be \$25.00 per late lodgment at the first instance, increased to \$50.00 per late lodgment if the data entry remains outstanding for longer than seven [7] days from the original deadline.

15. Premiership Competition

- (a) The Premier Cricket Committee shall arrange for a competition program for each Grade at the beginning of each season.
- (b) Match points shall be allotted as follows:

Result	Match Type			
	Two Day	Unscheduled One Day	One Day	T20
Win on first innings and subsequent outright win	18			
Loss on first innings and subsequent outright win	12			
Win on first innings and subsequent outright loss	6			
Loss on first innings and subsequent outright loss	0			
Win on first innings and no further result	12			
Draw	3			
Loss on first innings and no further result	0			
Win		9	4	2
Loss		0	0	0
Bye	6		2	1
Abandoned	6		2	1

- (i) Minimum Overs required to constitute a match:
 - (A) In Two Day matches where less than one full day’s play is achieved (as defined below), and a first innings result has **not** been achieved, a participating team shall receive the higher of:
 - (i) the relevant Match points for a Draw [as per Regulation 15(b)] and incentive points (as per Regulation 15(d)(ii) or (iii)] earned, or
 - (ii) 6 competition points.

- (B) One full day's play is defined as 96 overs for Mens First & Second Grades, and 80 overs for all other grades. Fractions of an over bowled are to be rounded up and if a change of innings has occurred (except during Lunch, Tea, when play is suspended or in between Days 1 & 2), then three (3) overs shall be added to this calculation.
- (c) The result of a match shall be a tie on first innings when the scores are equal at the conclusion of the first innings, but only if the side batting second has completed its first innings by loss of all wickets or a declaration. Match points for tied matches shall be allotted as follows:

Result	Match Type			
	Two Day	Unscheduled One Day	One Day	T20
Tie on first innings and subsequent outright win	15			
Tie on first innings and no further result	6			
Tie on first innings and subsequent outright loss	3			
Win on first innings and subsequent outright tie	12			
Tie on first innings and subsequent outright tie	9			
Loss on first innings and subsequent outright tie	6			
Tie		5	2	1

- (d) Bonus points shall be allotted in addition to the above match points as follows:
- (i) One Day Match (Scheduled and Unscheduled):
- (A) One bonus point for any team that achieves victory with a run rate 1.25 times that of the opposition.
- (B) One additional bonus point for any team that achieves victory with a run rate 2 times that of the opposition.
- (C) For this purpose:
- (I) A team's run rate will be calculated by reference to the number of runs scored divided by the number of overs faced.
- (II) Where a side is all out, the number of overs to be used is the maximum number of overs that side was otherwise eligible to face.
- (III) Where matches are shortened and targets revised through the Duckworth-Lewis-Stern system, bonus run rates and bonus defensive targets are derived as a function of the revised target score and maximum overs.
- (D) For the team batting second to gain one bonus point the victory must be achieved within 80% of the total number of overs. For the team batting second to gain two bonus points the victory must be achieved within 50% of the total number of overs.

- (ii) Mens First Grade and Mens Second Grade competitions Two Day Matches and Unscheduled One Day Matches:

(A) Batting Points (First and Second Innings)

	First Innings	Second Innings
Batting Points	.01 incentive points for each run scored.	
Awarded Until	First 96 overs of innings	Tea on Day 2

(B) Bowling Points (First and Second Innings)

	First Innings	Second Innings
Bowling Points	.30 incentive points for each wicket taken.	
Awarded Until	Throughout the innings	Tea on Day 2

- (iii) Mens Third to Sixth Grade competitions Two Day Matches and Unscheduled One Day Matches (Applying to both First and Second Innings):

(A) .25 incentive points for each wicket taken.

(B) .01 incentive points for each run scored.

- (e) Bonus points as shown above in (d) will be awarded for an unscheduled One Day match. In addition, incentive points for runs and wickets as shown above will be awarded for unscheduled One Day matches in the Mens First Grade to Sixth Grade competitions.
- (i) Incentive points are not retained in Unscheduled One Day Matches (in all Grades) when the match is abandoned with no result.
- (f) No bonus or incentive points will be awarded for T20 matches.
- (g) For the purpose of computing quotient in both first and second innings, bowling sides shall receive the appropriate wickets in respect of players absent from the batting side when all other wickets have fallen. However, wickets shall not be credited in respect of a batter who has retired through illness, injury or some other unavoidable cause.
- (h) Any team on receiving a forfeit in a match shall be awarded the maximum number of points [match, bonus and incentive] gained by any team in the same grade in the same round of matches. The team receiving a forfeit shall be awarded the maximum quotient gained by any team in the same grade in the same round of matches (the same runs for, wickets taken, runs against and wickets taken). The team receiving a forfeit in a One Day or T20 competition shall be awarded the maximum net run rate gained by any team in the same round of matches, through the same runs for, overs faced, runs against and overs bowled.
- (i) A team which forfeits a match does not receive any points.
- (j) A Club which is obliged to forfeit a match shall forfeit its match in the lowest grade that it participates in, for that gender, within Premier Cricket, except for the following Clubs in Male competitions:
- (i) Sunshine Coast: Mens Second Grade
 - (ii) Ipswich: Mens Second Grade
 - (iii) Gold Coast: Mens Fourth Grade

- (k) If a Club forfeits a match in any Grade higher than the lowest grade that it participates in for that gender (subject to regulation (j) above), the Club shall not receive any points for that round in the Grade in which the forfeit occurred, and in the Grade or Grades below the Grade in which the forfeit occurred. A Club forfeiting a match in any competition shall be further penalised by being charged 100% of the Umpires' Fees to Queensland Cricket and the Wicket Fees to the home Club.
- (l) Regulation (h) does not apply to any match [other than a match in which a forfeit occurred] affected by Regulation (k).
- (m) Two Day Competitions and Overall Premiership Competitions:
- In the event of two or more teams being equal in competition points, their position shall be decided by calculating a quotient achieved during the rounds. The quotient is calculated by:
- (i) Dividing the total number of runs scored by a team by the total number of wickets lost by it;
 - (ii) Dividing the total number of runs scored against a team by the total number of wickets taken by it; and
 - (iii) Dividing the former (i) by the latter (ii).
- In summary, the formula is "Runs scored divided by Wickets lost" divided by "Runs conceded divided by Wickets taken".
- The team having the higher quotient shall be considered to have the higher position on the Premiership ladder. For the purpose of the calculations a team declaring its innings closed shall be deemed to have lost only the number of wickets that have actually fallen.
- (n) One Day and T20 Competitions:
- In the event of two or more teams being equal in competition points, their position shall be decided by the higher Net Run Rate (NRR) in the preliminary matches or, if still equal, the most wins in the preliminary matches. Refer to the One Day or T20 Playing Conditions for additional information regarding calculation of NRR.
- (o) In the Mens First Grade and Second Grade competitions, there will be separate Two Day, One Day and T20 competitions. An Overall Premiership shall be awarded to the team that finishes highest on the ladder at the end of the premiership rounds.
- (p) In the Womens First Grade competition, there will be separate Premierships for One Day, T20 and T20 Max competitions. In the Womens Second Grade competition, there will be separate Premierships for One Day and T20 competitions.
- (q) In the Mens Third Grade to Sixth Grade competitions, there will be separate Premierships for Two Day and One Day competitions.
- (r) For all grades, penalties shall be deducted from the Overall Premiership ladder (and consequently the Club Championship) and where applicable for Two Day matches, the Two Day Ladder.
- (s) For Mens First Grade and Womens First Grade, the Captains and the Umpires are required to meet at the conclusion of the match to informally discuss matters arising from the fixture. The meeting should be held 15 minutes after the conclusion of the match preferably, but no later

than 30 minutes after the conclusion of the match. The meeting should last no longer than 15 minutes.

- (t) In all Premier Cricket matches it shall be the responsibility of the home team to ensure that the Match is live scored. The away team may either score live or in a manual paper scorebook.
 - (i) The failure of a team to live score should not prevent the commencement or recommencement of a match, however shall be reported to Queensland Cricket by the umpires, who may take such action as it sees fit.

16. Finals – Two Day Cricket

16.1 Ground Allocation

- (a) The Premier Cricket Committee shall allocate the grounds on which Semi Finals and Finals are played. Subject to (c) below, in all Semi Finals and Finals the team that has finished higher on the premiership ladder shall have the right to nominate one of its home grounds as the ground on which the Semi Final or Final is played. If the team that has finished higher on the premiership ladder does not nominate one of its home grounds as the venue for the Semi Final or Final, then the opposing team has the right to nominate one of its home grounds as the venue for the Semi Final or the Final. If the opposing team does not nominate one of its home grounds as the venue for the Semi Final or the Final, then the Premier Cricket Committee shall allocate a ground. This rule does not apply where a Club is unable to nominate a home ground as a venue because its home grounds are being used for Final Matches of that Club's higher grades. Where that occurs, the Club may nominate another venue to play the Semi Final or Final. The host Club shall be the team that has nominated the ground as a venue for a Semi Final or Final.
- (b) If a ground or wicket has been rated during the season such that the review process in Regulation 8 (g) has been activated, the QC Club Grounds Manager shall be requested to advise the Premier Cricket Committee on the suitability of the ground to host Premier Cricket semi finals and/or finals.
- (c) The Premier Cricket Committee may allocate the Allan Border Field, or other suitable venue, as the venue of the First Grade Semi Finals and Final.
- (d) Where:
 - (i) The Premier Cricket Committee allocates a ground, the host Club shall be the Club whose ground on which the Semi Final or Final is to be played; or
 - (ii) If the Premier Cricket Committee allocates the Allan Border Field, or other suitable venue, Queensland Cricket shall have the obligations of the host.
- (e) Clubs shall be requested to make their grounds available for all Semi Finals and Finals, including matches in which their teams are not involved in. Should there be extenuating circumstances, which prevent a Club's grounds from being available for Semi Finals and Finals, the Club should outline the specific circumstances in writing to the Premier Cricket Officer, no later than the 31 January each year.

16.2 Schedule of Finals

- (a) The four leading teams in Mens First to Sixth Grade will play Semi Finals as follows:
 - (i) No. 1 Team v No. 4 Team; and
 - (ii) No. 2 Team v No. 3 Team.

- (b) The winners of the above Semi Final Matches will play in the Final, which shall be four [4] days' duration, played over two successive weekends.
- (c) Unscheduled One Day matches shall not apply.

16.3 Result

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

17. **Finals – One Day and T20 Competitions**

17.1 Final Venue

- (a) The venue for the Finals shall be determined by the Premier Cricket Committee
- (b) The Premier Cricket Committee may allocate the Allan Border Field, or other suitable venue, as the venue of the Final.
- (c) For the purposes of General Playing Condition 4.2 (d), where:
 - (i) The Premier Cricket Committee allocates a ground, the host Club shall be the Club whose ground the Semi Final or Final is to be played; or
 - (ii) The Premier Cricket Committee allocates the Allan Border Field, or other suitable field, Queensland Cricket shall have the obligations of the host.
- (d) The Premier Cricket Committee shall allocate the grounds on which, Semi Finals and Finals are played. Subject to the Premier Cricket Committee allocating the Allan Border Field, or other suitable venue, as the venue of the Final, the team that has finished higher on the premiership ladder shall have the right to nominate one of its home grounds as the ground on which the Semi Final or Final is played. If the team that has finished higher on the premiership ladder does not nominate one of its home grounds as the venue for the Final, then the opposing team has the right to nominate one of its home grounds as the venue for the Final. If the opposing team does not nominate one of its home grounds as the venue for the Final, then the Premier Cricket Committee shall allocate a ground. This Playing Condition does not apply where a Club is unable to nominate a home ground as a venue because its home grounds are being used by that Club's other grades. Where that occurs, the Club may nominate another venue to play the Final. The host Club shall be the team that has nominated the ground as a venue for a Semi Final or Final.

17.2 Tie

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

17.3 No Result

- (a) If no result is achieved in the Final on the scheduled day of play, the match shall be replayed on the reserve date which shall be scheduled seven [7] days after the original date unless otherwise agreed by both participating clubs.
 - (i) Any agreed date may be no later than twenty-one [21] days after the scheduled Final date, and
 - (ii) Any agreement must be made and communicated to Queensland Cricket by Monday 5:00pm following the scheduled Final date.
- (b) In the event of a no result in the Final [including the Reserve Day], the highest placed team on the ladder [as per Regulation 15(n)] shall be declared the winner.

18. Club Championship

- (a) The Clubs shall compete in a Club Championship terminating on completion of the Premier Cricket Competition Fixtures exclusive of Semi Finals and Finals.
- (b) All forms of competition will be included in calculating Club Championship points.
- (c) Club Championship points are to be determined by multiplying the points secured in each of the following competitions. One Day bonus points shall be included. Incentive points for runs and wickets shall be included.
 - (i) Mens Competitions
 - (A) First Grade x 5
 - (B) Second Grade x 4
 - (C) Third Grade x 3
 - (D) Fourth Grade x 2
 - (E) Fifth Grade x 2
 - (F) Sixth Grade x 1.
 - (ii) Womens Competitions
 - (A) First Grade x 3
 - (B) Second Grade x 2
 - (iii) Age Competitions
 - (A) Boys Under 17 Competition x 1
 - (B) Mens Under 19 Competition x 1
 - (C) Girls Under 16 Competition x 1
- (d) In the case of a Club fielding two teams in any one Grade, the points of the team who holds a higher position in that grade on completion of the round, apply to its Club Championship points.

- (e) In the event of two or more Clubs being equal on points, the Club Championship will be awarded jointly.

19. Awards

19.1 Peter Burge and Kath Smith Medals

- (a) At the conclusion of each Mens First Grade Two Day match, umpires shall award points in the sequence of 9-6-3 for the best and fairest players, which will contribute to the Peter Burge medal for that season.
- (b) At the conclusion of each Mens and Womens First Grade One Day match and Mens First Grade Unscheduled One Day match, umpires shall award points in the sequence of 6-4-2 for the best and fairest players, which will contribute to the respective Peter Burge and Kath Smith medals for that season.
- (c) At the conclusion of each Mens and Womens First Grade T20 match, umpires shall award points in the sequence of 3-2-1 for the best and fairest players, which will contribute to the respective Peter Burge and Kath Smith medals for that season.
- (d) If less than half the number of the scheduled overs for any given Two Day match are not bowled or, the match is abandoned in a One Day or T20 match, no points shall be awarded on that day.
- (e) Any player suspended for one or more matches under the Code of Behaviour will not be eligible for the Peter Burge Medal or the Kath Smith Medal for that season.

19.2 Spirit of Cricket

- (a) At the conclusion of each match, umpires shall award points for the Spirit of Cricket in the sequence as follows:
 - (i) 3 points: Exceptional, epitomised the true spirit, traditions and values of the game.
 - (ii) 2 points: Played the game in good spirit.
 - (iii) 1 point: Uncompromising, but incident free.
 - (iv) 0 points: Generally antagonistic atmosphere created.
 - (v) -1 points: Unacceptable behaviour, captain informed.
- (b) The guidelines for awarding the above points are as follows:
 - (i) The captains' acceptance of their responsibility for their player's behaviour as required under the Laws of Cricket;
 - (ii) A team's adherence to the principles of the Spirit of the Game, which includes respect for teammates, opponents, and the role of umpires; and
 - (iii) Acceptance of the umpire's decision.
- (c) An average total shall be used to determine the award winners based on those matches from which points are awarded. The average total shall be determined by dividing the total points by the number of matches for which points were awarded. Points shall only be awarded for a Two Day match in which at least 25% of the scheduled overs are completed or for a One Day or T20 match in which a result is achieved.

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

20. Awards - Averages and Aggregates

- (a) The minimum qualification for averages and aggregates are found in Annexure G.
- (b) For the purposes of computing averages and aggregates for Mens First Grade and Mens Second Grade, One Day and T20 matches shall not be taken into account. Unscheduled One Day matches will be taken into account.
- (c) For the purposes of computing averages and aggregates for Mens Third to Sixth Grade, all One Day matches shall be taken into account.
- (d) For the purposes of computing averages and aggregates for Womens First Grade and Womens Second Grade, all One Day and T20 matches shall be taken into account.
- (e) For the purpose of computing averages and aggregates for all competitions, performances in Semi Finals and Finals shall not be taken into account.

21. Disputes Referred

- (a) Any protest from a Club, or any matter of dispute between Clubs, shall be adjudicated upon by the Premier Cricket Committee after all Clubs concerned have been notified of such protest or dispute and have had the opportunity of making written representations thereon, provided that no such protest or dispute shall be considered by the Premier Cricket Committee unless lodged with the Premier Cricket Officer of Queensland Cricket within 72 hours after the end of the match in question (or matter in question if not related to a specific match), provided that in all cases in dispute any player or Club may appeal to the Queensland Cricket Appeals Tribunal within two [2] business days of the date of the Premier Cricket Committee decision and its decision thereof shall be final. A lodging fee of \$500.00 may be payable for any appeal to the Queensland Cricket Appeals Tribunal (QCAT), of which up to 80% may be refunded at the discretion of the QCAT.
- (b) In relation to all appeals to the Queensland Cricket Appeals Tribunal from any decision of the Premier Cricket Committee under this regulation, the process identified under the Appeals Regulation shall apply.

22. PCC Powers

- (a) In the event of a breach of the regulations governing Premier Cricket Competition matches and/or in respect of any action, conduct, behaviour or decision taken, made or implemented by any Club, player, official or other representatives of the Club by, through or in connection with any Premier Cricket Competition match which in the opinion of the Premier Cricket Committee, constitutes conduct or action detrimental to the game or the spirit of the game, the Premier Cricket Committee may impose on a Club such a penalty as the Premier Cricket Committee considers appropriate in the circumstances.
- (b) Without limiting the generality of paragraph (a) above, the penalty may include any of, or any combination of, the following:
 - (i) Forfeiture of the Match, Bonus and/or Incentive Points gained by the Club in the particular competition match or matches; and/or
 - (ii) In the event of a Semi Final or Final, forfeiture of the match, a monetary penalty.

23. Alterations to the Playing Conditions & Regulations

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

This page left intentionally blank



QUEENSLAND
CRICKET

GENERAL PLAYING CONDITIONS

INDEX – GENERAL PLAYING CONDITIONS

Playing Condition	Subject	Page
1	Law 1 - The Players	25
2	Law 2 - The Umpires	29
3	Law 3 - The Scorers	30
4	Law 4 - The Ball	31
5	Law 6 - The Pitch	31
6	Law 10 - Covering The Pitch	32
7	Law 11 – Intervals	33
8	Law 12 - Start of Play; Cessation of Play	34
9	Law 14 - The Follow-On	38
10	Law 15 - Declaration and Forfeiture	39
11	Law 16 - The Result	39
12	Law 17 - The Over	40
13	Law 20 - Dead Ball	40
14	Law 21 - No Ball	40
15	Law 22 - Wide Ball	41
16	Law 24 - Fielder's Absence; Substitutes	41
17	Law 25 - Batter's Innings; Runners	41
18	Law 41 - Unfair Play	42
19	Law 42 - Player's Conduct	43

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 Officer shall pay the Umpires' Fee payable in respect of one day of such match.

1.2 Nomination of Players

- (a) The two captains shall, 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 Regulations 3, 16 and 17, a player unavailable for one day [or part thereof] of a Grade Fixture including Semi Finals and Finals for the reasons outlined in 1.3(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 to the opposing club for approval (which must not be unreasonably withheld). Where approval is not provided, the matter is referred to the PCC for approval.
- (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. ‘Likeness’ to be determined considering players ability in the relevant Premier Cricket competition. 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 Officer and the Secretary of the opposing Club must be notified of the replacement player[s] by 12 Noon on the Friday following the first day of the match.
- (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 Officer and the Secretary of the opposing Club must be notified of the consequential replacement[s] by 12 Noon on the Friday following the first day of the match. If a player is omitted or made available after 12 Noon on the Friday, the Premier Cricket Officer and the Secretary of the opposing Club must be notified of the consequential replacement[s] as soon as possible.
- (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 (l).
- (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 General Manager – Elite Cricket, 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 Officer and opposing Secretary that the player has been placed on the inactive list by 9am on the Friday following the first day of the match. The twenty [20] day inactive period will commence following this notification to the Premier Cricket Officer and opposing Secretary and cannot be rescinded.
- (f) The Premier Cricket Officer and the Secretary of the opposing Club must be notified of the injury replacement player no later than 9am on the Friday following the first day of the match.
- (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. ‘Likeness’ to be determined considering players ability in the relevant Premier Cricket competition. 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 1.5 (a).
- (l) This regulation applies to all Premierships 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 Queensland Cricket.
- (b) Should only one umpire be in attendance at a Premier Cricket Competition match that umpire shall officiate at the bowler’s end, and that Umpire shall receive an extra allowance as determined by Queensland Cricket.

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

Officer. Any Club who fails to contact the Premier Cricket Officer 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 Officer, 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 Scorers

Law 3 shall apply with the following amendments.

3.1 Appointment of Scorers

Unless otherwise agreed, one scorer from each team shall be appointed to score the match.

If a team does not have a scorer available at any stage during the match, then they shall request the captain of the opposition team to provide a scorer. This request shall not be unreasonably refused.

In the event of a dispute during a match, the standing umpires may direct a captain as they see fit and shall advise Queensland Cricket at the conclusion of the match. Disputes may also be referred to PCC after the conclusion of a match as per Regulation 21.

4. The Ball

Law 4 shall apply with the following amendments.

Competition	Ball Colour and weight	Ball Type
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 – Two Day & Unscheduled One Day	Red leather, 156g	Kookaburra Regulation
Mens Third and Fourth Grade – Scheduled One Day	White 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	White leather, 142g	Kookaburra Club Match

4.1 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.

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

5. The Pitch

Law 6 shall apply with the following amendments.

5.1 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.

5.2 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 (ceasing no later than 30 minutes prior to start of play) 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, irrespective of whether a roller is available to both teams at each innings break of a match.
- (iv) Should a batting team captain request that a pitch be rolled during a change of innings as set out in Law 9, this should be completed within the ten (10) minute changeover so as not to delay the restart of play. If the innings ends during a scheduled interval, rolling must commence no later than ten (10) minutes before play resumes.
- (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 groundsperson 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.

6. 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.

7. Intervals

Law 11 shall apply with the following additional provisions.

7.1 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.

7.2 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.

7.3 Law 11.8 Intervals for Drinks

- (a) 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.
 - (i) Mens First Grade and Mens Second Grade: 1 drink interval per session.
 - (ii) Mens Third Grade, Mens Fourth Grade, Mens Fifth Grade and Mens Sixth Grade: 2 drinks intervals per session, 50 minutes apart.
- (b) In a session that is extended beyond its usual length, umpires may permit an additional interval for drinks to be taken.
- (c) Any player taking drinks onto the field shall be dressed in proper cricket attire.

8. Law 12 START OF PLAY; CESSATION OF PLAY

Law 12 shall apply subject to the following amendments.

8.1 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 for each match (including Finals) 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 the 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 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 – Regular Season (All Grades), Finals Matches (Mens First and Second Grades)

- (d) For the above grades, 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 8.4 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.
- (g) If at the conclusion of a day's play there is playing time outstanding, 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.

Additional time carried over from previous days

- (h) If scheduled playing time is carried over from a previous day, the first 30 minutes or less time shall be added to the first session, and the cessation time shall be adjusted to account for any remaining additional time, up to a maximum of 30 minutes.

In the event of the start of play being delayed or play being suspended for any reason other than normal intervals, the playing time on that day may be extended 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”.

- (i) 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 Third Grade to Sixth Grade)

- (j) 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 8.5 below.
- (k) 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.
- (l) 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.
- (m) If at the conclusion of a day’s play there is playing time outstanding, 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.

Additional time carried over from previous days

- (n) If scheduled playing time is carried over from a previous day, the additional time (up to one hour) shall be added to the first session and the times for intervals amended in accordance with clause (o) below.

In the event of the start of play being delayed or play being suspended for any reason other than normal intervals, the playing time on that day may be extended 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”.

- (o) For additional time of 30 minutes or more, play shall commence 1 hour prior to the original commencement time, 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.

Note: the following examples are based on a scheduled commencement time of 12pm, tea at 2:30pm, resumption at 3pm and scheduled cessation time of 5:30pm.

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.

8.2 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.

8.3 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.

8.4 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, the following shall apply for recalculating the minimum overs to be bowled:
 - (i) Unless the change of innings occurs during Lunch, Tea or when play is suspended due to adverse ground, weather or light conditions, or for exceptional circumstance, three (3) overs shall be deducted from the minimum overs to be bowled for the change of innings.
 - (ii) 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.
 - (iii) Should the fielding team be equal to or ahead in its over rate, the umpires shall recalculate the minimum overs remaining to be bowled at the rate of 1 over for each complete 3.75 minutes of the aggregate time remaining in the days' play.

- (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) Umpires shall calculate a team's adherence to the required Over Rates at the termination of each innings, subject to the following allowances:
 - (i) Actual time taken, to a maximum of 4 minutes, for each additional drinks in a session as required for extreme heat;
 - (ii) Any circumstance deemed to be beyond the reasonable control of the fielding side;
 - (iii) The batting side being dismissed within the following totals of playing time from the commencement of its innings:
 - (A) Mens First and Second Grades: 240 minutes;
 - (B) Mens Third, Fourth, Fifth and Sixth Grades: 180 minutes;
 - (iv) When an innings ends and a new innings commences with less than 120 minutes of playing time remaining in the day, an allowance of three [3] minutes per wicket taken for any wickets taken during this playing time.
- (g) Over Rate Penalties
 - (i) Each Premier Cricket team shall commence their season with 10 overs credit. For clarity, this Playing Condition treats a team's One Day and Two Day competitions (as applicable) to be combined.
 - (ii) A team found to be in breach of Over Rate requirements in a match by 3 overs or less shall firstly have their shortfall deducted from the credit balance. A team who has exhausted their credit balance shall be penalised 0.5 competition points per over.
 - (iii) A team found to be in breach of Over Rate requirements in a match by 4 overs or more shall have 3 overs deducted from their credit balance (if remaining) and shall be penalised 0.5 competition points per over for any additional overs.
 - (iv) As per Regulation 15(r), penalties shall be deducted from the competition ladder that the penalty was incurred in, as well as any Overall Premiership ladder and consequently, the Club Championship.
- (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.

8.5 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) Mens First Grade and Second Grade – 96 overs
 - (ii) Mens 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) Fractions are to be ignored in all calculations re number of overs.

9. **LAW 14 THE FOLLOW-ON**

Law 14 applies subject to the following amendments.

9.1 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.

9.2 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.

10. **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 9.1).

11. **Law 16 THE RESULT**

Law 16 shall apply with the following additional provisions.

11.1 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 behaviour 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.

12. LAW 17 THE OVER

Law 17 shall apply subject to the following amendments.

12.1 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.

13. LAW 20 DEAD BALL

Law 20 shall apply subject to the following amendments.

13.1 Law 20.4 Umpire Calling and Signalling 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.

14. 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 them from being able to hit it with their bat by means of a normal cricket stroke shall be called a Wide and will also count as 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.

15. 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.

16. LAW 24 FIELDER'S ABSENCE; SUBSTITUTES

Law 24 shall apply with the following amendments.

16.1 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.
- (b) A substitute fielder must hold a current season player registration with a Queensland Cricket-affiliated club. Umpires do not have the authority to determine player eligibility.

17. LAW 25 BATTERS INNINGS; RUNNERS

Law 25 shall apply subject to the following amendments.

17.1 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 17.3.

17.2 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 final 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.

17.3 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 penultimate wicket in the respective innings.
- (b) Additional runners may be allowed if multiple batters are injured and require a runner. The injured players must be the last available batters in the lineup at the fall of the penultimate wicket.

18. **LAW 41 UNFAIR PLAY**

Law 41 shall apply subject to the following amendments.

18.1 Law 41.3 The match ball – changing its condition

The following shall apply in addition to the provisions of Law 41.3:

- (a) If the umpire believes that saliva has been applied to the ball, they shall:
 - (i) If it is the first instance during an innings, summon the captain of the fielding side and issue a first warning.
 - (ii) If it is the second instance during an innings, summon the captain of the fielding side and issue a second and final warning and warn the captain of the fielding side that any further such offence by any member of the team during the innings shall result in the award of 5 Penalty runs to the batting side.
 - (iii) If it is a third or subsequent instance award 5 Penalty runs to the batting side.
 - (iv) The ball shall not be changed but the umpires shall wipe the ball with an appropriate cloth.

19. LAW 42 PLAYERS' CONDUCT

Law 42 shall be replaced by the following provisions.

19.1 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.

19.2 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).

19.3 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.



QUEENSLAND
CRICKET

ONE DAY PLAYING CONDITIONS

This page left intentionally blank

INDEX – ONE DAY PLAYING CONDITIONS

Playing Condition	Subject	Page
1	Played Under Management of QC	46
2	Law 1 - The Players	46
3	Law 4 - The Ball	46
4	Law 6 - The Pitch	47
5	Law 11 - Intervals	47
6	Law 12 - Start of Play; Cessation of Play	48
7	Law 13 - The Innings	49
8	Law 16 - The Result	51
9	Law 17 - The Over	52
10	Law 21 - No Ball	53
11	Law 22 - Wide Ball	54
12	Law 28 - The Fielder	55

1. Played Under Management of QC

- (a) All matches shall be played in accordance with the current Laws of Cricket, including Experimental Laws as recognised for the time being by Cricket Australia, as amended by the Board of Queensland Cricket on advice of the Premier Cricket Committee as set out in these regulations and playing conditions.
- (b) These Playing Conditions apply for all One Day matches. Where competitions are individually identified, such playing conditions are to apply to that competition only.

2. LAW 1 THE PLAYERS

Law 1 shall apply with the following amendments:

2.1 Boys Under 17 Competition

- (a) A team shall consist of 12 players.
- (b) Only 11 fielders shall be on the field at any one time.
- (c) One player in each side shall not be permitted to bat. Unlimited interchange of fielders without restrictions from the players nominated to take part in the match shall be allowed. Should a player be injured and not be able to take their place in the field, the replacement fielder must in the first instance be one of the nominated players.

2.2 Girls Under 16 Competition

- (a) A team shall consist of 10 players.
- (b) Only nine fielders shall be on the field at any one time.
- (c) A Club shall not commence a match unless it has a minimum of seven 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 10.
- (d) One player in each side shall not be permitted to bat. Unlimited interchange of fielders without restrictions from the players nominated to take part in the match shall be allowed. Should a player be injured and not be able to take their place in the field, the replacement fielder must in the first instance be one of the nominated players.

3. LAW 4 THE BALL

Law 4 shall apply with the following amendments:

3.1 New Ball

- (a) Applying for Scheduled Men's First Grade One Day matches only:
 - (i) Each fielding team shall commence the innings with two new balls, one to be used from each end for overs 1 to 34 inclusive.
 - (ii) The fielding team shall select one of the two balls to then be used for overs 35 to 50.
 - (iii) If a replacement ball is required at any point during the innings, it must be of similar condition to the ball being replaced.

- (iv) The ball not selected for overs 35 to 50 shall not necessarily be used as the first replacement ball, as it may provide an unfair advantage due to its newer condition.
- (v) In matches reduced to 25 overs or less per side before the first innings commences, each team shall use only one ball for its innings.

4. LAW 6 THE PITCH

Law 6 shall apply with the following amendments:

- (a) Black sightscreens are required for all matches where a white ball is used.

For the purpose of clarity, these competitions are:

- (i) Scheduled Mens First Grade, Mens Second Grade and Boys Under 17 One Day matches, and
- (ii) Womens First Grade matches.

5. LAW 11 INTERVALS

Law 11 shall apply with the following amendments:

5.1 Law 11.2 Duration of Intervals shall apply as modified:

- (a) The lunch or tea interval in a One Day match shall be of 30 minutes duration and taken at the conclusion of the innings of the team batting first.
- (b) Where play is delayed or interrupted the umpires will reduce the length of the interval to the following time:

Time Lost	Reduced Interval Time
Between 00 and 120 Minutes	20 Minutes
More than 120 Minutes	15 Minutes

- (c) Refer to One Day Playing Conditions 7.3 for application.

5.2 Law 11.4 Changing Agreed Times of Intervals shall apply as modified:

- (a) If the innings of the team batting first is completed prior to the scheduled time for the interval, the interval shall take place immediately and the innings of the team batting second will commence correspondingly earlier.
- (b) In circumstances where the side bowling first has not completed the allotted number of overs by the scheduled or re-scheduled cessation time for the first innings, the interval shall be taken at the conclusion of the innings, without alteration.
- (c) On all occasions where play is delayed or interrupted, the umpires will reduce the length of the interval in accordance with One Day Playing Conditions 5.1(b).

5.3 Law 11.8 Intervals for Drinks shall apply as modified:

- (a) Mens First Grade, Mens Second Grade and Boys Under 17 are permitted two Drinks Breaks per session, each 1 hour 10 minutes apart.

- (b) Mens Third Grade, Mens Fourth Grade, Mens Fifth Grade and Mens Sixth Grade are permitted two Drinks Breaks per session, each 50 minutes apart.
- (c) Womens First Grade are permitted two Drinks Breaks per session, each 1 hour 5 minutes apart.
- (d) Womens Second Grade and Girls Under 16 are permitted two Drinks Breaks per session, each 50 minutes apart.
- (e) The provisions of this playing condition shall be strictly observed except that under conditions of extreme heat the umpires may permit extra intervals for drinks. An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the umpires.

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

6. LAW 12 START OF PLAY; CESSATION OF PLAY

Law 12 shall apply with the following amendments:

6.1 Duration of Matches

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

Competition	Number of Overs	Minimum Overs (to Constitute a Match)
Mens First Grade, Mens Second Grade, Boys Under 17 Womens First Grade	50	15
Mens Third, Fourth, Fifth and Sixth Grades Womens Second Grade, Girls Under 16	40	15

6.2 Hours of Play

- (a) Refer to the competition fixtures for start times. No alteration of fixture or ground shall be made except by the Premier Cricket Committee via the Premier Cricket Officer.
- (b) Each innings shall be of the length specified in the table below, separated by an interval between innings.

Competition	Overs	Innings Time	Interval
Mens First Grade, Mens Second Grade, Boys Under 17	50	210 mins	30 mins
Womens First Grade	50	190 mins	30 mins
Mens Third, Fourth, Fifth and Sixth Grades Womens Second Grade, Girls Under 16	40	150 mins	30 mins

- (c) Queensland Cricket may also schedule matches to be played at night under lights, with a start time to be determined by Queensland Cricket.

- (d) The hours of play for Semi-Finals and Finals shall be determined by Queensland Cricket.

6.3 Over Rate Penalty

- (a) The fielding side shall be in position to bowl the first ball of the final over of the innings at least 1 minute prior to scheduled or re-scheduled cessation time for the innings (calculated in accordance with clause 6.2(b) and taking into account the relevant allowances in General Playing Condition 8.4(g).
- (b) Where this requirement is not met, clause 12.2 (c) shall be varied and from the start of the next over after the point in time at which the cessation time is reached (and for the remainder of the innings) the number of fielders permitted to be outside the fielding restriction area referred to in clause 12.2 (c) shall be reduced by 1.

7. LAW 13 THE INNINGS

Law 13 shall apply with the following amendments:

7.1 Extra Time

- (a) Provision has been made for extra official playing time in the competitions below – refer to Clause 7.2 below for application:

Competition	Extra Time
Mens First, Second, Third, Fourth, Fifth and Sixth Grades, Boys Under 17	30 minutes
Womens First Grade, Womens Second Grade, Girls Under 16	60 minutes

7.2 Length of Innings – Uninterrupted Match [i.e. The Match is neither delayed nor interrupted]

- (a) Each team shall bat for the overs indicated in One Day Playing Condition 6.1 unless all out earlier or a result achieved. A team shall not be permitted to declare its innings closed.
- (b) If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first session, play shall continue until the required number of overs has been bowled. The interval shall then take place and the second session shall commence at the conclusion of the interval.
- (c) If the team batting first is dismissed in less than the overs indicated in One Day Playing Condition 6.1, the team batting second shall be entitled to bat for the full amount of overs unless a result is achieved.
- (d) If the team fielding second fails to bowl the full amount of overs by the scheduled cessation time, the hours of play shall be extended until the required number of overs has been bowled or a result achieved.
- (e) Penalties shall apply for not bowling the required overs (0.5 points per over) (refer also to General Playing Condition 8.4(g) relating to circumstances of an extenuating nature). These penalties shall apply to One Day Competitions (or Two Day competitions for unscheduled One Day matches) and consequently Overall Competitions.

7.3 Length of Innings – Delayed or Interrupted Matches

General

- (a) The object shall always be to rearrange the number of overs so that both teams have the opportunity of batting for the same number of overs.
 - (i) A team shall not be permitted to declare its innings closed.
 - (ii) A minimum number of overs specified in One Day Playing Conditions Clause 6.1 have to be bowled to the side batting second to constitute a match.
 - (iii) The calculation of the number of overs to be bowled shall be based on an average rate in the total time available for play, as indicated below:

Competition	Overs per Hour
Mens First Grade, Mens Second Grade, Boys Under 17	14.28
Mens Third, Fourth, Fifth and Sixth Grades Womens Second Grade, Girls Under 16	16
Womens First Grade	15.78

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

- (b) If the team fielding second fails to bowl the required number of overs by the scheduled cessation time, the hours of play shall be extended until the overs have been bowled or a result achieved.
- (c) The team batting second shall not bat for a greater number of overs than the first team unless the latter has been all out in less than the agreed number of overs.
- (d) Fractions are to be ignored in all calculations regarding the number of overs.
- (e) Penalties shall apply for not bowling the required overs (0.5 points per over) (refer also to General Playing Condition 8.4(g) relating to circumstances of an extenuating nature). These penalties shall apply to One Day Competitions (or Two Day competitions for unscheduled One Day matches) and consequently Overall Competitions.

Delay or Interruptions to the Innings of the Team Batting First

- (f) If the number of overs of the team batting first is reduced, a fixed time will be specified for the completion of the first session, as calculated by applying the provisions of One Day Playing Condition 7.1, One Day Playing Condition 5.1(b) and One Day Playing Condition 7.3.
- (g) If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first session, play shall continue until the required number of overs has been bowled.

Delay or Interruptions to the Innings of the Team Batting Second

- (h) If there is a suspension in play during the second innings, the overs shall be reduced at a rate for time lost (One Day Playing Condition 7.1, One Day Playing Condition 5.1(b) and One Day Playing Condition 7.3 above apply), except that, when the innings of the team batting first has been completed prior to the scheduled or rescheduled time for the interval between innings, the reduction of overs will not commence until an amount of time equivalent to that by which the second innings started early has elapsed.

7.4 For any match interrupted after the start of play, see the provisions of One Day Playing Condition 8.2 – Calculation of Target Score.

7.5 Number of Overs Per Bowler

- (a) No bowler shall bowl more than the following number of overs in an innings.

Competitions	Overs
Mens First Grade, Mens Second Grade, Boys Under 17 Womens First Grade	10
Mens Third, Fourth, Fifth and Sixth Grades Womens Second Grade, Girls Under 16	8

- (b) In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one-fifth of the total overs allowed (unless such a number has been exceeded before the interruption), except that where the total overs are not divisible by five, an additional over shall be allowed to the minimum number of bowlers necessary to make up the balance.
- (c) When an interruption occurs mid-over and on resumption the bowler has exceeded the new maximum allocation, the bowler will be allowed to finish the incomplete over.
- (d) In the event of a bowler breaking down and being unable to complete an over, another bowler will bowl the remaining deliveries. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

8. LAW 16 THE RESULT

Law 16 shall apply subject to the following amendments:

8.1 Overs

- (a) A result can be achieved only if both teams have had the opportunity of batting for at least 15 overs, subject to the provisions of One Day Playing Conditions Clause 7.3, unless:
- (i) one team has been all out in less than 15 overs; or
 - (ii) the team batting second scores enough runs to win in less than 15 overs.
- (b) All matches in which both teams have not had an opportunity of batting for a minimum of 15 overs, shall be declared No Result.

8.2 Delayed or Interrupted Matches – Calculation of the Target Score

- (a) If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum 15 overs), then a revised target score (to win) should be set for the number of overs which the team

batting second will have the opportunity of facing. The target score shall be calculated by two club officials or scorers (or player scorers as the case may be). The target score shall be confirmed by the umpires and communicated and agreed to by both captains prior to the recommencement of the match. This revised target is to be calculated using the Duckworth-Lewis-Stern Method.

8.3 Points

(a) Preliminary Matches

- (i) Refer to Regulation 15 for Competition Points.

8.4 Net Run Rate

- (a) A team's net run rate is calculated by deducting from the average runs per over scored by that team throughout the competition, the average runs per over scored against that team throughout the competition.
- (b) In the event of a team being all out in less than its full quota of overs, the calculation of its net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.
- (c) Only those matches where results are achieved will count for the purpose of net run rate calculations. Where a match is abandoned, but a result is achieved under the Duckworth-Lewis-Stern method, for net run rate purposes Team 1 will be accredited with Team 2's Par Score on abandonment off the same number of overs faced by Team 2. Where a match is concluded but with the Duckworth-Lewis-Stern method having been applied at an earlier point in the match, Team 1 will be accredited with 1 run less than the final Target Score for Team 2 off the total number of overs allocated to Team 2 to reach the target.
- (d) In matches where play is delayed or interrupted, and the match becomes less than the original number of scheduled overs, the Team Run Rate for the team batting second will be the rate achieved in its innings, with such rate being based on the number of overs as set in One Day Playing Conditions Clause 8.1 and the target score as set in One Day Playing Conditions Clause 8.2.

8.5 All Other Matches – A Tie or a Draw

- (a) In matches in which both teams have had the opportunity of batting for the agreed number of overs, subject to the provisions of One Day Playing Conditions Clause 8.2 the team scoring the higher number of runs shall be the winner. If the scores are equal, the result shall be a Tie and no account shall be taken of the number of wickets that have fallen.
- (b) If there is a tie in a Semi-Final or Final, the teams shall compete in a Super Over to determine the winner.

9. LAW 17 THE OVER

Law 17 shall apply, with the following amendments:

9.1 Womens Second Grade & Girls Under 16 Competitions only

- (a) Six balls shall be bowled in the over. Overs are to be a maximum of eight balls, including No Balls, Free Hits and Wides. These balls will be signalled and scored as per normal scoring procedure.

- (b) The final over of an innings shall be six valid deliveries.

10. LAW 21 NO BALL

Law 21 shall apply, with the following amendments:

10.1 Ball bouncing over head height of striker

Law 22.1.3 shall be replaced by the following provisions.

- (a) A bowler shall be allowed 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 their normal guard position.
- (c) The umpire at the bowlers end shall advise the bowler and the batter on strike when each fast short pitched delivery has been bowled.
- (d) 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 and will also count as an allowable ball above shoulder height for that over (subject to (e), (f) and (g) below).
- (e) 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.
- (f) 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.
- (g) 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.
- (h) 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.
- (i) The umpires will then report the matter to Queensland Cricket which shall take whatever action is considered appropriate against the captain and bowler concerned.
- (j) This Playing Condition is not a substitute for the Law relating to Dangerous and Unfair Bowling that umpires may apply at any time.

10.2 Free Hit after a No Ball

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

- (b) In the Womens Second Grade and Girls Under 16 Competitions, the Free Hit does not carry over to the next over if the final delivery is a No Ball (One Day Playing Condition 9.1(a) - eight ball limit).
- (c) 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.
- (d) Field changes are not permitted for free hit deliveries unless:
 - (i) There is a change of striker (the provisions of clause 12 shall apply), or
 - (ii) 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.
 - (iii) 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.
 - (iv) For clarity, the bowler can change their mode of delivery for the free hit delivery. In such circumstances Law 21.1 shall apply.
- (e) The bowler's end umpire will indicate the free hit delivery by (after the No Ball signal) extending one arm straight upwards and moving it in a circular motion.

11. LAW 22 WIDE BALL

Law 22 shall apply with the following amendments:

11.1 Bowler bowling wide of the wicket

- (a) Umpires are instructed to apply a strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket.
- (b) If the bowler bowls a ball, not being a No ball, the umpire shall adjudge it a Wide if, according to the definition in clause (c) below:
 - (i) the ball passes wide of where the striker is standing or has stood at any point after the ball came into play for that delivery, and which also would have passed wide of the striker standing in a normal batting position, or
 - (ii) the ball passes above the head height of the striker standing upright at the popping crease.
- (c) The ball will be considered as passing wide of the striker unless it is sufficiently within reach for them to be able to hit it with the bat by means of a normal cricket stroke.
- (d) As a guideline to the umpires for the calling of wides, the crease markings detailed in the Wide Marking Appendix (Annexure O) shall be marked in white at each end of the pitch.
- (e) A delivery passing the striker on the off side outside the Off Side Wide Line shall be a Wide provided they maintain a normal batting position and have not brought the ball within reach. If, in the opinion of the umpire, the striker has brought the ball within reach, the Off Side

Wide Line shall be disregarded and the umpire shall apply a general interpretation consistent with the normal operation of Law 22.

- (f) Any delivery that passes the striker outside the return crease shall be a Wide regardless of whether he has brought the ball within reach.
- (g) A delivery passing the striker's stumps on the leg side without any contact with the striker's bat or person shall be a Wide unless;
 - (i) the ball passes between the striker and the stumps.
 - (ii) the striker moves toward the off side and, in the umpires opinion, the ball would have made contact with the striker in a normal batting position.
 - (iii) the striker is attempting to play, or has aborted an attempt to play, a reverse sweep or switch hit. In this scenario only a delivery passing the striker outside the Off Side Wide Line on the leg side shall be a Wide.

12. LAW 28 THE FIELDER

Law 28 shall apply with the following amendments:

12.1 Fielding Restriction Circle (FRC)

- (a) Two semi-circles shall be drawn on the field of play with a radius (as per Table A) from the middle stump at either end of the pitch (see Annexure N – Field Marking Appendix). The ends of each semi-circle shall be joined to the other by a straight line drawn on the field on the same side of the pitch.

12.2 Restrictions on the Placement of Fielders

- (a) At the instant of delivery there shall not be more than the number of fielders on the leg side, as per Table A below.

TABLE A: Fielding Restrictions in Uninterrupted Matches	All Male competitions	Womens First Grade	Womens Second Grade	Girls Under U16
Size of FRC (measured from middle stump)	30 yards	23 metres	23 metres	23 metres
Number of fielders on leg side	5	5	5	4

- (b) In addition to the restriction contained in (a) above, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply (hereinafter referred to as the Fielding Restriction Overs (FROs)) are set out in the following paragraphs.
- (c) The following fielding restrictions shall apply, at the instant of delivery:
 - (i) FRO 1 - no more than two (2) fielders shall be permitted outside this fielding restriction area. In an innings of 40 or 50 overs, these are overs 1 to 10 inclusive.

- (ii) FRO 2 - no more than four (4) fielders shall be permitted outside this fielding restriction area. In an innings of 40 or 50 overs, these are overs 11 to 40 inclusive (overs 11 to 50 inclusive for Womens First Grade)
- (iii) FRO 3 - no more than five (5) fielders shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 41 to 50 inclusive (Mens First Grade, Mens Second Grade and Boys Under 17)
- (d) In the event of an infringement of any of the fielding restrictions in this playing condition, either umpire shall call and signal No Ball.
- (e) At the commencement of the second and third Fielding Restriction Overs of an innings, the umpire shall signal such commencement to the scorers by rotating an arm in a large circle.
- (f) In circumstances when the number of overs of the batting team is reduced, the number of Fielding Restriction Overs shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.
- (g) Where, in an interrupted innings, on resumption the recalculated number of Fielding Restriction Overs (as set out above) is no longer achievable, the actual number of Fielding Restriction Overs for that innings will be the closest achievable whole number.

Mens First Grade, Mens Second Grade and Boys Under 17

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

Mens Third, Fourth, Fifth and Sixth Grades, Womens Second Grade, Girls Under 16

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

Womens First Grade

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

This page left intentionally blank



QUEENSLAND
CRICKET

T20 PLAYING CONDITIONS

INDEX – T20 PLAYING CONDITIONS

Playing Condition	Subject	Page
1	Played Under Management of QC	60
2	Law 1 - The Players	60
3	Law 6 - The Pitch	60
4	Law 11 - Intervals	61
5	Law 12 - Start of Play; Cessation of Play	61
6	Law 13 - The Innings	62
7	Law 16 - The Result	65
8	Law 17 - The Over	66
9	Law 21 - No Ball	66
10	Law 22 - Wide Ball	68
11	Law 24 - Fielder's Absence; Substitutes	68
12	Law 28 - The Fielder	69
13	Law 40 - Timed Out	70
14	T20 Max - Player Recruitment	71

1. Played Under Management of QC

- (a) All matches shall be played in accordance with the current Laws of Cricket, including Experimental Laws as recognised for the time being by Cricket Australia, as amended by the Board of Queensland Cricket on advice of the Premier Cricket Committee as set out in these playing conditions.
- (b) These playing conditions apply to all T20 matches. Where competitions are individually identified, such playing conditions are to apply to that competition only.

2. Law 1 THE PLAYERS

Law 1 shall apply with the following amendments:

2.1 Mens Under 19 Competition

- (a) A team shall consist of 12 players.
- (b) Only 11 fielders shall be on the field at any one time.
- (c) One player in each side shall not be permitted to bat. Unlimited interchange of fielders without restrictions from the players nominated to take part in the match shall be allowed. Should a player be injured and not be able to take their place in the field, the replacement fielder must in the first instance be one of the nominated players.

2.2 Girls Under 16 Competition

- (a) A team shall consist of 10 players.
- (b) Only nine fielders shall be on the field at any one time.
- (c) A Club shall not commence a match unless it has a minimum of seven 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 10.
- (d) One player in each side shall not be permitted to bat. Unlimited interchange of fielders without restrictions from the players nominated to take part in the match shall be allowed. Should a player be injured and not be able to take their place in the field, the replacement fielder must in the first instance be one of the nominated players.

3. LAW 6 THE PITCH**3.1 Law 6 shall apply with the following amendments:**

- (a) Black sightscreens are required for all matches where a white ball is used.

For the purpose of clarity, in the 2026/27 season this is:

- (i) Scheduled Mens First Grade, Mens Second Grade, Mens Third Grade, Mens Fourth Grade and Mens Under 19 matches, and
- (ii) Womens First Grade matches.

4. Law 11 INTERVALS

4.1 Changing Agreed Times of Intervals

Law 11.4 shall apply as modified:

- (a) If the innings of the team batting first is completed prior to the scheduled time for the interval, the interval shall take place immediately and the innings of the team batting second will commence correspondingly earlier.

4.2 Intervals for Drinks

Law 11.8 shall apply as modified:

- (a) In an uninterrupted innings, no drinks interval shall be scheduled. 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.
- (b) In circumstances of extreme heat, the umpires may permit a drinks interval to be taken at the end of the 10th over. If, however, a wicket falls, or a batter retires during the 10th over then this drinks interval shall be taken immediately.
- (c) Any player taking drinks onto the field shall be dressed in proper cricket attire.

5. Law 12 START OF PLAY; CESSATION OF PLAY

Law 12 shall apply with the following amendments:

5.1 Duration of Match

- (a) Matches will consist of one innings per side, each innings being limited to 20 overs.
- (b) A minimum of five overs per team shall constitute a match.

5.2 Hours of Play

- (a) Refer to the competition fixtures for start times. No alteration of fixture or ground shall be made except by the Premier Cricket Committee via the Premier Cricket Officer.
- (b) Each innings shall be 1 hour and 20 minutes in length, separated by a 15 minute interval between innings.
- (c) Queensland Cricket may also schedule matches to be played at night under lights, with a start time to be determined by Queensland Cricket.
- (d) In the event that a team that is required to travel between venues, is delayed by the first match and or traffic, and are not present 15 minutes prior to the scheduled time for the commencement of the second match, the hours of play (including the intervals) shall be postponed by 15 minutes. Should there be any further delays due to traffic, T20 Playing Condition 6.2 shall apply.
- (e) The hours of play for Semi-Finals and Finals shall be determined by Queensland Cricket.

5.3 Over-Rate Penalties

- (a) All sides are expected to have completed their overs within 1 hour 20 minutes playing time.
 - (i) In an uninterrupted match, an allowance of 45 seconds per wicket taken in overs 17, 18, 19 and 20, to a maximum of 3 minutes.
 - (ii) Refer also to General Playing Condition 7.4 (g) which outlines allowances provided for circumstances of an extenuating nature.

The fielding side shall be in position to bowl the first ball of the final over of the innings at least 1 minute prior to scheduled or re-scheduled cessation time for the innings (calculated in accordance with T20 Playing Conditions 5 & 6).

- (b) Where this requirement is not met, clause 11.2 (c) shall be varied and from the start of the next over after the point in time at which the cessation time is reached (and for the remainder of the innings) the number of fielders permitted to be outside the fielding restriction area referred to in clause 11.2 (c) shall be reduced by 1.

NOTE: For clarity, should the overs in which the In Game Over Rate Penalty is applied coincide with the Power Surge, a maximum of two fielders shall be permitted outside the fielding restriction area referred to in clause 11.2 (d)

- (c) No competition points shall be deducted for over rate penalties in T20 competitions. If the innings is terminated before the scheduled or re-scheduled cut-off time, no over-rate penalty shall apply. If the innings is interrupted, the over-rate penalty will apply based on the re-scheduled cessation time for that innings.
- (d) The umpire shall inform the fielding team captain when taking the field for the first time and on every subsequent occasion if play is interrupted by the weather, the scheduled cessation time for that innings. The umpire at the bowler's end will inform the fielding captain, the batter and his fellow umpire of any time allowances as and when they arise. This matter will not be subject to retrospective negotiation. In addition, in all delayed or interrupted matches, the fielding team will be given one over's leeway.
- (e) In all reduced overs matches both teams will be given one over's leeway in addition to any time that the umpires might allow for stoppages. Allowances prior to a stoppage are carried forward for the purposes of this Playing Condition only. They do not influence the recalculated number of overs or the scheduled close of either innings.

6. Law 13 INNINGS

Law 13 shall apply with the following amendments:

6.1 Length of Innings - Uninterrupted Match [i.e. The match is neither delayed nor interrupted]

- (a) Each team shall bat for 20 overs unless all out earlier.
- (b) If the team fielding first fails to bowl the required number of overs by the scheduled time for the cessation of the first innings, play shall continue until the required number of overs has been bowled and T20 Playing Condition 5.3 shall apply. The team batting second shall receive its full quota of 20 overs irrespective of the number of overs it bowled in the scheduled time for cessation of the first innings.
- (c) If the team batting first is dismissed in less than 20 overs, the team batting second shall be entitled to bat for 20 overs.

- (d) If the team fielding second fails to bowl 20 overs by the scheduled time for the cessation of the second innings, the hours of play for the match shall, subject to conditions of ground, weather and light, be extended until the required number of overs has been bowled or a result has been achieved and T20 Playing Condition 5.3 shall apply.

6.2 Length of Innings - Delay or Interruptions to the Innings of the Team Batting First

- (a) When playing time has been lost, the revised number of further overs to be bowled in the match shall be based on a rate of four minutes per over based on the total remaining time available for play. When calculating the length of remaining playing time available for the match, the duration of the interval between innings will be taken into account as per T20 Playing Condition 4.1(c).
- (b) Should calculations regarding numbers of overs result in a fraction of an over, the fraction shall be ignored. In the event of a suspension occurring in the middle of an over, the number of total overs to be bowled in the match will be calculated as if the over in progress at the time of the interruption had been completed. The innings of the team batting first will continue from the point of the interruption.
- (c) The revision of the number of overs should ensure, whenever possible, that both teams have the opportunity to bat for the same number of overs. If the total number of overs in the match thereby calculated results in an odd number of total overs in the match, then one over shall be added, and the new total divided in half. The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.
- (d) To constitute a match, a minimum of five overs must be bowled to the side batting second, subject to the innings not being completed earlier.
- (e) A fixed time will be specified for the commencement of the interval and the close of play for the match, by applying a rate of four minutes per over in respect of each over already bowled and/or scheduled to be bowled in each innings. All relative delays, interruptions in play, and the duration of the interval will be considered.
- (f) If this calculation produces a close of play time that is earlier than the original time for cessation of play, then one additional over should be allocated to each team, with the interval and close of play times being recalculated accordingly.
- (g) If there is more than one interruption to the innings of the side batting first, the above calculations should always be based on the original scheduled close of play, rather than the rescheduled close resulting from the previous interruption.
- (h) If the team fielding first fails to bowl the revised number of overs by the specified time, play shall continue subject to conditions of ground, weather and light until the required number of overs has been bowled or the innings is completed. T20 Playing Condition 5.3 shall apply.

6.3 Length of Innings - Delay or Interruptions to the Innings of the Team Batting Second

- (a) When playing time has been lost and, as a result, it is not possible for the team batting second to have the opportunity of receiving its allocated, or revised allocation of overs in the playing time available, the number of overs shall be reduced at a rate of four minutes per over in respect of the aggregated lost playing time. Should the calculations result in a fraction of an over, the fraction shall be ignored.
- (b) Should the innings of the team batting first be completed prior to the scheduled, or rescheduled time for the commencement of the interval, then any calculation relating to the revision of overs shall not be effective until an amount of time equivalent to that by which the second innings started early has elapsed.

- (c) In the event of a suspension occurring in the middle of an over, the number of total overs lost will be calculated as above and the innings of the team batting second will continue from the point of the interruption.
 - (d) A rescheduled time for the close of play will be fixed by applying a rate of four minutes per over in respect of each over already bowled and/or re-scheduled to be bowled in the innings. The timing and duration of all relative delays and interruptions in play with respect to the second innings will be taken into account in specifying this time. This calculation must not cause the match to finish earlier than the original time for cessation of play. If required, the original time shall be extended to allow for one extra over for the team batting second.
 - (e) To constitute a match, a minimum of five overs must be bowled to the team batting second, subject to the innings not being completed earlier. The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.
 - (f) If the team fielding second fails to bowl the revised overs by the scheduled or re-scheduled close of play, the hours of play shall be extended subject to conditions of ground, weather and light until the overs have been bowled or a result achieved. T20 Playing Condition 5.3 shall apply.
- 6.4 For any match interrupted after the start of play, see the provisions of T20 Playing Condition 7.2 [Calculation of Target Score].
- 6.5 Extra Time
- (a) No extra time shall be permitted to make up for any time lost.
- 6.6 Number of Overs Per Bowler
- (a) No bowler may bowl more than four overs in an innings.
 - (b) In a delayed or interrupted match, where the overs are reduced for both sides or for the side bowling second, no bowler may bowl more than one-fifth of the total overs allowed (unless such a number has been exceeded before the interruption). However, where the total overs are not divisible by five, an additional over shall be allowed to the minimum number of bowlers necessary to make up the balance.
 - (c) When an interruption occurs mid-over and on resumption the bowler has exceeded the new maximum allocation, they will be allowed to finish the incomplete over.
 - (d) In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.
- 6.7 The Toss
- (a) For the Mens First Grade and Womens First Grade Competitions only, the captains shall toss for a choice of innings on the field of play and in the presence of one or both of the umpires. The toss must not occur earlier than 45 minutes, or later than 15 minutes, before the scheduled or any rescheduled time for the start of play.

7. Law 16 THE RESULT

Law 16 shall apply with the following amendments:

7.1 Overs

- (a) A result can be achieved only if both teams have had the opportunity of batting for at least five overs subject to the provisions of T20 Playing Conditions 6.2 & 6.3, unless:
 - (i) one team has been all out in less than five overs; or
 - (ii) the team batting second scores enough runs to win in less than five overs.
- (b) All matches in which both teams have not had an opportunity of batting for a minimum of five overs shall be declared No Result.

7.2 Delayed or Interrupted Matches – Calculation of the Target Score

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

7.3 Points

- (a) Preliminary Matches
 - (i) Refer to Regulation 15 for Competition Points.

7.4 Net Run Rate

- (a) A team's net run rate is calculated by deducting from the average runs per over scored by that team throughout the competition, the average runs per over scored against that team throughout the competition.
- (b) In the event of a team being all out in less than its full quota of overs, the calculation of its net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.
- (c) Only those matches where results are achieved will count for the purpose of net run rate calculations. Where a match is abandoned, but a result is achieved under the Duckworth-Lewis-Stern method, for net run rate purposes Team 1 will be accredited with Team 2's Par Score on abandonment of the same number of overs faced by Team 2. Where a match is concluded but with the Duckworth-Lewis-Stern method having been applied at an earlier point in the match, Team 1 will be accredited with 1 run less than the final Target Score for Team 2 off the total number of overs allocated to Team 2 to reach the target.

7.5 All Other Matches – A Tie or a Draw

- (a) In matches in which both teams have had the opportunity of batting for the agreed number of overs, subject to the provisions of T20 Playing Conditions 6.2 & 6.3, the team scoring the higher number of runs shall be the winner. If the scores are equal, the result shall be a Tie and no account shall be taken of the number of wickets that have fallen.

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

8. Law 17 THE OVER

Law 17 shall apply, with the following amendments:

8.1 All T20 Competitions:

- (a) No bowler may bowl more than 4 overs in an innings.
- (b) In a delayed or interrupted match where the overs are reduced for both teams or the team bowling second;
- (c) For innings of rescheduled length of at least 10 overs, no bowler may bowl more than one-fifth of the total overs allowed. Where the total overs is not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.
- (d) For innings of rescheduled length of between 5 and 9 overs, no bowler may bowl more than 2 overs.
- (e) In the event of a bowler, for any reason, is unable to complete an over, the remaining balls will be bowled by another bowler from the same end. Such part of an over will count as a full over as far as each bowler's limit is concerned.

8.2 Womens Second Grade & Girls Under 16 Competitions only (in addition to 8.1):

- (a) Six balls shall be bowled in the over. Overs are to be a maximum of eight balls, including No Balls, Free Hits and Wides. These balls will be signalled and scored as per normal scoring procedure.
- (b) The final over of an innings shall be six valid deliveries.

9. Law 21 NO BALL

Law 21 shall apply, with the following amendments:

9.1 Ball bouncing over head height of striker

Law 21.10 shall be replaced by the following provisions.

- (a) A bowler shall be allowed to bowl one fast short pitched delivery 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 their normal guard position.
- (c) The umpire at the bowlers end shall advise the bowler and the batter on strike when each fast short pitched delivery has been bowled.
- (d) 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 and will also count as an allowable ball above shoulder height for that over (subject to (e), (f) and (g) below).
- (e) In the event of a bowler bowling more than one fast short pitched delivery 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.

- (f) If there is a second instance of the bowler being No Balled for bowling more than one fast short pitched delivery in an over, the umpire shall repeat the procedure above and advise the bowler that this is their final warning for the innings.
- (g) 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.
- (h) 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.
- (i) The umpires will then report the matter to Queensland Cricket which shall take whatever action is considered appropriate against the captain and bowler concerned.
- (j) This Playing Condition is not a substitute for the Law relating to Dangerous and Unfair Bowling that umpires may apply at any time.

9.2 Free Hit after a No Ball

- (a) The delivery following a No Ball called shall be a free hit for whichever batter is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of No Ball or Wide), then the next delivery will become a free hit for whichever batter is facing it.
- (b) In the Womens Second Grade and Girls Under 16 Competitions, the Free Hit does not carry over to the next over if the final delivery is a No Ball (T20 Playing Condition 8.2a - eight ball limit).
- (c) 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.

Field changes are not permitted for free hit deliveries unless:

- (i) There is a change of striker (the provisions of clause 12 shall apply), or
- (ii) 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.
- (iii) 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.
- (iv) For clarity, the bowler can change their mode of delivery for the free hit delivery. In such circumstances Law 21.1 shall apply."
- (d) The bowler's end umpire will indicate the free hit delivery by (after the No Ball signal) extending one arm straight upwards and moving it in a circular motion.

10. Law 22 WIDE BALL

Law 22 shall apply with the following amendments to all competitions:

- (a) Umpires are instructed to apply a strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket.
- (b) If the bowler bowls a ball, not being a No ball, the umpire shall adjudge it a Wide if, according to the definition in clause (c) below:
 - (i) the ball passes wide of where the striker is standing or has stood at any point after the ball came into play for that delivery, and which also would have passed wide of the striker standing in a normal batting position, or
 - (ii) the ball passes above the head height of the striker standing upright at the popping crease.
- (c) The ball will be considered as passing wide of the striker unless it is sufficiently within reach for them to be able to hit it with the bat by means of a normal cricket stroke.
- (d) As a guideline to the umpires for the calling of wides, the crease markings detailed in the Wide Marking Appendix shall be marked in white at each end of the pitch.
- (e) A delivery passing the striker on the off side outside the Off Side Wide Line shall be a Wide provided they maintain a normal batting position and have not brought the ball within reach. If, in the opinion of the umpire, the striker has brought the ball within reach, the Off Side Wide Line shall be disregarded and the umpire shall apply a general interpretation consistent with the normal operation of Law 22.
- (f) Any delivery that passes the striker outside the return crease shall be a Wide regardless of whether he has brought the ball within reach.
- (g) A delivery passing the striker's stumps on the leg side without any contact with the striker's bat or person shall be a Wide unless;
 - (i) the ball passes between the striker and the stumps.
 - (ii) the striker moves toward the off side and, in the umpires opinion, the ball would have made contact with the striker in a normal batting position.
 - (iii) the striker is attempting to play, or has aborted an attempt to play, a reverse sweep or switch hit. In this scenario only a delivery passing the striker outside the Off Side Wide Line on the leg side shall be a Wide.

11. LAW 24 FIELDER'S ABSENCE; SUBSTITUTES

Law 24 shall apply with the following amendments:

11.1 Substitute Fielders

- (a) A wicketkeeper shall only be replaced by a substitute if they have been injured or become ill and this occurred during the match.
- (b) Once the match has commenced substitute fielders shall not be permitted unless a player sustains an injury during the game.

12. Law 28 THE FIELDER

Law 28 shall apply with the following amendments:

12.1 Fielding Restriction Circle (FRC)

- (a) Two semi-circles shall be drawn on the field of play with a radius (as per Table A) from the middle stump at either end of the pitch (see Annexure N – Field Marking Appendix). The ends of each semi-circle shall be joined to the other by a straight line drawn on the field on the same side of the pitch.

12.2 Restrictions on the Placement of Fielders

- (a) At the instant of delivery there shall not be more than the number of fielders on the leg side, as per table below.
- (b) Power Play 1 (PP1) will operate for the first 4 overs of each innings in all competitions except Girls Under 16, with a maximum of 2 fielders permitted outside the Fielding Restriction Circle, at the instant of delivery.

In Girls Under 16 competition, Power Play 1 (PP1) will operate for the first 6 overs of each innings.

- (c) Power Play 2 (PP2) will operate for the remaining overs of each innings (excepting the “Power Surge” in 12.2 (d)), limiting the number of fielders permitted outside the Fielding Restriction Circle as per Table A, at the instant of delivery.
- (d) The following provisions apply to all competitions except Girls Under 16:
 - (i) For any 2-over period only from the 11th over of each innings, a “Power Surge” may be taken.
 - (A) The “power surge” is a floating two-over period during which the fielding team is allowed only two players outside the inner fielding circle.
 - (B) The batting side can call for this at any point from the 11th over of their innings.
 - (I) A batter must nominate the floating overs no later than the moment at which the umpire reaches the stumps at the bowler’s end for the start of the next over.
 - (II) Once a batter has nominated the floating overs, the decision cannot be reversed.
 - (C) The fielding restrictions replicate those of Powerplay 1 (above).
- (e) In the event of an infringement of clauses (a), (b), (c) or (d) above, either umpire shall call and signal NO BALL.
- (f) In circumstances where the number of overs for the team batting first are reduced, the number of overs in regard to the restrictions in (b), (c) and (d) above shall be reduced proportionately at a ratio of 6:20 (30%) in accordance with Table B (below) for both the first and second innings. Fractions are to be ignored in all calculations regarding the number of overs.
- (g) If, on resumption, the number of overs for fielding restrictions has already been exceeded, this should take effect immediately.

TABLE A: Fielding Restrictions in Uninterrupted Matches	All Male competitions	Womens First Grade	Womens Second Grade	Girls Under 16
Size of FRC (measured from middle stump)	30 yards	23 metres	23 metres	23 metres
Number of fielders on leg side	5	5	5	4
PP1 – Duration (over numbers)	1-4	1-4	1-4	1-6
PP1 – # of fielders outside of FRC	2	2	2	2
PP2 – Duration (over numbers)	5-20*	5-20*	5-20*	7-20
PP2 – # of fielders outside of FRC	5	4	4	4
Power Surge	Applies	Applies	Applies	N/A

CODE: FRC – Fielding Restriction Circle; PP1 – Power Play 1; PP2 – Power Play 2

TABLE B: Fielding Restrictions in Delayed/Interrupted Matches (except Girls Under 16)

Total Overs in Innings	PP1 Overs	# of Power Surge Overs	Power Surge Available after Over	Power Surge Available between Overs
20	4	2	10	11-19
19	4	1	9	10-18
18	4	1	9	10-17
17	4	1	8	9-16
16	4	1	8	9-15
15	3	1	7	8-14
14	3	1	7	8-13
13	2	1	6	7-12
12	2	1	6	7-11
11	2	1	5	6-10
10	2	1	5	6-9
9	2	0		
8	2	0		
7	2	0		
6	1	0		
5	1	0		

13. Law 40 TIMED OUT

Law 40 shall apply with the following amendments:

- (a) The incoming batter must be in position to take guard or for their partner to be ready to receive the next ball within 1 minute 30 seconds of the fall of the previous wicket. The incoming batter is expected to be ready to make their way to the wicket immediately after a wicket falls.

14. T20 MAX PLAYER RECRUITMENT

Recruited Players

- (a) T20 Max player recruitment is comprised of the following player categories:
 - (i) Mens
 - a. Interstate / Overseas Players;
 - (ii) Womens
 - a. Interstate / Overseas Players;
 - b. Marquee Players.
- (b) Queensland Cricket retains ultimate discretion in categorising Recruited Players.
- (c) All Recruited Players must be approved by Queensland Cricket.
- (d) Interstate / Overseas Players must be approved by Queensland Cricket prior to the start of the competition.
- (e) A Recruited Player who, for whatever reason, is only available for part of the T20 Max Competition may not be replaced.

Interstate / Overseas Players

- (a) An Interstate/Overseas player is a player who played Premier or Club Cricket primarily outside of Queensland in the previous season. For players that did not play cricket in the previous season, an Interstate/Overseas player is a player who played Premier or Club Cricket primarily outside of Queensland in the most recent season they played.
- (b) A player's W/BBL Club or connection with Queensland Premier Cricket Clubs (excluding the previous season) shall not be relevant.

Marquee Players

- (a) A Marquee Player is a player who held a State, W/BBL or Cricket Australia contract in the previous season.
- (b) All Interstate/Overseas Players are Marquee Players.
- (c) A player's current season W/BBL Club, State or Cricket Australia's shall not be relevant.

Club of Origin Player Exemption

- (a) A player who has played at least 100 match days in Queensland Premier Cricket competitions for a single Queensland Premier Cricket club in previous seasons shall be categorised as a Club of Origin Player for that Queensland Premier Cricket club only. A T20 match shall count for 0.5 match days for the purpose of this calculation.
- (b) A Club of Origin Player who is also categorised as either an Interstate / Overseas Player or Marquee Player shall be exempted from those categorisations for their Club of Origin Queensland Premier Cricket club only.
- (c) The 'Club of Origin Player Exemption' is limited to one male player and one female player, per club.

Mens Competition

- (a) A Premier Club may recruit a maximum of four Interstate/Overseas Players.
- (b) A Premier Club may play a maximum of three Interstate/Overseas per match.

Womens Competition

- (a) A Premier Club may nominate a maximum of seven Marquee Players.
 - (i) Of the seven Marquee Players, a Premier Club may recruit a maximum of four Interstate/Overseas Players.
- (b) A Premier Club may play a maximum of six Marquee Players per match.



QUEENSLAND
CRICKET

ANNEXURES

This page left intentionally blank

Annexure A: Laws of Cricket

The Laws of Cricket can be found here: [The Laws of Cricket | MCC \(lords.org\)](https://www.lords.org/laws-of-cricket)

Annexure B: Competitions and Participants

	MEN'S & BOYS COMPETITIONS							WOMEN'S & GIRLS COMPETITIONS			
	First Grade	Second Grade	Third Grade	Fourth Grade	Fifth Grade	Sixth Grade	Under 19	Under 17	First Grade	Second Grade	Under 16
Western Suburbs District Cricket Club	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Valley District Cricket Club	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Toombul District Cricket Club	✓	✓	✓	✓	✓	✓	✓	✓		✓	✓
Northern Suburbs District Cricket Club	✓	✓	✓	✓	✓	✓	✓	✓		✓	✓
University of Queensland Cricket Club	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Redlands District Cricket Club	✓	✓	✓	✓	✓	✓	✓	✓		✓	✓
South Brisbane District Cricket Club	✓	✓	✓	✓	✓	✓	✓	✓		✓	✓
Sandgate-Redcliffe District Cricket Club	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Wynnum-Manly District Cricket Club	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Gold Coast District Cricket Club	✓	✓	✓	✓			✓	✓	✓	✓	✓
Sunshine Coast Scorchers	✓	✓					✓	✓	✓	✓	✓
Cricket Ipswich	✓	✓					✓	✓	✓	✓	✓

Annexure C: Queensland Premier Cricket Finals Eligibility Table

Applications must be made no later than 12:00noon on the Thursday prior to the commencement of the round.

Queensland Premier Cricket Finals Eligibility Table 2026/27Male Competitions

Competition	Days & Eligibility	1 st Grade	2 nd Grade	3 rd Grade	4 th Grade	5 th Grade	6 th Grade	Under 19	Under 17
Two Day Competitions	Total Days Played	18	18	18	18	18	18	NA	NA
	Finals Eligibility	6	6	6	6	6	6	NA	NA
	60%	11	11	11	11	11	11	NA	NA
One Day Competitions	Total Days Played	5	5	5	5	5	5	NA	11
	Finals Eligibility	2	2	2	2	2	2	NA	4
T20 Competitions	Total Days Played	3.5	2	NA	NA	NA	NA	2.5	NA
	Finals Eligibility	1.5	1	NA	NA	NA	NA	1	NA

Female Competitions

		1 st Grade	2 nd Grade	Under 16
One Day Competitions	Total Days Played	12	10	NA
	Finals Eligibility	4	3	NA
	60%	8	6	NA
T20 Competitions	Total Days Played	3.5	5	NA
	Finals Eligibility	1	1.5	NA
	60%	NA	3	NA
T20 Max	Total Days Played	3.5	NA	NA
	Finals Eligibility	1.5	NA	NA
Hybrid T20 / One Day Competitions	Total Days Played	NA	NA	3
	Finals Eligibility	NA	NA	1

Annexure D: Mid Season Transfer Form

E-Form to be completed at: <https://form.jotform.com/252180931439054>

Annexure E: Bowling Injury Prevention Policy

- (a) This policy applies to all competitions. For the purpose of this policy, a player's status shall be determined by their age on 31 August in the season in which the competition is played.
- (b) This policy applies to bowlers of medium pace or faster (as determined by the umpires). The umpires shall immediately notify the captains of both sides of each bowler who they determine is of medium pace or faster.

Age	Restriction	Minimum break between spells	
		Two Day Match	One Day Match
Under 18 & 19	Six overs maximum each spell Eighteen overs maximum per day	60 mins	30 mins
Under 16 & 17	Six overs maximum each spell Sixteen overs maximum per day	60 mins	30 mins
Under 14 & 15	Five overs maximum each spell Twelve overs maximum per day	60 mins	30 mins

- (c) A bowler who has bowled a spell of less than the maximum overs per spell may resume bowling prior to the completion of the necessary break, but this will be considered an extension of the same spell, and the maximum limit of overs for the spell will still apply. Following the completion of the spell, the normal break between spells will apply.
- (d) Where a bowler changes between medium pace (or faster) and slow bowling during a day's play, the following applies:
- (i) If the bowler begins with medium pace (or faster), the bowler is subject to the playing condition throughout the day.
 - (ii) If the bowler begins with slow bowling and changes to medium pace (or faster), the playing condition applies from the time of the change, and all overs of slow bowling bowled prior to the change shall not be taken into account in either the current spell or the daily limit.
- (e) Umpires shall monitor the overs bowled by players. In the event of a bowler attempting to bowl more than the permitted quota of overs relevant to their age group, the umpire[s] should advise the captain and/or coach that the permissible number of overs has been bowled.
- (f) If the umpires become aware of a breach of this Playing Condition, when the ball is dead, they shall direct the captain to take the bowler off forthwith. If applicable, the over shall be completed by another bowler who shall have neither bowled the previous over nor be allowed to bowl the next over.
- (g) The break between spells includes the lunch and tea breaks.
- (h) Please refer to the current Australian Cricket Junior Bowling Guidelines for further details in relation to bowling injury prevention.
- (i) The weekly recommended balls for a medium or faster pace bowler are outlined below:
- (i) Under 15: 90-100 balls.
 - (ii) Under 17: 110-120 balls.
 - (iii) Under 19: Approximately 120 balls.

Annexure F: Super Over Procedure

1. Unless exceptional circumstances arise (as per clause 21), there shall be an unlimited number of Super Overs played to achieve a result.
2. The Super Over involves each team facing one over (unless all out earlier), and the winner shall be the team that scores the most runs from its one over innings.
3. The loss of two wickets in the over ends the team's one over innings.
4. In normal circumstances, it shall commence five minutes after the conclusion of the match. The Super Over will be played until completion, but if there are any delays or interruptions during the Super Over, extra time (taken from the start of the first Super Over) is allocated to complete the Super Over or any subsequent Super Overs. The amount of extra time allocated to the Super Over is the greater of the gap between the time at which the match ended and the time the original match would have been scheduled to finish had the entire extra time provision been utilised, or 20 minutes.
5. Should play be delayed prior to or during the Super Over(s) once the playing time lost exceeds the extra time allocated, the Super Over(s) shall be abandoned.
6. The Super Over shall take place on the pitch allocated for the match (the designated pitch).
7. Only nominated players in the match (including activated concussion replacements) may participate in the Super Over. Should any player (including the batter and bowler) be unable to continue to participate in the Super Over due to injury, illness or other wholly acceptable reasons, the relevant Playing Conditions as they apply in the match shall also apply in the Super Over.
8. Any penalty time being served in the match shall be carried forward to the Super Over.
9. The umpires shall stand at the same end as that in which they finished the match.
10. The team batting second in the match shall bat first in the Super Over. The balls used in the respective team's innings shall be used for the Super Over. If the ball needs to be changed, the Playing Conditions shall apply.
11. The fielding side shall choose the end from which it is to bowl its one over.
12. Each team's over is played with the same fielding restrictions that apply for the last over in an uninterrupted match played under the Playing Conditions.
13. The winners of the Super Over shall be the team which scored the most runs as per normal playing conditions, irrespective of the number of wickets lost.
14. If the Super Over is tied, then subsequent Super Overs will be played until there is a winner.
15. In normal circumstances, any subsequent Super Over will start five minutes after the previous Super Over ends. The interval shall be five minutes.
16. The team batting second in the previous Super Over will bat first in the subsequent Super Over.
17. The fielding side must bowl its over in a subsequent Super Over from the opposite end to which it bowled from in the previous Super Over.
18. Any batter dismissed in any previous Super Over shall be ineligible to bat in any following Super Over.
19. The bowler who bowled the over in the previous Super Over shall be ineligible to bowl the over in the subsequent Super Over.

20. All other playing conditions will be the same as for the initial Super Over.
21. If a Super Over cannot be completed due to ground, weather or light conditions, the team that finished higher on the points table at the conclusion of the preliminary matches shall be declared the winner.
22. In circumstances where there are unavoidable time constraints which do not allow the completion of multiple Super Over(s), Queensland Cricket may, prior to the start of the series and by notification to the participating teams, limit the number of possible Super Overs.

Annexure G: Awards - Averages and Aggregates

Competition	Batting	Bowling
Mens First Grade to Sixth Grade	200 runs and a total number of innings commenced computed as follows: The lesser of [a] Nine or [b] Two thirds of the greatest number of innings commenced by any player of their Club in the particular Grade.	20 wickets and the bowling of at least 510 balls in the season in the particular Grade.
Mens Under 19	Aggregate only	Aggregate only
Womens First Grade	200 runs and a total number of innings commenced computed as follows: The lesser of [a] Nine or [b] Two thirds of the greatest number of innings commenced by any player of their Club in the particular Grade.	15 wickets and the bowling of at least 420 balls in the particular Grade.
Boys Under 17	150 runs and a total number of innings commenced computed as follows: The lesser of [a] Four or [b] Two thirds of the greatest number of innings commenced by any player of their Club in the particular Grade.	12 wickets and the bowling of at least 300 balls in the season in the particular Grade.
Womens Second Grade	100 runs and a total number of innings commenced computed as follows: The lesser of [a] Nine or [b] Two thirds of the greatest number of innings commenced by any player of her Club in the particular Grade.	10 wickets and the bowling of at least 240 balls in the season in the particular Grade.
Girls Under 16	Aggregate only	Aggregate only

Annexure H: Ball Policy

1. Weight and Size

Competition	Ball Colour and weight	Ball Type
Mens First Grade – Two Day & Unscheduled One Day	Red leather, 156g	Kookaburra Turf
Mens First Grade – Scheduled One Day & T20 Max	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 – Two Day & Unscheduled One Day	Red leather, 156g	Kookaburra Regulation
Mens Third and Fourth Grade – Scheduled One Day	White 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	White leather, 142g	Kookaburra Club Match

2. New Ball

- (a) The fielding side shall provide a new ball in the first innings of all matches, and a playable ball [in the opinion of the umpires] in the second innings of any Two Day match.
- (b) After 80 overs of six balls have been bowled in any innings, the captain of the fielding side may use a new ball. Such a new ball must be provided by the fielding side.

3. Replacement Balls – Mens First Grade, Womens First Grade

- (a) The onus is on the umpire(s) to check the supply of the replacement balls prior to the match commencing. Umpires will confirm, through match reports to Queensland Cricket, that replacement balls were produced, and will advise if any were used throughout the match.
- (b) The availability of replacement balls is the responsibility of the Home Club. The Home Club captain or representative is responsible for producing the supply of replacement balls prior to the toss. A minimum of six balls of varying ages/condition should be produced.
 - (i) If the match is played at a neutral ground, the 'Home Club' is the Club named first in the fixture as stated on Play HQ
- (c) Failing to comply with (b) above may result in a referral to Queensland Cricket or the PCC.
- (d) The initial supply and subsequent restocking of replacement balls is the responsibility of the Home Club.

4. Replacement Balls – All Other Grades

- (a) The availability of replacement balls is the responsibility of the fielding team.
- (b) Failing to comply with (a) above may result in a referral to Queensland Cricket or the PCC.

Annexure I: Concussion Procedure

APPLICATION

This Concussion Procedure shall apply to all matches in Queensland Premier Cricket competitions.

INTRODUCTION

In the event a head trauma occurs, or the umpires suspect that a player may be concussed, a replacement player is allowed for the remainder of the match.

PROCESS

The replacement player shall be a similar type of player (best endeavours) who may immediately participate in the match as a complete replacement player for the Concussed Player.

The Concussion Substitute is permitted to bat, bowl, keep wicket or field as though they were a member of the starting 11. (or in competitions that allow a different number of players – e.g. Lord's Taverners, Paul Pink Shield – that number)

The team captain or a club official shall seek the prior approval of the umpires, who shall not unreasonably refuse a request. The umpires need only be reasonably satisfied that a head trauma occurred during the match.

The umpires shall then inform the captain of the opposing team.

Once a replacement has been made, the player replaced shall take no further part in the match.

OBJECTIVE

This procedure's objective is to permit the replacement of a player who is suspected of suffering from head trauma or concussion.

The opposing team shall not be unfairly disadvantaged by a team's choice of replacement player.

A team shall take reasonable steps to replace a concussed player with a similar type of player; however, the status of the match may permit other types of replacements, for example –

- A batter may be replaced by a bowler provided that the team will no longer bowl in the match;
- A batter may be replaced by a bowler subject to the captain's undertaking that the replacement will not bowl in the match;
- A bowler may be replaced by a batter provided that the team will no longer bat in the match or the bowler has been dismissed.

CONTACT

Should there be any further queries, please contact the QC Premier Cricket Team, (gldpremiercricket@gldcricket.com.au).

Annexure J: Dual Affiliation Form

E-Form to be completed at: <https://form.jotform.com/252180931439054>

Annexure K: Code of Behaviour

INTRODUCTION

The QC Code of Behaviour Policy (**Policy**) supports the QC Integrity Framework by ensuring that all Cricket Participants and Cricket Organisations are aware of the expected standards of behaviour and processes to deal with conduct that breaches this Code. This Code aligns with Cricket Australia's core values of aspire, respect and lead together.

This Code applies in addition to and not in substitution for the ICC Code of Conduct and the Cricket Australia Code of Behaviour, the Anti-Harassment Code, and the Racial Vilification Code (**the Codes**).

This Code applies to all competitions and any player or official representing Queensland Cricket, including participating in any competition, tour or training camp, from the time of departure from the player's or official's usual private residence prior to the tour or camp until return to that residence after the tour or camp.

All Cricket Participants and Officials should be well aware of the standards expected and consequently any player or official who breaches this code can expect little sympathy if found guilty.

It is the responsibility of everyone associated with Queensland Cricket - Club Officials, Team Captains and especially the Players - to ensure the level of conduct and fair play traditionally inherent in the Game is observed.

Queensland Cricket shall recognise and uphold sanctions implemented in other cricket competitions, both from within the State of Queensland and from other Australian State bodies.

1. CODE OF BEHAVIOUR

- [a] The captains are responsible at all times for ensuring that play is conducted within the spirit of the game as well as within the Laws.
- [b] This Code applies to all registered players and officials. Sections 1[b][v], 1[b][vii] and 1[b][viii] of this Code apply at any time. Sections 1[b][i], 1[b][ii], 1[b][iii], 1[b][iv] and 1[b][vi] apply whether participating or spectating at any match or event under the auspices of Cricket Australia or Queensland Cricket, including matches sanctioned by Queensland Cricket Affiliates. Specifically:
 - [i] Players and officials must not abuse cricket equipment or clothing, ground equipment or fixtures and fittings;
 - [ii] Players and officials must not assault or attempt to assault an umpire, a player, an official or spectator;
 - [iii] Players and officials must not react with dissension, either towards an umpire, their decision, or generally, following an umpiring decision;
 - [iv] Players and officials must not use crude or abusive language, or otherwise engage in conduct detrimental to the spirit of the game;
 - [v] Players and officials must not indulge in conduct detrimental to the game;
 - [vi] Players and officials must in no way use crude or abusive hand signals.
 - [vii] Players and officials must not engage in any form of racial or religious abuse or harassment as defined in the Codes; and
 - [viii] Without limiting any other rule, players and officials must not make public or media comment which is detrimental to the interests of the game.

Note: Public comment includes comment on Club websites and other electronic media.

2. CONDUCTS COMMISSIONERS

- [a] The Queensland Cricket Board of Directors will appoint at least eight persons to the position of Queensland Cricket Conducts Commissioner who will be responsible for receiving, investigating and dealing with any alleged breach of the Code of Behaviour.
- [b] Any alleged breach of the Code of Behaviour will in the first instance be heard and determined by a Queensland Cricket Conducts Commissioner unless the Commissioner decides to make a Penalty Offer or to refer the matter to a Conducts Committee hearing.

Penalty Offer:

- [i] a Penalty Offer may be made by a Conducts Commissioner based upon the report form submitted and any investigation that they may have subsequently made (e.g. speaking with umpires, captains, players etc), in lieu of a hearing under Clause 2[c];
 - [ii] a Penalty Offer may only be made for Level 1 or Level 2 offences;
 - [iii] a reported person is required to review and either accept or decline the Penalty Offer by 5pm on the next business day following issuance; and
 - [iv] a reported player who declines a Penalty Offer may be referred to a Conducts Committee.
- [c] The Commissioner will conduct a hearing, where possible, within 72 hours of the reported person's Club and/or Association being notified of the Code of Behaviour report:
 - [i] in private unless all parties to the report and the Commissioner agree otherwise; and
 - [ii] in other respects as the Commissioner determines;
 - [iii] with as little formality and technicality as reasonable; and
 - [iv] as quickly, as proper consideration of the report or complaint permits.
- [d] The Commissioner:
 - [i] may conduct the hearing by telephone or other conference facility;
 - [ii] may themselves and may permit the person alleged to have breached the Code and the person who lodged the report to examine and cross-examine witnesses;
 - [iii] may appoint another person to assist with the hearing; and
 - [iv] may allow the person alleged to have breached the Code to have a support person present [such as a Club representative]. A support person with legal training or experience in dispute resolution must declare that fact to the appointed Conduct Commissioner prior to the commencement of a hearing; and
 - [v] a support person is permitted to attend the hearing to act as an observer, however is not permitted to address the Commissioner or other hearing participants unless permitted by the Commissioner.
- [e] All people attending a hearing before the Commissioner must:
 - [i] dress in a manner acceptable to the Commissioner;
 - [ii] behave with due decorum;

- [iii] comply with the directions of the Commissioner as to the manner in which the hearing will be conducted; and
- [iv] any person who fails to comply may be ejected from the hearing room and sanctioned under this Code
- [f] The Commissioner shall make a finding (on the balance of probabilities), and if found guilty on any charge, may impose any penalty thought fit in accordance with this Code. Where a player or official rejects a penalty imposed by a Commissioner the matter shall be referred to a Conducts Committee. As per 2[b], the Commissioner may also reserve their right to refer the matter to a Conducts Committee hearing.
 - [i] Where a Commissioner refers a matter to a Conducts Committee hearing, the Commissioner shall attend the hearing in the role of prosecutor of the matter, unless otherwise disqualified.
- [g] In the event that a hearing cannot be completed before the start of a relevant match the Commissioner may make such interim ruling as deemed appropriate including the interim suspension of a Player pending completion of the hearing.
- [h] The Commissioner shall ensure that a completed Findings Sheet is lodged with Queensland Cricket.
- [i] Any person aggrieved by a finding of the Commissioner or as to the penalty imposed may appeal to the Conducts Committee by giving notice to the Chief Executive Officer within 24 hours of the decision by the Commissioner.

3 CONDUCTS COMMITTEE

- [a] The Queensland Cricket Board of Directors will appoint a Panel of at least eight suitable persons, including Conducts Commissioners who may be called to sit on a Conducts Committee.
- [b] Each Conducts Committee will consist of three persons selected from this Panel, one of whom must be a Conducts Commissioner, which will hear matters brought before them by Queensland Cricket's Conducts Commissioners.
- [c] The Conducts Committee shall hear appeals from a decision of a Commissioner. Such appeal may be by way of re-hearing, but the onus shall be on the appellant to show error in the decision, the subject of the appeal.
- [d] The Commissioner who made the original decision may appear to assist at the hearing of the appeal.
- [e] Members of the Conducts Committee shall not be representative of the Club or Clubs involved in the Hearing.
- [f] The Conducts Committee may conduct a hearing or may make a decision based on written submissions, including the Findings Sheet and summary of outcomes from the original decision.
- [g] The Conducts Committee will conduct hearings, where possible, prior to the reported person's next scheduled match:
 - [i] in private unless all parties to the report and the Commissioner agree otherwise;
 - [ii] in other respects as the Conducts Committee Chairperson determines;
 - [iii] with as little formality and technicality as reasonable; and
 - [iv] as quickly, as proper consideration of the report or complaint permits.

- [h] The Conducts Committee:
- [i] may conduct the hearing by telephone or other conference facility;
 - [ii] may itself and may permit the person alleged to have breached the Code and the person who lodged the report to examine and cross-examine witnesses through the Chairperson;
 - [iii] may appoint another person to assist it;
 - [iv] may allow the person alleged to have breached the Code to have a support person present [such as a Club representative]. A support person with legal training or experience in dispute resolution must declare that fact to the Conducts Committee prior to the commencement of a hearing; and
 - [v] a support person is permitted to attend the hearing to act as an observer, however is not permitted to address the Commissioner or other hearing participants unless permitted by the Commissioner.
- [i] All people attending a hearing before the Conducts Committee must:
- [i] dress in a manner acceptable to the Conducts Committee;
 - [ii] behave with due decorum;
 - [iii] comply with the directions of the Conducts Committee Chairperson as to the manner in which the hearing will be conducted; and
 - [iv] any person who fails to comply may be ejected from the hearing room and sanctioned under this Code.
- [j] All parties except the Conducts Committee must leave the room when the Conducts Committee is deliberating on its decision;
- [k] The Conducts Committee may impose any penalty it thinks fit in accordance with this Code.
- [l] In the event that a Conducts Committee hearing cannot be completed before the start of a relevant match the Conducts Committee may make such interim ruling as it deems appropriate including the interim suspension of a player pending completion of the hearing.
- [m] The Conducts Committee Chairperson shall ensure that a completed Findings Sheet is lodged with the Chief Executive Officer of Queensland Cricket. The Chief Executive (or their delegate) will distribute copies of the Findings Sheet to the accused player/official, the Clubs involved, the Umpires Association and the Conducts Commissioner or any other relevant party.
- [n] Any player or official who was a party to a hearing before the Conducts Committee has a right of appeal against the decision of the Conducts Committee to the Queensland Cricket Appeals Tribunal.

4 METHOD OF HANDLING BREACHES OF THE CODE OF BEHAVIOUR

- [a] An alleged breach of the Code of Behaviour may be reported by:
- [i] Either or both umpires;
 - [ii] The Secretaries of the Clubs participating in the match in which the alleged breach occurred;
 - [iii] A player participating in the particular match in which an alleged breach occurs;
 - [iv] A Queensland Cricket Conducts Commissioner;

[v] Any member of the Premier Cricket Committee; or

[vi] The Chief Executive Officer of Queensland Cricket.

- [b] Where an umpire is considering or wishes to report an alleged breach of the Code of Behaviour, the umpire[s] must inform captains of the lodgement or pending lodgement of a report of their player as soon as practical, either on the field or at the close of the day's play. The umpire[s] must complete the prescribed umpire's Report Form and forward a copy of the Report, together with any further written submission to the Premier Cricket Officer of Queensland Cricket within 72 hours after the completion of the match.

NOTE: Umpire[s] must nominate the grade of offence on the report unless otherwise stipulated.

- [c] The Chief Executive Officer of Queensland Cricket may lodge a report or instigate an investigation within 48 hours of becoming aware of any facts, which are capable of substantiating a breach under this Code.

- [d] Where a player or official as outlined above wishes to report an alleged breach of the Code of Behaviour, they shall forward a written submission to the Chief Executive Officer of Queensland Cricket within 72 hours after the completion of the match. The Chief Executive Officer shall refer the matter to a Queensland Cricket Conducts Commissioner[s] for further investigation and determination.

- [e] The Queensland Cricket Conducts Commissioner may refer any matter to the Queensland Cricket Conducts Committee for determination.

- [f] There are three [3] levels of Grading of Offences to apply - reflecting the seriousness of the alleged breach - Level 1, Level 2 or Level 3.

The Commissioner may invoke any of the following options:

[i] official reprimand (applicable only for Level 1 offences), or

[ii] match suspension (which may be suspended at the Commissioner's discretion), or

[iii] refer the report to the Conducts Committee who may impose any penalty as it sees fit.

- [g] If found guilty of a second Level 1 offence, a player would ordinarily expect to receive a minimum one [1] multi-day match suspension [or equivalent]. If found guilty of a second Level 2 offence, a player would ordinarily expect to receive a minimum two [2] multi-day match suspension [or equivalent].

- [h] The Conducts Commissioner may vary the level of offence [higher or lower].

- [i] A breach of the Code of Behaviour will be graded and the penalty determined within the three [3] levels as outlined.

- [j] For all offences, a penalty imposed by the Commissioner or Conducts Committee is to be served in the competition that the report originated from, and unless extenuating circumstances exist, the penalty shall be applied to the person's next scheduled match/es in that competition.

For all offences, the participant may not, at the discretion of the Commissioner, participate in any other cricket competition in Queensland for the period of their suspension.

- [k] The findings of the Conducts Commissioner or Conducts Committee should clearly define the suspension, be it for one day match[es], two day match[es] or a time frame.

- [l] Each of the rules for behaviour has a guideline. The guidelines are intended as an illustrative guide only and in the case of any doubt as to the interpretation of the Rule, the provisions of the Rule itself shall take

precedence over the provisions of the guidelines. The guidelines should not be read as an exhaustive list of offences or prohibited conduct.

- [m] In considering a penalty to be imposed in each case, the Conducts Commissioner or the Conducts Committee must first consider whether the player or official has previously been found guilty of any offences under the Code of Behaviour (or any predecessor regulations that may have applied) within a period of eighteen months prior to the date on which the proven offence took place.

5 GUIDELINE OFFENCES

Each of the clauses set out in the Code of Behaviour (1[a], 1[b][i] to [viii]) have a Guideline Offence set out at Levels 1, 2 and 3. Whilst the Guideline Offences aim to identify behaviour that corresponds to particular levels, they are not deemed to be exhaustive in their description of reportable behaviour.

1[a]	The captains are responsible at all times for ensuring that play is conducted within the spirit of the game as well as within the Laws.
NOTE	A captain may be reported under this clause for any breach of this clause of the Code of Behaviour. The Conducts Commissioner shall then appropriately grade the reported behaviour.
1[b][i]	Players and officials must not abuse cricket equipment or clothing, ground equipment or fixtures and fittings.
Level 1	Actions outside the course of normal cricket actions such as hitting or kicking the wickets and actions which intentionally or negligently result in damage to the advertising boards, boundary fences, dressing room doors, mirrors, windows and other fixtures and fittings.
Level 2	In addition to Level 1, actions that may cause injury to other participants or spectators.
Level 3	In addition to Levels 1 & 2, actions that may cause serious injury to other participants or spectators
1[b][ii]	Players and officials must not assault or attempt to assault an umpire, a player, an official or spectator.
Level 1	This includes (but is not limited to): Engaging in inappropriate, but incidental physical contact with other players or officials in the course of play;
Level 2	This includes (but is not limited to): (a) Attempt to make inappropriate and deliberate physical contact with other players or officials not in the course of play; (b) Engaging in inappropriate and deliberate physical contact with other players or officials in the course of play; (c) Throwing the ball at or near a player or official in an inappropriate and/or dangerous manner (noting this does not prohibit a fielder or bowler from returning the ball to the stumps in the normal fashion).
Level 3	This includes (but is not limited to): (a) Threaten to assault another player, Team official or spectator; (b) Physically assault another player, umpire, referee, official or spectator; (c) Engage in any act of violence on the field of play.

1[b][iii]	Players and officials must not react with dissension, either towards an umpire, their decision, or generally, following an umpiring decision. <i>NOTE: This does not prohibit the bowler involved in the decision or a team captain from asking an umpire to provide an explanation for a decision or a Team official from making a formal complaint.</i>
Level 1	This includes (but is not limited to): (a) Excessive, obvious disappointment with an umpire's decision or with an umpire making the decision and obvious delay in resuming play or leaving the wicket; (b) Disobeying an umpire's instruction during a match.
Level 2	Serious dissent, whereby the dissent is expressed by a specific action such as: (a) the shaking of the head, (b) snatching cap from umpire, (c) pointing at pad or inside edge, (d) other displays of anger or abusive language directed at the umpire, or (e) excessive delay in resuming play or leaving the wicket.
Level 3	Intimidate an umpire or referee whether by language or conduct. Includes appealing in an aggressive or threatening manner.
1[b][iv]	Players and officials must not use crude or abusive language, or otherwise engage in conduct detrimental to the spirit of the game.
Level 1	This includes (but is not limited to): swearing and offensive gestures which are not directed at another person such as swearing in frustration at one's own poor play or fortune.
Level 2	Use language that is obscene, offensive or of a seriously insulting nature to another player, official or spectator. This refers to language or gestures which are directed at another person and/or may provoke a reaction from another person.
Level 3	This includes (but is not limited to): (a) In addition to Level 2, language or gestures which then incite another person to commit a Code of Behaviour breach; (b) Use language or gestures that offend, insult, humiliate, intimidate, threaten, disparage or vilify another person on the basis of that person's race, religion, gender, colour, descent, sexuality or national or ethnic origin.
1[b][v]	Players and officials must not indulge in conduct detrimental to the game.
Level 1	This includes (but is not limited to): (a) Engaging in excessive appealing (i.e. repeated appealing when the bowler/fielder knows the batter is not out with the intention of placing the umpire under pressure); (b) Breach any regulation regarding approved clothing or equipment.
Level 2	This includes (but is not limited to): (a) Charge or advance towards the umpire in an aggressive manner when appealing; (b) Deliberately and maliciously distract or obstruct another player or official on the field of play (includes actions under Laws 41.4 and 41.5); (c) Attempt to manipulate a Match in regard to the result, net run rate, bonus points or otherwise. The captain of any team guilty of such conduct shall be held responsible. Prohibited conduct under this rule will include incidents where a team bats in such a way as to either adversely affect its own, or improve its opponent's, bonus points, net run rate or quotient; (d) Seriously breach any regulation regarding approved clothing or equipment.

Level 3	This includes (but is not limited to): (a) Changing the condition of the ball in breach of Law 41.3, such as picking the seam or deliberately throwing the ball into ground for the purpose of roughening it up and the application of moisture to the ball, save for perspiration; (b) Attempting to gain an unfair advantage during a Match.
NOTE 1	A player may be reported under this clause for any breach of Law 41 (Unfair Play) not specifically covered by the above. The Conducts Commissioner shall then appropriately grade the reported behaviour.
NOTE 2	A player or official may be reported under this clause for alleged incidents which are not adequately or clearly covered by another offence under the Code of Behaviour that is either: (a) Contrary to the Spirit of Cricket; (b) Unbecoming of a representative or official; (c) Is or could be harmful to the interests of cricket; or (d) Does or could bring the game of cricket into disrepute. The Conducts Commissioner shall then appropriately grade the reported behaviour.
1[b][vi]	Players and officials must in no way use crude or abusive hand signals.
Level 1	Point or gesture towards the pavilion in an aggressive manner upon the dismissal of a batter.
Level 2	Use crude or abusive hand signals towards another player, official or spectator that would cause offence, serious insult, or provoke an aggressive reaction.
Level 3	Use gestures that offend, insult, humiliate, intimidate, threaten, disparage or vilify another person on the basis of that person's race, religion, gender, colour, descent, sexuality or national or ethnic origin.
1[b][vii]	Players and officials must not engage in any form of racial or religious abuse or harassment as defined in the Queensland Cricket Racial and Religious Vilification Code, the Cricket Australia Racial and Religious Vilification Code or Anti-Harassment Policy.
Level 1	Does not apply.
Level 2	Does not apply.
Level 3	Use language or gestures that offend, insult, humiliate, intimidate, threaten, disparage or vilify another person on the basis of that person's race, religion, gender, colour, descent, sexuality or national or ethnic origin.

1[b][viii]	Without limiting any other rule, players and officials must not make public or media comment which is detrimental to the interests of the game. <i>NOTE: this includes comment on Club websites and other electronic media. Each Club shall be responsible for advising Queensland Cricket of the Club Official that is responsible for monitoring their electronic media (e.g. website, social media etc).</i>
Level 1	Does not apply.
Level 2	Does not apply.
Level 3	Prohibited conduct under this rule includes (but is not limited to): (a) Denigrating or criticising any player, official, team, Cricket Australia, Queensland Cricket (and their employees or contractors) or any Commercial Partner of Cricket Australia, Queensland Cricket, or the affiliated Cricket Associations & Clubs; (b) Denigrating or criticising any player, umpire or official by inappropriately commenting on any aspect of their performance, abilities or characteristics; (c) Commenting on the likely outcome of or criticising the outcome of a hearing, report or any appeal; or (d) Criticising any evidence, submission, or comment made by any person at the hearing of a report or any appeal.

6 QUEENSLAND CRICKET APPEALS TRIBUNAL

There shall be an Appeals Tribunal appointed by the Queensland Cricket Board of Directors (Board).

- [a] The membership of the Appeals Tribunal shall be determined by the Queensland Cricket Board of Directors at its first meeting following the Annual General Meeting.
- [b] Members of the Tribunal must be fit and proper persons as determined by the Board but must not be current members of the Board.
- [c] A member of the Tribunal need not be a member of Queensland Cricket, its affiliates or associated clubs.
- [d] The Tribunal shall consist of at least five members. Three members will sit on each hearing of the Tribunal, one of whom shall Chair the Tribunal.
- [e] The chairperson for each hearing shall be appointed from their number by the members of the Tribunal or if they cannot agree, shall be appointed by the Board.
- [f] A member of the Tribunal must not sit on a hearing/determination involving a player from the same club or affiliate as the Tribunal member.
- [g] Subject to [l], the Appeals Tribunal shall be responsible for receiving all appeals from decisions of the Conducts Committee, Premier Cricket Committee and from Affiliates Codes of Conducts processes as the case may be.
- [h] Any appeal against the decision of the Conducts Committee must follow the below process:
 - [i] Notice of intention to appeal must be lodged with the Chief Executive Officer, Queensland Cricket (or their delegate) by 5pm on the second business day following the Conducts Committee hearing;
 - [ii] The text of the appeal must be lodged with the Chief Executive Officer, Queensland Cricket (or their delegate) by no later than 5pm on the fifth business day following the Conducts Committee hearing;
 - [iii] A lodging fee of \$500.00 is to be paid to Queensland Cricket in conjunction with the text of the appeal, of which up to 80% of the fee may be refunded at the discretion of the Appeals Tribunal.
 - a. The suspended player or players shall not be permitted to participate in the Grade or other Competitions until the penalty has been met or an appeal against such finding and/or severity of the sentence has been adjudged by the Appeals Tribunal.
- [i] The Appeals Tribunal shall hear and determine each appeal by reference only to all documentary and written evidence presented to the hearing before the Conducts Committee together with the Findings Sheet and summary of outcomes from that hearing and shall receive from all interested parties written submissions only with respect to the evidence and submissions presented before that initial hearing.
- [j] Subject to [l], the appeal shall not constitute a re-hearing.
- [k] Subject to [m], there shall be no right of appearance before the Appeals Tribunal by any of the parties or their representatives who appeared before the initial hearing of the Conducts Committee or Premier Cricket Committee.
- [l] Any new or additional evidence shall be received by the Appeals Tribunal only at the discretion of the Appeals Tribunal.

- [m] Where the matter under appeal is regarded by a majority of the Appeals Tribunal as sufficiently serious, leave may be given by the Chairperson of the Appeals Tribunal to permit appearance by any or all of the interested parties and/or their representatives.
- [n] The Appeals Tribunal shall be furnished with all information and documentation relevant to the hearing of the Appeal including information on prior offences, the Register of Penalties and Findings Sheet/s. The Secretary of the Conducts Committee from which the appeal originates should furnish this information to Queensland Cricket. The papers should be bound in chronological order with a List of Contents appended.
- [o] Unless special circumstances are demonstrated, the appellant's Affiliate body and/or Club should present any appeal made to the Appeals Tribunal.
- [p] The Appeals Tribunal may order a re-hearing if, in their opinion, sufficient anomalies exist in the process followed by a Conducts Committee. At its discretion, the Appeals Tribunal may designate the membership of the Conducts Committee to re-hear the case.
- [q] The Appeals Tribunal shall, in each case, be the final arbiter and its decision absolutely final.
- [r] Should an appeal subsequently be upheld any suspension or penalty previously served shall nevertheless be deemed to be valid.
- [s] An appeal may be withdrawn at any time, except that once the hearing of the appeal has commenced the appeal may be withdrawn only with the Appeals Tribunal's approval.
- [t] As a matter of procedure only, a report of each determination of the Appeals Tribunal shall be provided to the Board for its noting but the failure to provide such a report shall not affect the final and binding nature of each decision of the Tribunal.

Annexure L: Intoxicated Player Policy

Note: This policy applies to all competitions.

A player under the influence of alcohol or a drug poses a potential risk to themselves and to other players, spectators and officials. An intoxicated player is not permitted to participate in a Queensland Cricket sanctioned match. Umpires have the authority to exclude the participation of intoxicated players from a match and will exercise that authority where appropriate to facilitate the continued safe conduct of matches.

1. Position Statement

The players of a match of cricket have an obligation to be in a condition suitable for effective and safe play. Queensland Cricket wants to promote sobriety in the game and all players and their clubs are to support this policy.

2. Scope

All participants (players and umpires) in matches under the management of Queensland Cricket.

3. Aims

- (a) Improve player safety and sobriety.
- (b) Reduce the risk of injury to players, officials and spectators.
- (c) Assist umpires to determine the standard required of players.

4. Associated Documents

- (a) "The Laws of Cricket" Marylebone Cricket Club 2022
- (b) "Regulations governing Premier Cricket Competition Matches" QCA.

5. Principles

The following principles apply to the application of this policy:

- (a) Umpires have a discretion to apply the policy;
- (b) The use of a direction is likely to be a rare event;
- (c) Incidents to which the policy will apply are likely to be obvious; and
- (d) Mere intoxication is not considered to be an automatic breach of this policy or the Code of Behaviour.

6. Definitions

'Intoxicated' – visibly or demonstrably adversely affected by alcohol, drugs, or other agents, (whether prescribed or not) or any other condition, to a degree that would:

- (a) Apparently affect the overall ability to play and behave in a normally acceptable manner on the field of play; or
- (b) Endanger their own safety or others; or
- (c) Cause to bring the game into disrepute.

7. Application

7.1 General – Opinion, Explanation and Direction

- (a) If an umpire forms the opinion that a player is intoxicated, the umpire shall advise the player and the player's captain or club of that opinion and require the player, captain or the club to explain why the player should be allowed to participate in that day's play.
- (b) If an umpire is not satisfied with the explanation, the umpire will maintain the opinion that the player is intoxicated and direct the player to be stood down from the match ["a direction"].
- (c) On receipt of a direction from an umpire, the captain or the Club shall stand down the intoxicated player from the match for the duration of that day's play.
- (d) A failure to stand down the intoxicated player after a direction shall render both a player and a Club liable to such sanctions as are stated in this policy and any other sanction as determined by the governing body responsible for the match.

7.2 Umpire's Direction given prior to play

- (a) Where a direction is given prior to the toss for the choice of innings, the Club so affected shall be entitled to nominate a replacement player with full playing rights for the duration of that day's play.
- (b) Until the nominated replacement arrives a substitute player may field under the Substitute Fielders Law [Law 24].

7.3 Umpire's Direction given after play commences

- (a) Where a direction is given after the toss for the choice of innings, the intoxicated player shall not take the field, or shall leave the field immediately and a Club representative shall be notified.
- (b) An intoxicated player not taking the field, or leaving the field may not participate in the match for the duration of that day's play. The Club so affected shall not be entitled to a replacement player, although a substitute may field, if required, for the duration of that day's play. The Substitute Fielders Law will apply.
- (c) An intoxicated player who is a batter leaving the field, or not commencing their innings shall be recorded as "Retired – Out" and shall not bat again for the duration of that day's play.

7.4 Match duration of more than one day

- (a) In matches of more than one day, any intoxicated player stood down under this policy may return to the match on the next scheduled day of play with full playing rights, provided they present themselves in a condition suitable for effective participation in the match and no further playing restriction has been imposed on the player, either by the player's Club or the governing body responsible for the match.

7.5 No Umpires – Captains' Responsibility

- (a) In the event that no official umpires are in attendance at the match, the captains shall assume the role of the umpires for the purposes of this policy. If a captain is one of the concerned players, the affected team shall nominate a senior player to act in the captain's place.

8. SANCTIONS

8.1 Player – Exclusion

- (a) If the intoxicated player accepts the direction, the only penalty is exclusion from the day's play.
- (b) If the intoxicated player refuses the direction and insists on playing, then that action is to be regarded as a breach of the Code of Behaviour and a report must be made by the umpire.

8.2 Club and Team - Forfeit

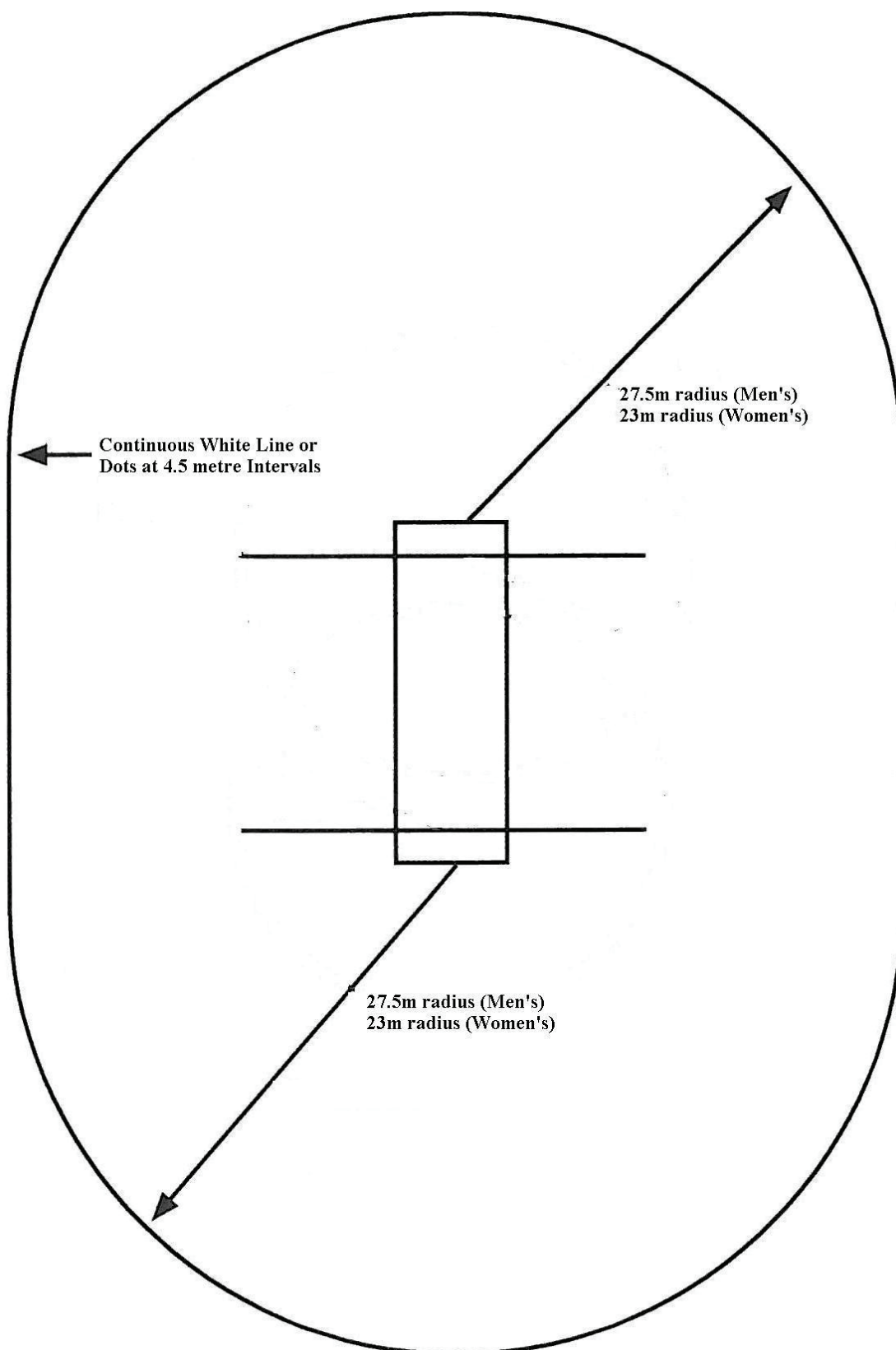
- (a) If the intoxicated player refuses to adhere to the direction, the player's Club and team captain must show responsibility and follow the umpires' direction and exclude the player from the day's play.
- (b) If the intoxicated player's Club and team captain do not support the direction, the umpire will enter a forfeit by the intoxicated player's team as the outcome of the match and a report will be made by the umpires on the Club, captain and player.

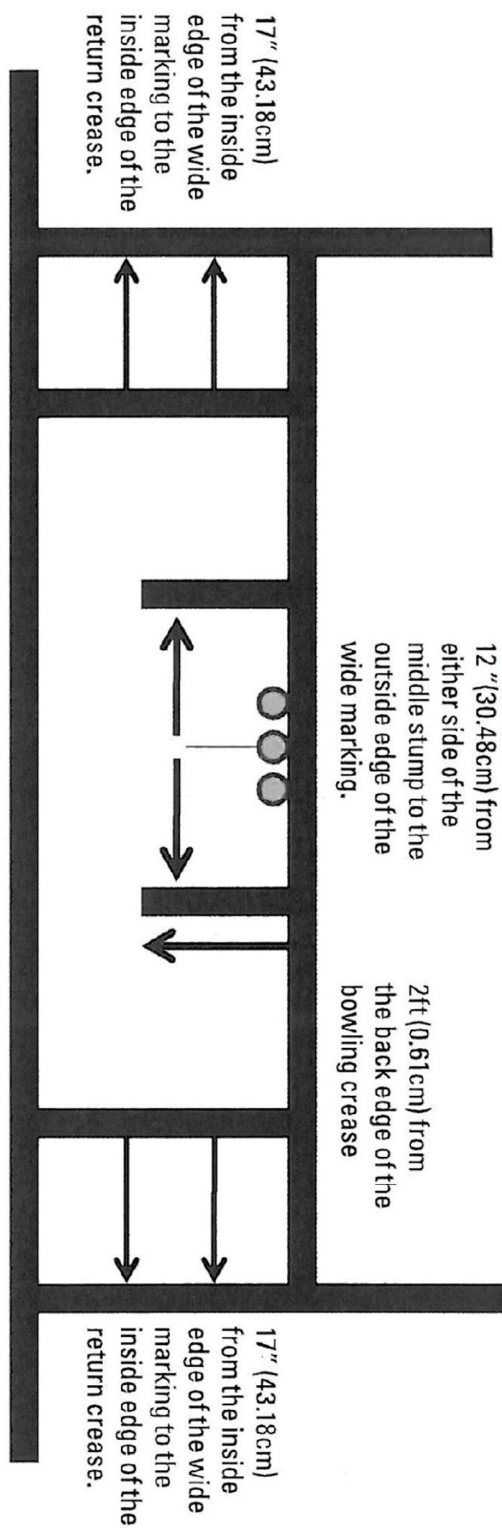
9. APPEAL

- (a) The intoxicated player, or Club, can appeal under the Queensland Cricket Appeals Tribunal procedures.

Annexure M: Racial and Religious Vilification Code

Refer to the Queensland Cricket website for the Racial and Religious Vilification Code.

Annexure N: Field Marking Appendix (One Day and T20 Matches)

Annexure O: Wide Making Appendix (One Day and T20 Matches)

Annexure P: Helmet Policy**1. Batting**

- (a) It is mandatory for junior cricketers (those under 18 years of age) to wear a British Standard 7928:2013 compliant helmet with a neck protector at all times when batting in Premier Cricket Competitions.
- (b) **All Grades (for players over 18 years of age):**
A batter must wear a British Standard 7928:2013 compliant helmet with a neck protector at all times when batting against fast or medium-paced bowling.
- (c) The umpire(s) are the sole judge of whether bowling is fast or medium-paced and will judge the pace of bowling against what is considered “fast”, “medium-paced” or “slow” within the context of that particular match. The wicketkeeper standing either up to, or back from the stumps must not be the deciding factor in this decision.

2. Wicketkeeping

- (a) At all times when wicketkeeping up to the stumps, the wicketkeeper must wear a British Standard 7928:2013 compliant helmet.
- (b) A neck protector is recommended (but not required) for a wicketkeeper/fielder.

3. Fielding

- (a) A fielder under 18 years of age must wear a British Standard 7928:2013 compliant helmet at all times when fielding in a position closer than ten (10) metres from the batter’s position on the popping crease on a middle stump line, with the exception of any fielding position between the accepted position of gully on the off side to the accepted position of leg gully on the leg side.
- (b) A fielder over 18 years of age must wear a British Standard 7928:2013 compliant helmet at all times when fielding in a position closer than seven metres from the batter’s position on the popping crease on a middle stump line, with the exception of any fielding position between the accepted position gully on the off side to the accepted position leg gully on the leg side.
- (c) A neck protector is recommended (but not required) for a wicketkeeper/fielder.
- (d) The umpire(s) are the sole judges of the distance from the stumps in this clause.

4. Enforcement

- (a) The umpire(s) are responsible for ensuring that a helmet (and neck protector where applicable) is worn when required by this policy but are not responsible for ensuring that the helmet being worn by the player is compliant with British Standard 7928:2013.
- (b) The umpire(s) must not allow the match to continue during any period in which a player fails to wear a helmet (and neck protector where applicable) when required by this policy.
- (c) In accordance with the Laws of Cricket, the umpire(s) shall:
 - (i) Award five penalty runs to the opposing team when a batter does not comply with this policy.
 - (ii) If, after the action above, the batter continues to not comply, time out the batter who fails to wear a helmet and neck protector when required by this policy.
 - (iii) No time/overs shall be lost to the game after the completion of any of the actions described.
- (d) In the event of an extended delay in which either no batter comes to the wicket wearing a helmet and neck protector in situations required by this policy or a batter fails to wear a helmet and neck protector in situations required by this policy and also fails to leave the wicket having been given out in accordance with (c)(ii), the umpire(s) shall adopt the procedure of Law 16.3.
- (e) In the event of an extended delay caused by a wicketkeeper or fielder failing to wear a helmet when required by this policy, the umpire(s) shall adopt the procedure of Law 16.3.
- (f) In addition to the above, the umpire(s) will report any breach of this policy to the Premier Cricket Committee. Upon receiving information regarding the incident, the Premier Cricket Committee shall take all reasonable and appropriate measures to investigate the instance(s). The Premier Cricket Committee shall take such action as they deem appropriate against the involved participants and Clubs, if applicable.

5. Parents, guardians, coaches and team officials must ensure that this policy is adhered to.

HELMET POLICY DETAILS

APPLICATION

This updated Helmet Policy shall apply to all matches in Queensland Premier Cricket.

INTRODUCTION

Queensland Cricket – supported by Premier Cricket clubs - has updated the Helmet Policy in June 2026, following from changes made to the Australian Cricket Concussion and Head Trauma Guidelines.

WHAT HAS CHANGED?

In addition to the current Helmet Policy, from the 2026/27 season it will be compulsory for the batters to wear a British Standard 7928:2013 compliant helmet **with a neck protector** when batting against fast or medium paced bowling in ALL Premier Cricket competitions.

It will continue to be compulsory for all junior cricketers (those under 18 years of age) in all Premier Cricket competitions to wear a British Standard 7928:2013 compliant helmet with a neck protector at all times when batting.

OBJECTIVE

This policy's objective is to improve the safety of batters and to reduce the potential for concussion and head trauma to occur in Premier Cricket competitions.

ENFORCEMENT

Umpires continue to be responsible for ensuring that a helmet (and neck protector where applicable) are being worn when required by the policy.

HOW DO I GET A NECK PROTECTOR?

Many helmets that have been sold in the past 5 years may already be compliant with the policy as they may have had the neck protection attachments supplied when purchased. If you do not have the neck protection attachments then your helmet may be able to be retrofitted.

Contacting a helmet supplier to check this is advised:

- Masuri (Official helmet provider of Queensland Cricket) – <https://masuri.com.au/>
- Greg Chappell Cricket Centre (Exclusive retail partner of Queensland Cricket) – <https://www.cricketcentre.com.au/>

CONTACT

Should there be any further queries, please contact the QC Premier Cricket Team, qldpremiercricket@qldcricket.com.au.

EXAMPLES OF NECK PROTECTORS

Annexure Q: Bad Weather Response Policy**1. The Umpires**

1.1 Law 2.7 shall apply subject to the following amendment:

- (a) Following the period prescribed for play on any scheduled match day, if the umpires consider the wicket, ground or weather conditions unsafe to play, then play may be suspended until it is considered safe to play or the day's play is cancelled.
- (b) Where a Club is not in control of its grounds, it is recognised that the ground authority may cancel the day's play.

2. Suspension of Play in Dangerous or Unreasonable Conditions

2.1 The following shall apply in addition to Law 2.8:

- (a) If thunder follows a lightning flash within forty (40) seconds but more than thirty (30) seconds, play must cease immediately. Players and officials must leave the field immediately but may cover the wicket and make necessary preparations for the thunderstorm.
- (b) If thunder follows a lightning flash by 30 seconds or less, players and officials must leave the field and must not return for any reason until 30 minutes after the suspension commences.
- (c) If during the suspension of play thunder follows a lightning flash by thirty (30) seconds or less, the thirty (30) minute suspension period is to recommence.
- (d) Umpires will reinspect as often as appropriate and shall advise both captains of resumption times when agreed upon.
- (e) In the event of multiple matches being played at the same venue, should one ground leave the field under this policy, an airhorn type siren is to be sounded at the request of the umpires by the Home Club. Upon the sounding of this siren, all matches at the venue are to cease immediately.

3. Changing Agreed Time of Intervals

3.1 Law 11 shall apply, subject to the following amendments.

In relation to the Men's First and Second Grade Competitions:

- (a) In the event of the ground, weather or light conditions causing a suspension of play, the umpires, after consultation with the captains, may decide in the interests of timesaving, to bring forward the time of the luncheon interval.
- (b) If an innings ends or there is a stoppage caused by weather or bad light within 10 minutes of the agreed time for the luncheon, the interval shall be taken immediately. The interval shall be of the allocated length and the time remaining in the session of play shall be added to the length of the next session. No extra allowance shall be made for the 10 minute interval between innings.

Annexure R: Reserved for future use

