



QUEENSLAND PREMIER CRICKET

Playing Conditions 2026/27

UMPIRE UPDATE | 40-MINUTE VIDEO SESSION

General Playing Conditions • One Day • T20 • Annexures





START HERE



The governing principle

THE RULE TO REMEMBER

LAWS OF CRICKET

Base framework



PLAYING CONDITIONS

Override the Laws where they differ



IF SILENT

Default back to the Laws

Where the Playing Conditions vary the Laws, the Playing Conditions prevail. Where there is no variation, apply the Laws.

Regulations, p.3



Know where to look



GENERAL

Applies across Premier Cricket.
Two-Day variations are contained here.



ONE DAY

Adds format-specific Playing Conditions on top of the General framework.



T20

Adds T20-specific Playing Conditions on top of the General framework.



ANNEXURES

Policies and procedures can carry direct umpire responsibilities.

Think of it as layers: Laws → General PCs → Format-specific PCs → Relevant Annexure



What we will focus on

1

Bowling injury prevention

Restriction and breach process

2

Pitch & ground preparation

Rolling and outfield timing

3

Hours, overs & cessation

Carry-over time and final-over changes

4

Substitutes, injuries & runners

Eligibility and treatment windows

5

Balls & protective equipment

White-ball use and neck protectors

6

One Day changes

Intervals, over-rate timing and Super Overs

Everything here is either a direct change for 2026/27 or a related clause umpires need in order to apply that change correctly.

Bowling Injury Prevention

The policy is now a restriction. Captains and umpires are responsible for ensuring it is not breached.

2026/27 PREMIER CRICKET

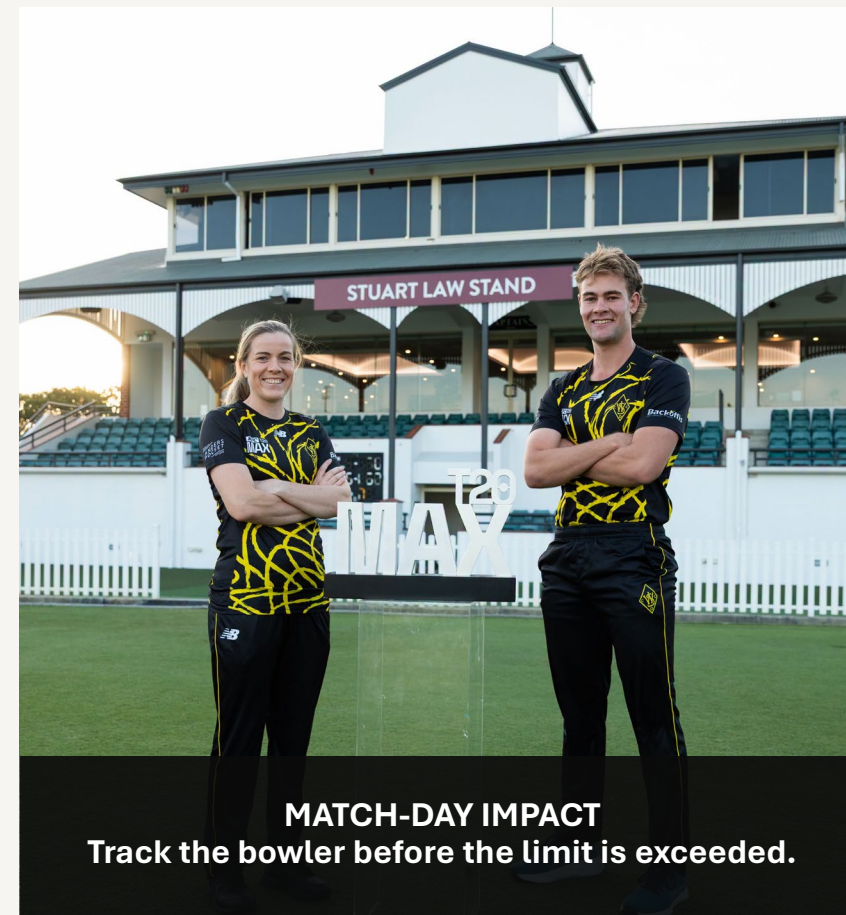


From guideline to restriction

2026/27 CHANGE

The Bowling Injury Prevention Policy now acts as a restriction.

- Captains and umpires share responsibility for ensuring the Playing Condition is upheld.
- The policy applies to all competitions.
- It applies to medium pace or faster bowlers, as determined by the umpires.
- Umpires must monitor overs bowled by affected players.





Know the limits that trigger the restriction

Medium pace or faster • age determined at 31 August

AGE	MAX SPELL	MAX / DAY	2-DAY BREAK	1-DAY BREAK
U18 & U19	6 overs	18 overs	60 mins	30 mins
U16 & U17	6 overs	16 overs	60 mins	30 mins
U14 & U15	5 overs	12 overs	60 mins	30 mins

U

Umpire judgement

Umpires determine whether a bowler is medium pace or faster and notify the fielding captain. Avoid ‘false markers’ like the position of the wicketkeeper.

!

Changing pace

If a bowler starts medium pace or faster, the restriction applies for the whole day. A later switch to slow bowling does not reset it.



Annexure E(a)–(d)



If the bowling restriction is breached

1

MONITOR

Track overs and advise the captain / coach when the permitted quota has been reached.

2

BALL DEAD

If a breach is identified, act when the ball is dead.

3

REMOVE BOWLER

Direct the captain to take the bowler off forthwith.

4

COMPLETE OVER

If needed, another bowler completes the over — not the previous or next-over bowler.

Key practical point: track and be awake to bowlers reaching their maximum limit and inform the captain. Proactive monitoring is always preferable to retrospective “fixing”.

Pitch & Ground Preparation

Small wording changes, but direct implications for timing and restart management.

2026/27 PREMIER CRICKET



Pitch rolling during a change of innings



2026/27 CHANGE

The batting captain may exercise the Law 9 rolling option on second or succeeding days.

- At an innings break, rolling should be completed within the 10-minute changeover so play is not delayed.
- If the innings ends during a scheduled interval, rolling must commence no later than 10 minutes before play resumes.
- Umpires need to manage the restart time and communicate early with captains and ground staff.

UMPIRE FOCUS: timing + communication, not simply whether a roller is requested.

Outfield mowing – first day only

The outfield shall not be mown except on the first day of the match.

On that first day, mowing must cease no later than 30 minutes before the start of play.



Hours, Overs & Cessation

The biggest procedural section: additional time, over calculations and the removal of an old final-over trigger.

2026/27 PREMIER CRICKET





Carrying additional time into the next day

1

TIME OUTSTANDING

At the end of a day, identify any scheduled playing time still outstanding.

2

CARRY FORWARD

Up to a maximum of 1 hour per day may be added to the next or subsequent day(s).

3

FIRST 30 MINUTES

The first 30 minutes or less is added to the first session.

4

REMAINDER

Adjust cessation time for any remaining additional time, up to a further 30 minutes.

Rescheduled cessation time can never be more than one hour beyond the original cessation time.



Old “wicket in the final minimum over” trigger removed

DELETED FOR 2026/27

OLD PREMIER PC

Special provision to call stumps if a wicket fell in the final minimum over and within 3 minutes of scheduled cessation.

REMOVED



NOW

Apply the 2026 Laws – the over is completed if conditions remain fit.

Reason: alignment with the 2026 Laws change.

General PCs 8.4(f) & 8.5(e) deleted

Substitutes, Injuries & Runners

Eligibility wording changes, a five-minute treatment window, and runners only at the end of an innings.

2026/27 PREMIER CRICKET





Substitute fielder registration



REQUIREMENT

A substitute fielder must hold a current-season player registration with a Queensland Cricket-affiliated club.



UMPIRE LIMIT

Umpires do not have authority to determine player eligibility.

Practical approach: if approached by a team questioning or disputing an opposition player selection, refer eligibility questions to Queensland Cricket rather than making a ruling yourself.



Injury during the final wicket partnership

1

INJURY OCCURS

Batter is involved in the final wicket partnership.

2

5 MINUTES

Maximum treatment period allowed.

3

INTERVAL NEARBY?

If within 30 minutes of a scheduled interval and unable to resume, take the interval immediately.

4

STILL UNABLE

If batter unable to resume after interval (or within 5 minutes if no interval) record the batter as Retired – not out.

This is a Premier Cricket variation around the end of an innings or early interval.



Runners remain an end-of-innings exception

Law 25.5 applies — but Premier Cricket restricts when a runner can be used.

- Runner(s) permitted only at or after the fall of the penultimate wicket.
- Additional runners may be allowed where multiple injured batters require them.
- Those injured players must be the last available batters in the line-up at the fall of the penultimate wicket.



**PENULTIMATE
WICKET**

Before this point: no runner under this Premier Cricket variation.

Balls, Helmets & Concussion

Equipment changes that create direct umpire checks — and a new neck-protector enforcement process.

2026/27 PREMIER CRICKET





White-ball use expands in 2026/27

COMPETITION	2026/27 BALL
Men’s 3rd & 4th Grade – Two Day / Unscheduled One Day	Red leather, 156g – Kookaburra Regulation
Men’s 3rd & 4th Grade – Scheduled One Day	White leather, 156g – Kookaburra Regulation
Women’s 2nd Grade – all matches	White leather, 142g – Kookaburra Club Match
Girls Under 16 – all matches	White leather, 142g – Kookaburra Club Match



Check the format

The same grade may use a different ball depending on whether the match is Two Day, scheduled One Day or unscheduled One Day.

Helmet + neck protector: when is it mandatory?



U18 UNDER 18

British Standard 7928:2013 compliant helmet with a neck protector at all times when batting in Premier Cricket.

18+ 18+

Helmet with a neck protector whenever batting against fast or medium-paced bowling.

U WHO DECIDES PACE?

The umpires are the sole judges of whether bowling is fast, medium-paced or slow in the context of that match. Wicketkeeper position is not decisive.

Umpires enforce that the protection is worn — they are not responsible for verifying the British Standard compliance of the helmet itself.



Helmet / neck protector non-compliance

1

STOP / DO NOT RESTART

Do not allow the match to continue while required protection is missing.

2

5 PENALTY RUNS

Award 5 Penalty runs to the opposing team for batter non-compliance.

3

DIRECT RECTIFICATION

Require the batter to fit the neck protector or obtain a compliant alternative.

4

REFUSAL CONTINUES

Direct the batter to leave; record Out – Timed Out. No fielding-side appeal is required for refusal.

**Extended refusal / delay after the dismissal may require the Law 16.3 refusal-to-play procedure.
Every breach is to be reported.**



Refusal is different from delay

SCENARIO A

A batter comes out to begin an innings without the required neck protector. They accept the direction to fix it, but take more than 90 seconds to become ready.

A: May be liable to be Out, Timed Out on appeal by the fielding side because they were not ready within 90 seconds.

SCENARIO B

A batter is already batting when the missing neck protector is discovered. They accept the direction and need time to obtain and fit one.

B: Not liable to Timed Out solely for the repair delay. Allow a reasonable time for compliance and account for it for the fielding side.

In both scenarios, the 5 Penalty runs for the initial non-compliance still apply.

Concussion replacement: once activated, the replaced player is finished

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

1

UMPIRE CHECK

Once the replacement is activated, do not allow the replaced player to return later in any role.

2

RECORD / COMMUNICATE

Ensure both umpires, captains and scorers are clear that the replacement is final for that player.



06

One Day Changes

Intervals, over-rate timing and a new Super Over requirement for knockout matches.

2026/27 PREMIER CRICKET





When the side bowling first is late

1

CESSATION TIME REACHED

Fielding side has not completed the allotted / required overs.

2

KEEP PLAYING

Continue until the required number of overs has been bowled or the innings otherwise ends.

3

TAKE THE INTERVAL

The interval begins at the conclusion of the innings — without shortening it simply because the overs ran late.

4

SECOND SESSION

The second innings starts at the conclusion of that interval.

Do not “buy back” the lost time by altering the interval in this specific late-over situation.



One Day over-rate fielding restriction penalty

The fielding side must be in position to bowl the first ball of the final over at least...

1 MINUTE

before the scheduled or rescheduled cessation time

The calculation now expressly takes account of the relevant General PC 8.4(g) allowances.



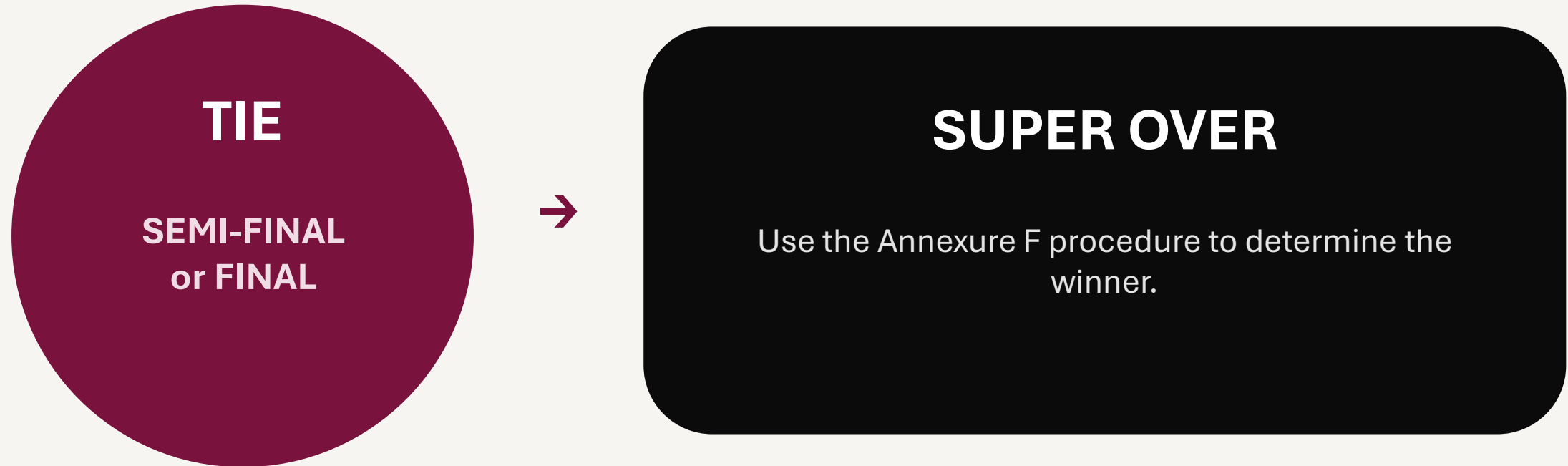
IF NOT MET

From the start of the next over after cessation time is reached, the number of fielders permitted outside the restriction area is reduced by one for the remainder of the innings.

The umpires' record of allowances to the fielding side directly determine when/if this restriction begins.



Tied One Day Semi-Final or Final? Super Over.



Normal procedure: commence five minutes after the match, use the designated pitch, and only nominated players (including activated concussion replacements) may participate.



Annexures changed too — use the current version



ANNEXURE C

Updated for the 2026/27 competition days of play. Mainly a reference / administration change rather than an on-field decision.



ANNEXURE H

Ball Policy updated for expanded white-ball competitions. Check grade + format before the toss.



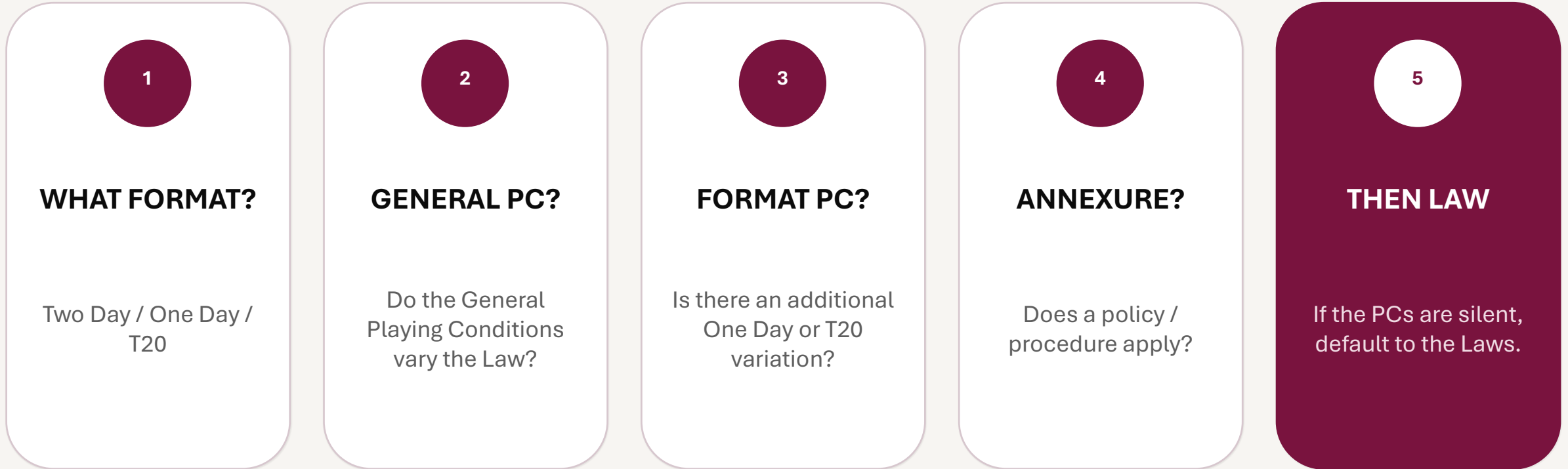
ANNEXURE I

Concussion Procedure now makes clear that once replaced, the player takes no further part in the match.

Annexure P (Helmet Policy) is also a major 2026/27 operational change and should be treated as essential match-day reading.



Before making a ruling, identify the layer



This sequence prevents the most common error: applying the Law correctly, but to the wrong competition framework.

General + format-specific PCs + annexures



Quick match-day check

1 BOWLING LIMIT

A 16-year-old medium-pace bowler begins another over after already reaching the permitted daily limit. You realise after the first ball.

2 NECK PROTECTOR

An adult batter walks out to face a bowler you have classified as medium pace. The batter has a helmet but no neck protector.

3 ONE DAY

The first fielding side reaches the scheduled first-innings cessation time with two overs still required.

What is the process for each situation?



Scenario answers

1 BOWLING LIMIT

When the ball is dead, direct the captain to take the bowler off immediately. If required, complete the over with an eligible bowler who did not bowl the previous over and cannot bowl the next.

2 NECK PROTECTOR

Do not allow play to continue. Award 5 Penalty runs to the fielding side and direct the batter to rectify the issue. If the batter refuses, direct them off and record Out – Timed Out; report the breach.

3 ONE DAY

Continue until the required overs are bowled or the innings ends. Then take the interval at the conclusion of the innings without altering it for the late completion.



**Know the laws.
Know the Playing Conditions, including format and
appendices.
Understand how and when they apply to your match.**

Check the format. Find the variation. Apply the Law around it.