



QUEENSLAND
CRICKET

T20 PLAYING CONDITIONS

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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.