

# Brisbane Women's Cricket

## Playing Conditions

Brisbane Open Women's One Day

Brisbane Open Women's T20

Brisbane Stage 3 Girls



## INTRODUCTION

This document sets out the playing conditions, codes of behaviour and administrative rules for the three competitions under the Brisbane Women's Cricket (BWC) banner:

- Brisbane Open Women's One Day Competition
- Brisbane Open Women's T20 Competition
- Brisbane Stage 3 Girls Competition

Any queries relating to any of these competitions should be directed to the BWC administrator at the following address: [andrea.pullar@qldcricket.com.au](mailto:andrea.pullar@qldcricket.com.au)

The BWC competitions are designed to support player development and address the gap between current offerings and the wants of the participants.

*Brisbane Open Women's One Day and T20 competitions* – These competitions cater to players from community and premier clubs who are either not selected for Premier Grade cricket in a given week or are ineligible for the Brisbane Stage 3 Girls competition. They help fill a participation gap by offering a competitive yet accessible playing environment for women developing toward Premier Grade level. The T20 format appeals to those seeking a shorter, more flexible option and provides an opportunity for players to enjoy a second game during the week due to its alternate scheduling.

*Brisbane Stage 3 Girls Competition* – Although structured as an Under 14 competition, the primary focus is player development. Girls who align with the Stage 3 playing profile are encouraged to participate, even if they are over the typical age limit. Please refer to the exemption guidelines and process later in this document for more details. The competition name does not reference 'U14' to reflect the expected participation of Stage 3 players who may be slightly older but are well-suited to this level of play.

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RULES OF PLAY	
SUMMARY	Playing and competing
DESCRIPTION	BWC supports the development of women and girls in cricket, providing opportunities for players who are not regularly involved in grade cricket, social cricketers, and those aligned with Stage 3 development needs.
COACH	Accredited Community Coach – preferred
BALL	<p>Home team is to supply 2 balls for the match – 1 for each innings.</p> <p>Teams can purchase and play with any of the balls listed below:</p> <ul style="list-style-type: none"> <li>• Pink 142g Kookaburra Senator 4 piece ball</li> <li>• Pink 142g Dukes Special Match 4 piece ball</li> <li>• Pink 142g RJR Pink Test Match 4 piece ball</li> <li>• Pink 142g KD Precision 4 piece ball</li> <li>• Pink 142g Whack Test Leather 4 piece ball</li> </ul> <p>Same ball type must be used for both innings.</p>
TIME	<p>35 Over Games:</p> <ul style="list-style-type: none"> <li>• Each team has 140 minutes to complete their innings</li> <li>• 30-minute interval between innings</li> </ul> <p>30 Over Games:</p> <ul style="list-style-type: none"> <li>• Each team has 120 minutes to complete their innings</li> <li>• 30-minute interval between innings</li> </ul> <p>20 Over Games:</p> <ul style="list-style-type: none"> <li>• Each team has 80 minutes to complete their innings</li> <li>• 15-minute interval between innings.</li> </ul>
EQUIPMENT	<p>Protector</p> <p>Pads</p> <p>Gloves</p> <p>British standard helmets are required while batting, wicket keeping up to the stumps, and when fielding within 7 metres of the bat (in front of the popping crease). Note: any player 15 or under as at the start of the competition year (i.e. 1<sup>st</sup> September) are required to wear a helmet at all times when wicket keeping.</p> <p>Coloured clothing is permitted and preferred (not compulsory).</p> <p>Shoes must be ‘sports’ type. Cricket spikes must be worn on turf wickets but not on synthetic wickets.</p> <p>Club caps or sun hats are mandatory when fielding (optional during night matches).</p> <p>2 sets of stumps with bails.</p> <p>Measuring tape or string to measure boundary and inner circle.</p> <p>Boundary markers and inner circle discs.</p> <p>Chalk, tape or paint to mark crease.</p>
BOUNDARY	Boundary 50m measured from the centre of the pitch

INNER CIRCLE	23m measured from the stumps at each end of the pitch
PITCH TYPE & LENGTH	All BWC games are to be played on a standard pitch (20.12m length)
OVERS	<p>Brisbane Open Women's One Day:</p> <ul style="list-style-type: none"> <li>• 35 Overs</li> </ul> <p>Brisbane Open Women's T20:</p> <ul style="list-style-type: none"> <li>• 20 Overs</li> </ul> <p>Brisbane Stage 3 Girls:</p> <ul style="list-style-type: none"> <li>• 30 Overs</li> <li>• 20 Overs</li> </ul>
INNINGS	1 innings each
TEAM	<p>Brisbane Open Women's One Day:</p> <ul style="list-style-type: none"> <li>• Number of players allowed on the field at any given time: 11</li> <li>• Wickets to fall for innings close: 10</li> <li>• Minimum number of players recommended: 7</li> <li>• Maximum number of players recommended: 13</li> </ul> <p>Brisbane Open Women's T20:</p> <ul style="list-style-type: none"> <li>• Number of players allowed on the field at any given time: 9</li> <li>• Wickets to fall for innings close: 8</li> <li>• Minimum number of players recommended: 6</li> <li>• Maximum number of players recommended: 11</li> </ul> <p>Brisbane Stage 3 Girls:</p> <ul style="list-style-type: none"> <li>• Number of players allowed on the field at any given time: 9</li> <li>• Wickets to fall for innings close: 8</li> <li>• Minimum number of players recommended: 6</li> <li>• Maximum number of players recommended: 11</li> </ul>
BATTING	<p>All batters in the Stage 3 competition must retire after they have faced the following number of legal deliveries:</p> <ul style="list-style-type: none"> <li>• 20 Overs: 30 legal deliveries</li> <li>• 30 Overs: 50 legal deliveries</li> <li>• 35 Overs: 50 legal deliveries</li> </ul> <p>Retired batters can return when all listed players have batted, in the order they retired.</p> <p>Retirement of batters in the Open Women's Competition is optional.</p> <p>All batters must face the minimum number of legal deliveries before they can retire:</p> <ul style="list-style-type: none"> <li>• 20 Overs: 15 legal deliveries</li> <li>• 30 Overs: 30 legal deliveries</li> <li>• 35 Overs: 30 legal deliveries</li> </ul> <p>If the team has more than the specified number of players, all players in the team <b>MUST</b> bat, however the innings is deemed as closed after the specified number of wickets have fallen or overs have been completed.</p> <p>If the batting team has no remaining 'not out' batters and fewer than the specified number of wickets have fallen, members of the batting team may bat for a second time in the order in which they were dismissed.</p>

	A returning 'out' player may not be voluntarily retired and there is no limit to the number of deliveries they may face in continuation of their innings.
BOWLING	<p>6 balls per over with a maximum of 8 balls to be bowled per over (including No Balls and Wides) except in the final over of an innings where 6 valid deliveries must be bowled.</p> <p>Maximum limit of overs bowled for an individual:</p> <ul style="list-style-type: none"> <li>• 20 Overs: 4 Overs</li> <li>• 30 Overs: 6 Overs</li> <li>• 35 Overs: 7 Overs</li> </ul> <p>A minimum of 5 bowlers must bowl.</p>
FIELDING	<p>Brisbane Open Women's One Day and T20:</p> <ul style="list-style-type: none"> <li>• Players under the age of 15 are not allowed to stand within 10 metres of the bat (except regulation off-side slips, gully and wicket keeper)</li> </ul> <p>Brisbane Stage 3 Girls:</p> <ul style="list-style-type: none"> <li>• No fielders may stand within 10 metres of the bat (except regulation off-side slips, gully and wicket keeper)</li> </ul> <p>The number of fielders permitted outside of the restriction circle are as follows:</p> <ul style="list-style-type: none"> <li>• During the 'Restricted Overs' period: Maximum 2 fielders</li> <li>• At other times: Maximum 4 fielders</li> </ul> <p>The 'Restricted Over' period is as follows:</p> <ul style="list-style-type: none"> <li>• 20 Overs: Overs 1-6</li> <li>• 30 Overs: Overs 1-10</li> <li>• 35 Overs: Overs 1-10</li> </ul> <p>At the instant of delivery, there shall not be more than 4 fielders (Stage 3 &amp; Open T20) or 5 fielders (Open One Day) on the leg side.</p>
DISMISSALS	All modes of dismissal count

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### A. Regulations

All matches shall be played in accordance with the current Laws of Cricket, including Experimental Laws as recognised for the time being by Cricket Australia and as amended by the Board of Queensland Cricket set out in these Playing Conditions and Regulations. The Laws of Cricket apply to all BWC competitions, except to the extent varied within these Playing Conditions and Regulations.

#### 2 Age Qualification

- 2.1 For both Brisbane Open Women's One Day and T20 competitions there is no age restriction applied. However, teams are to act in good faith when selecting players eligible for age-grade competitions ensuring that they have the skillset and physical capabilities to compete at a senior level.
- 2.2 To automatically qualify for the Brisbane Stage 3 Girls competition, players must be an eligible U14 player as per Queensland Junior Competition (QJC) guidelines.
- 2.2.1 As mentioned in the introduction, the Brisbane Stage 3 Girls competition is intended for those that fit the Stage 3 mould. As such, we encourage teams to seek exemptions for players aged 14 and older (prior to September 1 of the competition year) who meet the following guidelines:
- Not at a playing and skill level to participate in the Brisbane Open Women's Competition.
  - Not in the top 10 average or aggregate for runs and wickets in the Brisbane Open Women's Competition.
  - Not playing in Premier 1st Grade, or Premier 2nd Grade.

- Not holding a leadership or dominant on-field role in the Brisbane Open Women’s One Day competition and using the Stage 3 competition to play with friends.
  - Are focusing on developing a secondary skill (e.g. lower-order batting, reduced bowling, alternative bowling styles, or not bowling).
- 2.2.2 All player exemptions are to be directed towards the BWC Competitions Administrator. In any given season, a Competition Administrator can communicate directly with clubs on an alternate exemption process which supersedes this provision.
- 2.3 The consequences of fielding a player that does not qualify or has not received an approved exemption risks having their match forfeited in which they fielded the unqualified player, with the other team assigned the win and competition ladder points at the BWC Steering Committee’s discretion.

### **3 Player Eligibility**

#### 3.1 Brisbane Open Women’s One Day and T20 Competitions

As per the purpose of these competitions outlined in the introduction, these competitions are not designed for players of Women’s Premier Cricket First Grade standard. Therefore, restrictions will be in place as follows:

1. Any player who has played 6 or more of their 12 most recent Premier Cricket matches (including the prior season as applicable) in the Katherine Raymond Shield will be ineligible.
  2. Exemptions may be granted at the judgement of the BWC Steering Committee, if:
    - a. It is deemed the player has only been a ‘fill-in’ player for those matches and the player would otherwise ordinarily be playing Women’s Premier Cricket Second Grade or below; and
    - b. The player is unable to perform the primary skill that makes them Premier Cricket First Grade standard, e.g. a First Grade bowler who bats in the lower order may bat but not bowl.
- 3.2 Gender – All players must be female, as per their gender identity nominated at the time of registration for the current competition.

### **6 Registration**

- 6.1 All players must be registered on PlayHQ prior to the commencement of play for them to be eligible to play.
- 6.2 Exception: A player may participate and set up as fill-in for one match in PlayHQ. For any additional matches, the player must complete their registration through PlayHQ before taking the field.

## **10 Team Lists**

10.1 Teams are required to enter their team list into PlayHQ no later than one (1) hour prior to the scheduled start time of their match.

## **12 Players Dress and Equipment**

### **12.1 Clothing:**

- a) All players must wear their club's uniform, including cloth and caps.
- b) Players in joint-club teams may wear the playing uniform of their home club. In this circumstance, players on the same team may be wearing different club uniforms.
- c) It is preferable, but not compulsory, to wear coloured club uniform clothing (a minimum of a coloured playing shirt is recommended).
- d) Shoes must be 'sports' type. Cricket spikes must be worn when playing on turf wickets. Spikes are not to be worn on synthetic wickets.
- e) Club caps or sun hats are mandatory when fielding (optional during night matches).

### **12.2 Helmets:**

- a) It is mandatory for a British Standard 7928:2013 compliant helmet to be worn when:
  - i. Batting;
  - ii. Fielding within 7 metres of the bat (in front of the popping crease); and
  - iii. When wicket-keeping up to the stumps
- b) Players who are 15 or under as of the 1st of September are required to wear a helmet at all times when wicket keeping.
- c) It is the responsibility of the umpire (or coach if no umpire present) to ensure that helmets are worn when mandated, however it is the responsibility of the player, parent or guardian to ensure that the helmet is compliant with British standard 7928:2013.

## **14 Match Reports**

14.1 At the end of the match, teams must agree on scores and the result.

14.2 Both teams must also enter the match result and individual scores into PlayHQ, no later than 48 hours after the match has begun.

14.3 Failure of a team to enter or confirm match results in PlayHQ may incur a points penalty, but only after notice in writing is given to the club involved and the results are not entered within 7 days.

## **15 BWC Competitions**

- 15.1 The BWC Competition Administrator shall arrange for a competition fixture at the beginning of each season.
- 15.2 Match points shall be allotted as follows:

Win	4 Points
Loss	0 Points
Bye or Draw	2 Points
Abandoned or washed out	2 Points

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

- 17.1 Team qualification for finals:

1. Qualification for finals shall be determined by the team's points position on the competition ladder at the conclusion of the preliminary rounds.
2. Where teams are tied on points, their position shall be determined by the number of wins in the preliminary rounds.
3. Where teams are tied on both points and the number of wins in the preliminary rounds, their position shall be determined by net run rate.
4. Teams which are bowled out for less than the allocated number of overs shall be deemed to have faced the allocated number of overs to calculate net run rate.

- 17.2 Player eligibility for finals:

1. Individual players must have played at least four matches across BWC Competitions to play for that team in the finals' rounds.
2. Exemption may be granted by BWC under extenuating circumstances (e.g. a player unable to play the preliminary rounds due to injury). These requests are to be put in writing to the Competition Administrator for approval from the steering committee. Until a response is sent in writing the player will remain ineligible to play.
3. All matches count as one match played regardless of their length or whether they were completed. Each Club will name a team in PlayHQ for byes, for this same purpose.

- 17.3 Finals matches structure

1. Definitions: SF: Semi-final, GF: Grand-final, CF: Consolation-final, W/L: Winner/Loser
2. Structure (Up to four teams, or six or more teams)
  - a. Semis: SF1 – 1v4; SF2 – 2v3
  - b. Finals: GF: W(SF1) v W(SF2)

3. Structure (five teams in the competition)
  - a. Semis: SF1 – 2v3; SF2 – 4v5; BYE: 1 (direct to final)
  - b. Finals: GF – 1 v W(SF1); CF – L(SF1) v W(SF2)
4. Consolation finals will be offered to teams not qualifying for the finals matches listed above.

#### 17.4 Abandoned finals matches

1. For semi-finals and finals, a “reserve day” shall be scheduled by the BWC administrator.
2. Abandoned finals matches shall be rescheduled to the reserve day by the BWC administrator, however if the reserve day is also abandoned, then the winner shall be deemed to be the team which finished higher on the competition ladder.

### 21 Disputes Referred (Appeals)

- 21.1 The rules in this document may not be varied by participants on or before match days without the approval of the BWC Administrator.
- 21.2 All players and officials must be aware of the standards expected as per the Queensland Cricket Code of Behaviour. Should any player or official commit any breach of these Playing Conditions and Regulations, including the Code of Behaviour, a Breach of Code of Behaviour Report Form should be completed by the allocated umpires and submitted to Queensland Cricket.
- 21.2 Umpires, coaches, and managers should intervene if BWC’s codes of behaviour are breached – for example, in instances of bad behaviour by spectators or offensive comments by players.
- 21.3 If the matter cannot be settled between the clubs involved, a detailed written report must be submitted to the BWC Administrator for disciplinary proceedings.
- 21.4 Matters of Dispute will be referred to the Queensland Cricket Conducts Commissioner.
- 21.5 Sanctions arising from the disciplinary process will be enforced within the BWC competitions and referred to player/official/member club’s home association to be used at their discretion.
- 21.6 The BWC steering committee reserves the right to suspend any player, official, other participant or other party from future matches.
- 21.7 Appeals and disputes must be submitted in writing to the BWC Administrator no later than seven days after the match in question.

## **13     Bowling Injury Prevention**

- 13.1 Individual bowlers may bowl the following maximum total number of overs in an innings:
- 20-over matches: 4 overs
  - 30-over matches: 6 overs
  - 35-over matches: 7 overs
- 13.2 A minimum of 5 players must bowl.
- 13.3 If the number of overs is reduced, maximum number of overs a player may bowl is to be reduced in proportion to the number of overs of play lost. If after play time is lost, a bowler has already bowled the reduced maximum number of overs per bowler (or more), that bowler may not bowl again in the innings.
- 13.4 A player's status in this procedure will be determined by their age on 31 August in the season in which the competition is played.
- 13.5 This procedure applies to bowlers of medium pace or faster (as determined by the umpires), noting that the location of the wicketkeeper is not a determining factor.
- 13.6 Bowlers under this procedure are restricted to the following maximum spell lengths:
- Under 16 to Under 19 – 6 overs maximum per spell
  - Under 14 & Under 15 – 5 overs maximum per spell
  - Under 13 and younger – 4 overs maximum per spell

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### 1 The Players

#### 1.1 Membership and registration:

1. Participating clubs must be affiliated members of a Queensland Cricket or Queensland Junior Cricket affiliated association prior to 31 October each season.
2. Participating players must be registered by their clubs.
3. The Executive Committee of each club must hold registration certificates of all players in the club.
4. BWC does not form representative teams.

#### 1.2 Number of Players

	Stage 3 Girls	Open T20	Open One Day
Number of players allowed on field at any given time	9	9	11
Wicket to fall for innings close	8	8	10
Minimum number of players required	6	6	7
Maximum number of players recommended	11	11	13

1. Whilst fielding, players may be substituted so long as no time is wasted.
2. The batting team will provide fielders at the fielding team's request when fielding team has fewer than 9 players (or 11 players in the Open One Day competition).

## **2 The Umpires**

- 2.1 BWC anticipates that at least one umpire will be provided for finals matches for all competitions, and for all matches in the Brisbane Women's Open One Day and T20 competitions. Despite this intention, umpires may not be always available.
- 2.2 If no official umpires are appointed by BWC, each team shall provide an official umpire.
- 2.3 If one official umpire is appointed by BWC, that umpire shall officiate from the bowler's end, and an umpire from the bowling team shall officiate from square leg.
- 2.4 A volunteer umpire should be a person with suitable knowledge of the rules and etiquette of the game of Cricket.
- 2.5 The BWC Umpiring Guide shall be applied in conjunction with these rules. If the case of any discrepancy between the documents, the requirement of these rules shall take precedence.
- 2.6 Only one umpire from each team should officiate at any given time (except in extenuating circumstance and with the agreement of the opposing team).
- 2.7 It is recommended that the umpire from the batting team umpires from the bowler's end and that the bowler's team umpire stands at square leg.
- 2.8 Umpiring must be objective, unbiased and consistent between innings, particularly with respect to wide and no-balls.
- 2.9 Wide and no-balls must be adjudicated by umpires within the parameters defined in these rules.
- 2.10 Umpires must not coach the players.
- 2.11 Electronic communication between the umpire and scorers or teams is prohibited.
- 2.12 Fitness for play:
  1. A gameday checklist must be completed and signed by representatives of each team prior to play and held by each club for at least seven years – a copy is available from Marsh Insurance.

2. The safety of players is paramount – safety first, play second.
3. Prior to the match, if both coaches agree over the fitness of the ground, weather or light for play, then the officially appointed umpires (if present) should allow play to commence.
4. Prior to the match, if both coaches disagree over the fitness of the ground, weather or light for play then the officially appointed umpires (if present) shall be the final judge of the fitness of the ground, weather and light for play.
5. Once the match has commenced, it is solely for the appointed umpires together to decide whether either conditions of ground, weather or light or exceptional circumstances mean that it would be dangerous or unreasonable for play to take place. The appointed umpires shall consider MCC Laws 2.7 and 2.8 with regards to Fitness for play and suspension of play in dangerous or unreasonable circumstances.
6. If there are no appointed umpires, decisions on fitness of the ground, weather or light shall revert to the coaches of the teams, as per the Playing Conditions above – i.e. if both coaches agree, then the decision on whether play shall commence / continue / cease shall be confirmed, however if both coaches disagree, then the status quo shall remain.
7. No time shall be added for lost playing time due to ground, weather or light.

### **3 The Scorers**

- 3.1 Each team shall provide an official scorer.
- 3.2 Electronic scoring is required for each match, however, the use of one paper copy scorebook is recommended as a backup each match (EG: Home team electronic score, away team paper score).

### **4 The Ball**

- 4.1 Home team to supply 2 balls for each match (1 for each innings)
- 4.2 The following balls may be used:
  - Pink 142g Kookaburra Senator 4 piece ball
  - Pink 142g Dukes Special Match 4 piece ball
  - Pink 142g RJR Pink Test Match 4 piece ball
  - Pink 142g RJR Test Special 4 piece ball
  - Pink 142g KD Precision 4 piece ball
  - Pink 142g Whack Test Leather 4 piece ball

## 5 The Pitch

- 5.1 All BWC matches are played on a standard pitch (20.1m length)
- 5.2 The following field set out shall be used:
  1. Boundary: 50m, measured from the centre of the pitch.
  2. Fielding restriction circle: 23m, measured from the stumps at each end of the pitch.

## 6 Intervals

- 6.1 The below table outlines the scheduled breaks for each BWC competition.

Match Type	Innings Break (Minutes)	Drinks Break (Minutes)
T20 (Open Women)	15	Nil
One Day (Stage 3 Girls)	25	1 x 5 (after 15 overs)
One Day (Open Women)	25	1 x 5 (after 18 overs)

- 6.2 Provision should be made for more frequent drinks breaks if conditions necessitate.
- 6.3 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.

## 7 Innings

- 7.1 The specified maximum duration for matches and innings are set out in the table below.

Match Type	Match Length (Overs)	Match Duration (Minutes)	Innings Duration incl. drinks break (Minutes)
T20 (Open Women)	20	175	80
One Day (Stage 3 Girls)	30	265	120
One Day (Open Women)	35	305	140

### 7.2 Stoppages in play

1. Stoppages in play (including stoppages due to bad weather) shall reduce the number of allocated overs by one over per 4 minutes of time lost.

2. Unless agreement between the coaches and/or team captains, abandoning play should be delayed as long as possible.

#### 7.3 End of play

1. Matches end when a result is achieved.
2. Unofficial play may continue after a result is achieved with the agreement of both team coaches or captains. E.g. a team batting second that passes the opposition's score may bat out the full number, or an agreed number of overs.
3. Once a result has been achieved in a match, scoring shall be closed.

#### 7.4 Adjustments for slow over rates

1. Six penalty runs shall be added to the score of the batting team, for each over that the bowling team does not complete within the allocated time. This applies for all innings

### 8 Declaration and Forfeiture

- 8.1 A win by forfeit may be claimed if a team is unable to commence play within 30 minutes after the scheduled starting time. Maximum competition points (excluding bonus points) for that match are awarded to the winning team.
- 8.2 In the event of a late start, the teams may agree to a reduced number of overs being played. The maximum over reduction for this reason shall be five overs per innings. The length of the match should not be shortened if play commences within 30 minutes of the scheduled start time.
- 8.3 Before claiming a forfeit, every attempt must be made to achieve a start of play.
- 8.4 Play may start before all members of a team are present.
- 8.5 All participants must be flexible in allowing for a delayed start caused by players being unable to reach the ground at the appointed time due to circumstances beyond their control. This rule is specifically intended to accommodate the difficulties of travelling through traffic on work and weekend days.

### 9 The Result

#### 9.1 Lost Time: In the situation of lost time in a match:

1. No additional time shall be provided for time lost.
2. For a result to be achieved both sides must have had the opportunity to bat for at least 5 overs (T20 match) or 15 overs (One Day match); and
3. The match result shall be determined using the Duckworth-Lewis-Stern (DLS) calculation method. (Note that a DLS automated calculator available through PlayHQ livescoring app.)

## 9.2 Super Over

1. For T20 finals only, a “super over” shall be played if a result has not been achieved at the conclusion of play. The super over shall be conducted as follows:
  - a. Each team shall receive one super over which will consist of six legal deliveries, with no limit on the number of deliveries to be bowled until six legal deliveries have been achieved.
  - b. The team batting last during normal play shall bat first in the super over.
  - c. All players may bat in any order in the super over.
  - d. Neither opening batters nor the bowler needs to be declared before play starts in the super over.
  - e. Once batters enter the field of play, they may not be changed, then once the bowling team decides which end they will bowl from it cannot be changed, then once the batters have taken their positions at each end of the pitch they cannot change. This sequence enables the fielding side to determine their strategy based on which batters are opening, and then the batters can choose ends based on the bowling strategies.
  - f. Field restrictions shall be the same as those in place in the last over of the match.
  - g. The team who scores the higher number of runs in their super over will be deemed to have won the match.
2. If the teams scores are still tied after the super over, the winner shall be:
  - a. The team who hit the higher number of boundaries during the main match and super over combined; or if still equal
  - b. The team who hit the higher number of boundaries during the main match; or if still equal
  - c. a countback from the final ball of the super over with the team with the higher scoring delivery being declared the winner.
  - d. If a super over cannot be conducted, the winner shall be the team that finished higher on the points table at the conclusion of the preliminary matches.

### 9.3.1 Abandoned Round

1. Where adverse and severe weather has impacted on the round of fixtures, the Competition Administrator in coordination with Clubs will determine any abandoned games.
2. Abandoned games will receive points as detailed in Playing Regulation 15.2 Match Points.

## **10 Dead Ball**

- 10.1 If a ball landing on the edge of a synthetic pitch behaves erratically in the opinion of the umpire (e.g. by moving off at an angle after hitting the edge of the pitch), the umpire must declare the ball ‘dead’, and it is to be rebowled. NOTE: if a ball pitches off the edge of the pitch, it is to be called No Ball.

## **11 No Ball**

- 11.1 Any ball that bounces 2 or more times before reaching the batter shall be called a no ball.
- 11.2 All no balls are followed by 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.

The Free Hit does not carry over to the next over if the final delivery is a No Ball or Wide (i.e. eight ball limit).

For a 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:

1. There is a change of striker, or
2. 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.
3. 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.
4. For clarity, the bowler can change their mode of delivery for the Free Hit delivery. In such circumstances Law 21.1 shall apply.

### **11.3 Short-pitched deliveries:**

1. A bowler shall be limited to bowl two fast short-pitched deliveries per over.
2. 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.
3. 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.

4. For the purpose of this regulation, 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.
5. In the event of a bowler bowling more than two fast short-pitched deliveries in an over, 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.
6. If a bowler delivers a third fast short-pitched ball in an over, 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.
7. 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, the umpire shall repeat the above procedure and advise the bowler that this is their final warning for the innings.
8. 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.
9. The bowler thus taken off shall not be allowed to bowl again in that innings.
10. 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.

#### 11.4 Full-pitched deliveries

1. A “full-pitched” delivery is a ball which reaches the batter without bouncing first.
2. Any full-pitched delivery reaching the batter above waist height, when the batter is standing in an upright stance within the crease, shall be called no ball. “Waist height” shall be the point at which the top of the batter’s trousers would conventionally be when they are standing upright at the popping crease.
3. A full-pitched delivery, reaching the batter above waist height, and deemed dangerous by an umpire, will result in a 1st and final warning for the bowler.
4. A 2nd infringement by the same bowler during the same innings will result in that bowler being immediately withdrawn from bowling.

## **12      Wide Ball**

12.1 Wide deliveries shall be called as follows:

1. More than 30cm to the leg side of middle stump.
2. More than 90cm to the off side of middle stump.

12.2 For the purpose of this regulation, 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.

## **13      Batters Innings; Runners**

13.1 Batting retirements are permitted at the end of that over after the relevant retirement criteria has been met.

13.2 All batters participating in the Stage 3 competition must retire after they have faced the following number of legal deliveries:

- 20-over matches: 30 legal deliveries
- 30-over matches: 50 legal deliveries
- 35-over matches: 50 legal deliveries

This regulation does not apply to the Open Women's competition where the retirement of batters is optional.

13.3 NOTE: for the elimination of doubt, a Wide Ball is NOT considered to be a legal delivery faced, however a No Ball IS considered to be a legal delivery faced by the batter.

13.4 Retired batters can return when all listed players have batted, in the order they retired.

13.5 All batters must face the following number of legal deliveries before they can retire:

- 20-over matches: 15 legal deliveries
- 30-over matches: 30 legal deliveries
- 35-over matches: 30 legal deliveries

13.6 If the team has more than the specified number of players, all players in the team MUST bat, however the innings is deemed as closed after the specified number of wickets have fallen or the batting team has completed their allocated overs. (E.g. if the rules specify 9 players per side, 8 wickets must fall before the innings is closed.)

- 13.7 For the Stage 3 competition only, if the batting team has no remaining not out batters and fewer than the specified number of wickets have fallen, members of the batting team may bat for a second time in the order in which they were dismissed.

For the Open Women's competition, if the batting team has no remaining not out batters and fewer than the specified number of wickets have fallen, members of the batting team may bat for a second time however the scores will not count towards the final game result. This option can be used by teams to ensure their players are provided as much opportunity as possible to develop skills and participation.

- 13.8 A returning "out" batter may not be voluntarily retired and there is no limit of the number of deliveries that they may then face in their innings.

## **14 The Fielder**

- 14.1 Brisbane Stage 3 Girls: No fielders may stand within 10 metres of the bat (except regulation off-side slips, gully and wicket keeper).

- 14.2 Brisbane Open Women's One Day and T20: Players under the age of 15 are not allowed to stand within 10 metres of the bat (except regulation off-side slips, gully and wicket keeper).

- 14.3 If more than 9 players (11 players for Open Women's One Day) are present at a match, they should regularly rotate onto the field.

- 14.4 Teams have the option to change wicketkeepers after half an innings has elapsed.

- 14.5 Fielding restrictions shall apply during the match, as follows:

1. The maximum number of fielders permitted outside the Fielding Restriction Circle at the instant of delivery is as follows:

- a. During the "Restricted Overs" period: maximum 2 fielders
- b. At other times: maximum 4 fielders

2. The "Restricted Overs" period shall be:

- a. 20-over matches: Overs 1-6
- b. 30-over matches: Overs 1-10
- c. 35-over matches: Overs 1-10

- 14.6 At the instant of delivery there shall not be more than 4 fielders (Stage 3 Girls and Open Women's T20) or 5 fielders (Open Women's One Day) on the leg side.

- 14.7 A breach of 14.5 or 14.6 shall be called as a No Ball. Teams/captains are to be warned of potential breaches of fielding restrictions prior to being called as a No Ball.

## **15 The Over**

- 15.1 6 balls shall be bowled per over.
- 15.2 A maximum of 8 balls may be bowled per over (including No Balls and Wides), except the final over of an innings where 6 valid deliveries must be bowled.
- 15.3 The bowling end will alternate each over, unless issues of ground, weather or light mean that it would be dangerous or unreasonable to do so. If it would be safe to bowl from one end only, then this is permitted with the agreement of both captains.

## APPENDIX A – CODES OF BEHAVIOUR

The Queensland Cricket Code of Behaviour shall apply at all times to all participants.

### Players

- Play by the rules – always uphold the spirit of the game.
- Respect the umpire – their decision is final. Never argue with or undermine officials.
- Keep your cool – control your temper. Verbal abuse, sledging, or intentionally distracting opponents is not acceptable.
- Be a good sport – celebrate great play from both your team and the opposition.
- Show respect to everyone – regardless of gender, ability, cultural background, or religion.
- Give your best – work hard for yourself and your team.
- Play as a team – cooperate with your captain, coach, manager, teammates, and opponents.
- Enjoy the game – have fun, play for the love of cricket, not just to meet others' expectations.

### Coaches

- Let kids enjoy the game – winning is just one part of the fun.
- Be positive – never yell at or ridicule players.
- Respect their time and energy – keep demands reasonable.
- Give everyone a fair go – ensure equal attention and game time.
- Support calm conflict resolution – respect local conditions.
- Prioritise safety – use age-appropriate equipment and facilities.
- Stay calm – and encourage players to do the same.
- No sideline coaching – this isn't allowed in BWC cricket.
- Keep contact appropriate – only when necessary and respectful.
- Respect all people – regardless of gender, ability, background, or beliefs.

### Parents and Spectators

- Let them enjoy it – sport should be fun and for the players' own enjoyment.
- Encourage, don't force – support their choice to participate.
- Focus on effort, not just results – winning isn't everything.
- Respect all decisions – including those made by coaches, captains, managers, and officials.

- Promote calm behaviour – encourage players to respect local conditions and resolve disagreements respectfully.
- Be supportive – praise good performance and never yell at or ridicule a child.
- Lead by example – model positive behaviour at all times.
- Stand against abuse – help create a safe, respectful sporting environment.
- Treat everyone with respect – regardless of gender, ability, background, or beliefs.

## **Administrators**

- Involve players in decisions – include them in planning, leadership, and evaluation.
- Support wider participation – create pathways for players to become coaches, umpires, or administrators.
- Keep it age-appropriate – ensure rules and processes suit players' age, ability, and maturity.
- Provide quality guidance – ensure strong supervision and instruction.
- Prioritise enjoyment – don't place too much emphasis on awards.
- Promote fair play – winning isn't everything.
- Support coach and official development – help lift the standard of coaching and officiating.
- Encourage positive behaviour – remind all involved to follow codes of conduct.
- Be a positive influence – keep your comments and actions respectful and supportive.
- Call out abuse – make it clear that any mistreatment of players is unacceptable and will have consequences.
- Treat everyone with respect – regardless of gender, ability, background, or beliefs.

## **Conduct of Matches**

While BWC competitions are competitive in nature, it is important to balance this with the varying skill levels and experience of players.

- Play to win – fairly and within the rules.
- Equal participation is not required, but involvement of all players is strongly encouraged.
- Captains, coaches, and players should ensure all participants have the opportunity to enjoy and engage in the game.
- The Queensland Cricket Code of Behaviour applies at all times to all participants.

## APPENDIX B – EXCESSIVE HEAT POLICY

**(1) PREAMBLE** - The Competition Committee has a responsibility to all participants (both players and match officials) to ensure that play is conducted in safe conditions that do not place the health and well-being of participants at risk. Players and umpires are much more at risk to heat illness or heat stroke in temperatures that are considered extreme. The competition via this Playing Condition addresses such issues by not allowing play to be conducted where risk to players and match officials is foreseeable.

**(2) TEMPERATURE THRESHOLD** - Air Temperature is the measurement that shall be used to apply this policy.

**(3) ADDITIONAL DRINKS** - The umpires shall schedule an additional drinks break per innings for any days play where the weather is forecasting a temperature of 32 degrees or more.

**(4) CESSATION OF PLAY** - Play shall cease immediately in the event that the Bureau of Meteorology (BOM) smart phone app at the location of the match, exceeds 36 degrees Celsius. Play shall resume if the temperature at that location drops to 36 degrees or less. Where play is suspended due to this policy the match shall not be abandoned until such a time where it becomes impossible for both teams to be able to receive the minimum fifteen (15) overs each to constitute a match.

**(5) LOSS OF PLAYING TIME DUE TO EXCESSIVE HEAT** - Playing Condition 2.12 states there is no additional time for stoppages due to ground, weather or light.

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

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