Toowoomba Cricket Inc

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TOOWOOMBA CRICKET INCORPORATED PLAYING RULES

PREAMBLE

All matches shall be played in accordance with the current Laws of Cricket, including Experimental Laws as recognized for the time being by Cricket Australia and as amended by the Board of Toowoomba Cricket Inc (TCI) as set out in these regulations and playing conditions.
For the 2026-27 Toowoomba Cricket season, the Laws of Cricket (2017 Code 4th Edition – 2026) shall be used for all matches.

It is expected that that Clubs, players, match officials and administrators adhere to the spirit of cricket in applying the TCI playing regulations. The spirit of the laws of cricket can be found at - https://www.lords.org/mcc/the-laws-of-cricket/spirit-of-cricket.

Respect for Umpires, opposition players and the game itself will be the underlying factor when interpreting rules.

The Team captain role is significant, and attention is drawn to rule 13 as far as ensuring the game is played in the best possible spirit.

THE SPIRIT OF CRICKET

Cricket owes much of its appeal and enjoyment to the fact that it should be played not only according to the Laws, but also within the Spirit of Cricket.

The major responsibility for ensuring fair play rests with the captains, but extends to all players, umpires and, especially in junior cricket, teachers, coaches and parents.

- Respect is central to the Spirit of Cricket.
- Respect your captain, team-mates, opponents and the authority of the umpires.
- Play hard and play fair.
- Accept the umpire's decision.
- Create a positive atmosphere by your own conduct, and encourage others to do likewise.
- Show self-discipline, even when things go against you.
- Congratulate the opposition on their successes, and enjoy those of your own team.
- Thank the officials and your opposition at the end of the match, whatever the result.
- Cricket is an exciting game that encourages leadership, friendship and teamwork, which brings together people from different nationalities, cultures and religions, especially when played within the Spirit of Cricket.

Extracted from Laws of Cricket – Preamble to the Laws – Spirit of Cricket

https://www.lords.org/mcc/the-laws-of-cricket/preamble-to-the-laws-spirit-of-cricket https://www.lords.org/mcc/laws-of-cricket/preamble-to-the-laws/

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Toowoomba Cricket Inc

GENERAL RULES

1. DEFINITIONS AND INTERPRETATION

1.1 DEFINITIONS

A. Club means Metropolitan East Cricket Club, Northern Brothers Diggers Cricket Club, Highfields and Districts Railways Cricket Club, Southern District Magpies Cricket Club, University Cricket Club and Western Districts Cricket Club or any other entity that the TCI full committee permits to play in a TCI competition.

B. Code of Conduct means the Cricket Australia Code of Conduct for Players and Player Support Personnel effective from 25 October 2021.

C. Competition committee means a committee appointed by the TCI board to administer the running of the TCI competition.

D. Delegate members means the two nominated members of each Club who are entitled to vote at an annual general meeting. If a Club has not nominated two delegate members, the President and Secretary of each Club are the delegate members.

E. Laws of Cricket means the MCC Laws of Cricket (2017 Code 2nd Edition 2022).

F. PlayHQ means any program or structure that the TCI nominates as a record keeping system and adopted by either Queensland Cricket or Australian Cricket.

G. Playing rules means the rules in this document that are adopted by the TCI full committee.

H. Spirit of Cricket means the preamble contained in the Laws of Cricket.

I. TCI means Toowoomba Cricket Incorporated.

J. TCI board means the management committee appointed or elected by way of preferential voting to be the executive committee of the Toowoomba Cricket Association for the current playing year.

K. TCI commissionaire means the person appointed from time to time to act as the TCI commissioner.

L. TCI competition means any competition organized or governed by the TCI or participated in by a Club.
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M. TCI full committee means the delegate members entitled to vote at an annual general meeting.

N. TCI Judiciary means a committee appointed by the TCI full committee and discharges the obligations in accordance with the Toowoomba Cricket Incorporations Model rules.

O. TCUA means the Toowoomba Cricket Umpires Association.

P. TCUA Umpire Report means the report in Schedule 1 to these playing rules.

Q. Wet Weather Coordinator QC TCI Competition Administrator.

1.2 INTERPRETATION

A. The playing rules are to be read in conjunction with the laws of cricket and if there are any discrepancies the playing rules are to apply.

B. The playing rules may only be waived or varied in writing by the TCI full committee.

C. Any obligation by a Club not to do any act or thing includes an obligation not to permit and to use its best endeavours to prevent such act or thing being done.

D. The singular indicates a plural and vice versa.

E. Any gender includes the other gender.

F. Every obligation is a separate independent obligation.

G. The headings and examples in the playing rules are included for convenience only and do not affect the interpretation of the playing rules.

H. Obligations under the playing rules must be performed punctually and properly.

I. If the playing rules require the Club to obtain the consent or approval of the TCI, TCI representative or subcommittee then the Club must obtain the consent or approval in writing before starting to take the action.

J. At all times, the captains are responsible for ensuring that play is conducted within the Spirit of the Game as well as within the Laws of Cricket. Captains are expected to set the tone for the conduct of a cricket match and take action if a player is failing to comply with instructions from an umpire. Captains are encouraged to be proactive in managing players' behavior.

K. In the event of exceptional circumstances, the two captains of a match can agree to make changes to the playing rules within the Spirit of the Game and the fairness of the TCI competition. For example, calling an end to play on the second day an hour early. If there is no agreement between the captains involved in a match the playing rules will be relied upon to solve disputes.

2. RULES

The matches shall be played in accordance with the rules of cricket, including experimental laws as recognized for the time being by the Australian Cricket Board and as altered from time to time by the TCI full committee.

3. RIGHT OF INTERPRETATION

At any time, the TCI board may interpret the playing rules.

4. RIGHT OF AMENDMENT

4.1. At any time, a Club may, in writing to the competition committee, propose amendments to these playing rules.

4.2. Within 14 days of the competition committee receiving a proposed amendment to the playing rules, the competition committee must provide its recommendation to the TCI full committee.

4.3. At any time, the TCI full committee may change the playing rules.

5. TCI BOARD

5.1. The TCI board (or its appointed officers) shall deal with the running of the Competition including:

5.1.1. Preparing for all matches
5.1.2. Allocating venues for matches
5.1.3. Maintaining ladders
5.1.4. Maintaining player and team statistics
5.1.5. Distribute the relevant information (playing rules, draws etc) to all Clubs, TCUA and association officials. This information shall be placed on the TCI website as soon as practical.

5.2. The TCI board shall appoint a competition committee which shall meet as required to administer the running of the competition.

5.3 The role of the competition committee shall include:

5.3.1 Monitor player performance and grading of players
5.3.2 Determine player eligibility for the finals
5.3.3 Resolve player clearance issues
5.3.4 Resolve disputes
5.3.5 Resolve breaches of the playing rules

5.4 The TCI board shall appoint a Commissionaire to deal with any breaches of the Codes of Conduct.

5.5 The TCI board shall levy the Clubs an amount as required to administer the competition.

5.6 Any issue raised by a Club should be in writing to the Secretary of the TCI (secretary@toowoombacricket.com.au) or QC administrator (Brendan.Bowers@qldcricket.com.au) detailing the issue and a proposed solution before it will be considered.

6 PLAYERS/CLUB AGREEMENT

6.1 By playing in a TCI competition, players have elected to play under these playing rules.

6.2 By nominating teams in the TCI competitions, Clubs have elected to abide by the playing rules and meet any financial obligations.

6.3 By playing in a TCI competition, players and clubs must ensure they have given written consent to the TCI for live stream to take place by completing the form supplied by the TCI.

7 TEAM NOMINATION

7.1 Unless otherwise approved by the TCI full committee:

7.1.1 Clubs must nominate teams in the following order unless otherwise approved by the TCI board:

(a) A grade
(b) Reserve grade;
(c) B grade
(d) C grade; and
(e) D grade.

7.2 Except for A grade, a Club shall not be permitted to nominate a team in a grade unless the Club has nominated a team in the immediately preceding grade.

7.3 If any Club does not wish to comply with 7.1 above, it must apply, in writing, to the TCI full committee for its approval to nominate a team in a certain grade. Such application must include:

7.3.1 Reasons why the Club cannot comply with 7.1 above; and
7.3.2 What effect it will have on:

(a) the playing standards of other Clubs; and
(b) The TCI competition.

7.4 2 Day Teams from the TCI Senior Competition need to be filled from A Grade, then Reserve, followed by B with only 1 side per grade per club. Multiple sides can be named starting from D Grade, through C Grade, then B Grade, etc.

7.5 1 Day Teams from the TCI Senior Competition need to be filled from A Grade, then Reserve, B, C followed by D Grade Multiple sides can be named starting in D Grade, then C grade, then B Grade, etc.

7.6 T20 Teams from the TCI Senior Competition need to be filled from Div 1, then Div 2, Div3 with only one side per club in Div 1, multiple sides may be nominated in Div 2 and lower.

7.7 If after team nominations there is an uneven number of teams in a particular grade, the TCI board shall call for further nominations from Clubs to field a second team in that competition or approach clubs to move sides into a different grade to reduce byes etc.

8 REGISTRATION OF PLAYERS

8.1 All Clubs playing a TCI competition must:

8.1.1 Register the names and details of all registered players from all grades in PlayHQ.

8.1.2 The player's full details must be entered, including their full name, address, telephone number and a date of birth.

8.1.3 Each Club must register a contact for each Club on PlayHQ.

8.1.4 Should any Club not comply with either 8.1.1 or 8.1.2, that team shall lose all points gained in that match or matches in which the unregistered player played.

9 SEASON PERMITS

The objective of season permits is to allow players to play in two affiliated associations to gain higher competitive experience in one, while still maintaining involvement in the other so as to not cause detriment to the latter and to the sport. If the TCI deems a local or domestic rule of any affiliated association is in conflict with this clause, then Queensland Cricket shall arbitrate, and the decision shall be final and binding. A player may be registered with only two different affiliated associations each cricket season or calendar year under the following conditions:

9.1 All players who take out season permits shall register on the appropriate registration form, a copy of which shall be kept by each affiliated association involved.

9.2 All season permit requests shall be requested through playHQ and and registered with Queensland Cricket.

9.3 No player shall take out more than one season permit in any one cricket season.

9.4 Season Permit shall be permitted only to players registered exclusively in affiliated associations of Queensland Cricket.

9.5 A player shall not be allowed a season permits to include registration in another State or Territory Cricket Association, except with Queensland Cricket's approval. Season permits shall be permitted only with the agreement of each affiliated association involved,

9.6 Unless overruled by Queensland Cricket on appeal.

9.7 Any player who has season permits shall, for the purposes of selection in representative teams, indicate on the dual registration form, his or her choice for a primary affiliated association and a secondary Affiliated Association.

9.8 If a season permit occurs after the season commences, unless exceptional circumstances exist and with the approval of Queensland Cricket, the Association with which the player first registers shall become the primary Association.

9.9 Unless exceptional circumstances exist and with the approval of Queensland Cricket, the nomination of primary and secondary Associations shall not be changed for the duration of the cricket season.

9.10 The primary affiliated association so indicated, shall have first call on that player for representative team selection at all times.

9.11 If a player is not selected for his or her primary affiliated association, the secondary affiliated association may select the player in a representative team, subject to Queensland Country Cricket Association and Australian Country Cricket Committee regulations.

9.12 A player accepting season permits shall pay to each affiliated association in which he or she is registered, the fees so levied.

9.13 A Player who registers for season permits shall be eligible to represent the State at Country Championships only if registration shows a Country Centre as the Primary Association, subject to Queensland Country Cricket Association and Australian Country Cricket Committee regulations.

9.14 affiliated associations are permitted to set Club quotas on the number of season permits.

10 FEES

Each Club is responsible for the payment of its players registration, the affiliation and other fees required to be paid to TCI.

11 UNFINANCIAL MEMBERS

11.1 Subject to clause 11.1 herein, no member of a Club who leaves such Club to join another Club will be eligible to play in any fixture until he is qualified under these playing rules to play for such other Club and he is financially clear of all debt with his current Club.

11.2 TRANSFER PROCEDURES

11.2.1 The PlayHQ representative of a Club will request a transfer for the player from the previous Club.

11.2.2 A player is not eligible to play for a Club until transfer is approved by the previous Club through the PlayHQ procedures. If the former Club is unable to clear the player online (PlayHQ will automatically clear a player 10 days after the initial request) then a verbal transfer from the former Club President would be required to allow the player to play fixtures immediately.

11.2.3 The final decision will rest with the TCI board, subject also to the appeals procedure laid out in the constitution. Playing an uncleared player will be deemed as playing an unregistered player. Any difficulties in obtaining a transfer should be referred to the TCI.

11.2.4 If a club plays a person without having had clearance in accordance with 11.2.2 then the team using the player will have all points achieved removed for the games that player has played. Individual clubs are responsible for reporting this.

11.3 RESTRICTIONS FOR OTHER ASSOCIATIONS

Any player who has not already played in fixtures in the current season from another Association (in which he has played in the current season) is not permitted to play in the fixtures after December 31, unless he is a resident within the boundaries of the Toowoomba Regional Council or has received written approval from the TCI full committee. Any Club which breaches this clause shall be deemed to have played an unregistered player, as well as attracting any other penalty that maybe imposed.

12 ALCOHOLIC BEVERAGES AND SMOKING

12.1 No alcoholic beverages shall be permitted at any match of the TCI competition except in accordance with the Liquor Act.

12.2 Players, umpires and team officials are not permitted to consume any alcoholic beverages during the hours of play or 2 hours before the scheduled start of play.

12.3 If in the opinion of the official umpire (or in the event of no umpire the opposition captain), consider a player to be intoxicated, the intoxicated player will not be permitted to take the field.

12.4 All players, officials and spectators are banned from smoking on all school grounds and within 10 metres from the school boundary.

12.5 Each Club must use its best endeavours to comply with clauses 12.2, 12.3 and 12.4 . If any Club fails to comply, the team involved will be penalised two (2) competition points per occurrence.

13 PLAYER BEHAVIOUR

13.1 "Chat" and "sledging" is often considered a part of the game but is only permitted if it doesn't contravene The Laws of Cricket.

13.2 The abuse of players, officials and/or spectators through the use of inappropriate language, personal comments and/or threatening body language will not be tolerated. This includes comments from within the field of play directed to those outside the field of play as well as comments from those observing the game directing comments to those on the field of play.

13.3 Players, officials and spectators are reminded that many cricket matches are played in public places and that comments, language and actions which might bring the game into disrepute will be dealt with accordingly.

13.4 Clubs must ensure all players comply with Code of Conduct and any direction of the TCI Board and/or COVID Safety plan which may be amended from time to time

13.5 Misconduct Report and Yellow Card

13.5.1 Where an official umpire is of the opinion that a player has breached the Code of Conduct, he must issue the player with a yellow card or complete the Misconduct Report (refer to Playing Condition 35). At the completion of the match the umpire will report the name of the player/s issued with a yellow card to the President of the TCUA who shall within three (3) days pass the players name to the TCI commissionaire and the TCI secretary.

13.5.2 Any player receiving two (2) yellow cards within a twelve (12) month period, shall be automatically suspended for 1 calendar week during the TCI regular season. Any subsequent yellow card in the same twelve (12) month period will result in a player being cited to appear before the TCI Judiciary.

13.5.3 If any players from the same team are issued with three (3) or more yellow cards within the same season, that team shall be penalised two (2) completion points for each yellow card after the first and second yellow card (first yellow card issued - no points deducted, second yellow card – no points deducted, third yellow card – 2 points deducted fourth yellow card – 2 yellow points deducted and so on).

14 COMPETITION

The competition conducted by the TCI comprises of Two-Day fixtures, One Day matches and T20. The TCI reserves the right to invite and/or combine with other associations to participate in the TCI fixtures if it believes doing so will offer benefits to the competition, players, officials and supporters

15 PROCESS FOR DISPUTE RESOLUTION

If a dispute arises regarding the interpretation of the playing rules, then the following is to take place to solve the dispute:

15.1 The captains involved in a dispute should attempt to come to a mutual agreement. If this is not possible the Umpire officiating (if applicable) can act as a deciding vote.

15.2 If no umpire is available, the HOME team captain should contact a member of the competition committee as soon as possible. The member of the competition committee will make a ruling based on the playing rules that will be binding for that match.

15.3 The member of the competition committee (If not associated with the teams involved) will make a ruling based on the playing rule that will be binding for that match. If required, an alternate third-party member of the competition committee of TCI board will have authority to make such decisions.

15.4 If a serious breach of the playing rules has occurred, then the Competition Committee will collect all relevant facts and call a meeting of the committee to consider the appropriate penalties under the playing rules. Such decision will be conveyed in writing to the respective Clubs prior to the commencement of the next round.

16 GRADING OF PLAYERS

16.1 Player gradings apply only to B Grade and lower TCI competitions.

16.2 Unless prior written approval of the competition committee is obtained or the player is promoted to a higher grade, restrictions shall be enforced against a player if, in the season before the current season, the player has:

16.2.1 scored more than 599 runs in;

16.2.2 taken more than 29 wickets in;

16.2.3 scored more than 399 runs in a higher-grade than; or

16.2.4 taken more than 19 wickets in a higher grade than

the grade the player wishes to play. The player will be permitted to play in that grade however, he or she will be restricted pursuant to clause 16.3 herein.

16.3 At a request of the player's own Club, the Competition Committee may grade a player within the current season on any grounds they see fit and may withdraw the grading at any time.

16.4 If clause 16.2 or 16.3 applies to a player the following restrictions apply:

16.4.1 On the player taking its 3rd wicket in an innings, they may bowl the remaining balls in that over (if applicable) and then they will not be permitted to bowl for the remainder of that innings. For the avoidance of doubt, the player may take more than 3 wickets if another wicket is taken on any of the remaining balls in the same over as the third wicket is taken.

16.4.2 If the player's batting position is from 1 to 6 (inclusive) they must retire once they reach 50 runs in an innings and is only entitled to return to bat:

i. after the fall of the 9th wicket; or

ii. should a batsman/s retire hurt during an innings, at a time allowed by the umpire/s (in their sole discretion), which must not be any earlier than the 9th wicket less the number of batsman retired hurt. i.e. if one batsman has retired hurt during an innings, the player may return after the 8th wicket has fallen.

16.4.3 If the player's batting position is from 7 to 11 (inclusive), they will not be required to retire.

16.5 A failure to comply with clauses 16.2, 16.3 and 16.4 then the team using the player will have all points achieved removed for the games that player has played and the player will be ineligible for the TCI awards. Individual clubs are responsible for reporting this.

16.6 Subject to clause 16.6, any Club taking part in the competition may demote any of its players to a lower grade except in the following circumstances:

16.6.1 If the competition committee rules that a player must be promoted to a higher grade.

16.6.2 If a player has scored greater than 250 runs in the current season.

16.6.3 If a player has taken more than 15 wickets in the current season.

16.6.4 If a player has played 8 weekends in a particular grade prior to 31st December of the current season that player will not be eligible for demotion for the remainder of the season.

16.7 Notwithstanding clause 16.5, any player may be demoted by written consent of the competition committee. Only exceptional circumstances will be considered.

16.8 Any rulings made by the competition committee will apply to all TCI competitions.

16.9 A player cannot be demoted more than 1 grade from the last fixture match played.

16.10 For all grading requirements a substitute player that plays different grades in the same round will be credited with the lower grade match.

For Clubs with Multiple Teams

16.11 Once a player has played 3 games within a team, that player **CANNOT** move to another team within that grade for a season without receiving approval from the competition committee.

16.12 In making any rulings the competition committee may take into consideration a player's performances from previous seasons as well as the current season.

17 ELIGIBILITY FOR FINALS – All formats and all grades

17.1 To be eligible to play in finals with any grade players must have satisfied the following Criteria:

17.1.1 2 day fixtures a player must have participated in at least HALF of the available games. The calculation of "half" will account for washout games; since teams will still name sides in PlayHQ even if the game is abandoned, no further adjustments are needed. For example, if A Grade consists of 5 games, a player needs to have played in 3 games to qualify for finals.

17.1.2 1 day fixtures and T20 fixtures a player must have participated in HALF of the available games (decimal point rounded down). The calculation of "half" will account for washout games; since teams will still name sides in PlayHQ even if the game is abandoned, no further adjustments are needed. For example, if A Grade consists of 7 games, a player needs to have played in 3 games to qualify for finals.

17.1.3 Where a Club has 2 or more teams in one grade, once a player has played three (3) or more games in a team, that player cannot change teams within that grade without prior written approval of the competition committee. This rule is limited to each competition (i.e. D Grade pre-Christmas is one competition and D Grade post-Christmas is a second competition and the three games restarts in the second competition)

17.1.4 A player that has played two thirds of THEIR available matches for a higher grade or grades in a particular format during the regular season may not be demoted for finals without seeking the competition committee's written approval.

17.1.5 A player cannot be demoted more than **1 GRADE** from their last fixture match.

17.1.6 A player qualified for finals in the grade below automatically qualifies for the grade above.

17.1.7 Players away on rep duties during fixture rounds will have those games counted for qualification purposes.

17.1.8 Clubs with **CONSECUTIVE TEAMS** in finals may select any player eligible for the higher grade in the next lower grade unless a player is unable to be demoted under Rule 16.6

17.1.9 Any player who is eligible to play in the Semi-Final Match, and does play, shall automatically become ineligible to participate in the lower grade Grand Final Match should the higher grade lose their Semi-Final. For example – a person who is qualified plays for A-grade in the Semi Final. That A-grade team loses and is eliminated. The qualified person is therefore ineligible to return to the Reserve grade grand final unless a special exemption is requested in writing and competition committee has provided its written approval **PRIOR** to the higher-grade Semi Final.

17.2 TCI will provide clubs with a pre approved list of qualified players that can play in that grade finals – any club wanting a player to play that isn't on this list must provide the following information

17.2.1 The name of each player;

17.2.2 The number of weeks/games (whichever is applicable) played by each player;

17.2.3 A list of dates where that player has played; and any special circumstances as to why a player should be given an exemption if they do not

17.2.4 comply with clause 17 of the playing rules.

The competition committee shall examine the team list and consider whether each player qualifies for the finals pursuant to the playing rules. If any Club applies for a special circumstance pursuant to clause 17.1(g), the competition committee shall provide its recommendation to the TCI full committee by the Wednesday prior to the final.

17.3 Notwithstanding any other provision, the competition committee may allow any player to play in a final if it deems that there are special circumstances.

18 NUMBER OF TEAMS FOR FINALS

18.1 5 or less teams in a grade

18.1.1 Three team finals in any format.

18.1.2 In the event of two or more Clubs being equal in competition points, their position shall be decided on averages, which shall be determined by Net Run Rate.

18.2 For 6 or more teams in a grade in the ONE DAY Competition for all grades there will be a four team finals series. Team 1 (Minor Premiers) shall play the Team 4, and Team 2 shall play Team 3 in the Semi Finals. The 2 winners of each game will progress to the Grand Final.

18.3 For 6 or more teams in the TWO DAY COMPETITION for A, Reserve and B Grade, there will be a three team finals series. Team 1 (Minor Premiers) shall advance to the Grand Final. Team 2 shall play team 3 in the Semi-Finals. The winner will advance to the Grand Final to play team 1.

19 LIST OF FIXTURES AND GROUND

19.1 At any time, the TCI board shall determine the draw and copies thereof forwarded to the secretaries of all Clubs and affiliated bodies.

19.2 The TCI shall determine upon what grounds matches shall be played, and no alteration of either fixture or ground shall be made except with the approval of the TCI board. Should any portion of any fixture be played on any ground other than that allotted for it, neither Club participating in such fixture shall be awarded any points in the competition table.

20 PREPARATION OF PITCH

20.1 Preparation of Wicket – If a team is nominated by the TCI, it is responsible for the preparation of the ground, if required, including the marking of the wicket, the marking of boundaries and for the provision of protective covers for their use in accordance with this rule. Any penalty to be imposed on any Club for failing to comply with this rule will be at the discretion of the TCI.

20.2 Covering the turf wicket prior to play – Unless otherwise agreed between both team captains and the curator, the team nominated first on the draw is responsible for protecting the turf pitch against rain (whether or not rain is forecast) from 6:00pm on the day prior to play and up to the commencement of play each day.

20.3 If the nominated team fails to cover the wicket by 6:00pm on the day prior to play, the team will receive an automatic loss of 2 competition points and any such further penalty the competition committee deems appropriate due to adverse circumstances. An example of an adverse circumstance is when the team that was responsible to cover the wicket obtains favourable conditions or a favourable result due to their failure to cover the turf wicket.

20.4 If the nominated team fails to protect the wicket on the morning of play and does not use its best endeavours to protect the wicket, in its sole discretion, the competition committee may deduct 2 competition points from the said team and any such further penalty the competition committee deems appropriate due to adverse circumstances.

20.5 Covering of turf pitch during game – During play, if rain is imminent, the batting team is to be the instigator of covering the wicket. At the discretion of the Umpires, a failure to initiate covering of the wicket is an automatic loss of two (2) competition points.

20.6 For finals matches if home side select their home venue for that finals game they are required to cover, if a neutral venue is chosen the lower ranked side is to cover the pitch.

20.7 For all finals matches covers must also be on by Thursday 6:00pm and taken off by 7:00am Friday morning unless rain is imminent. Consultation between both captains and curator if covers are to remain on after 7:00am Friday to facilitate the best outcome to get the pitch play ready.

21 FITNESS OF GROUND

21.1 It is the Clubs responsibility to check the Toowoomba Regional Council web-site to see if grounds are Open or Closed on the morning of a match and convey a message to its members.

21.2 If the grounds are open, the following procedure will apply:

21.2.1 The groundman is responsible for making the judgement as to whether the ground will be fit for play. If there has been wet weather in the lead up to any fixture, as early as possible and no later than 10:00am, the groundman will inform the Wet Weather Coordinator whether he is of the opinion that:

(a) Play will commence as per the playing rules (normal start time);
(b) Play will be delayed and when he expects play to commence;
(c) Play will be delayed and when he will review the circumstances (players not required to attend until circumstances reviewed); or
(d) The ground is unfit for play the entire day.

21.2.2 In the circumstance where there is no groundsman, the captains will act jointly as groundsman

21.3 The Wet Weather Coordinator will inform the president and secretary of the TCUA and each Club of the groundsman's opinion and provide a direction pursuant to clause 21.2.1. It is the TCUA's and Club's responsibility to convey the Wet Weather Coordinator's direction to its members.

21.4 If the Wet Weather Coordinator does not provide a direction, both teams and umpires shall attend the fixture as per the normal starting times.

21.5 If play is possible the groundsman will inform the Umpires and give an approximate time of when play can commence. Until the groundsman hands the ground to the Umpires, the groundsman will be the sole decision maker.

21.6 Once the groundsman had handed the ground to the Umpires, all decisions concerning the fitness of the pitch, ground, weather and light shall be in the sole discretion of the Umpires. The Umpires shall inspect the fitness of the pitch and grounds prior to the commencement of play each day. (In the event of the Umpire being unavailable, this inspection must be undertaken by the two captains.)

21.7 In the event of no umpires and a disagreement between captains, the home captain must immediately contact a member of the TCI board for a decision regarding play.

21.8 If TRC (Toowoomba Regional Council) closes **all** grounds, then all other playing fields are deemed closed. ALL games will be called off.

21.9 The TCI board and/or TCI competition committee may from time to time require documentation be filled out to satisfy Insurance requirements. If this is requested from Clubs, then it **MUST** be adhered to. Penalties for failure to comply will be at the discretion of the TCI board.

21.10 If appointed umpires are required to attend to their match and no play is possible, and the match is abandoned by 2.30pm of the day of the match the umpire/s will be paid $30.00 each (fee shared by the two Clubs). If no play is possible and the match is abandoned after 2.30pm then the umpire/s will be paid the full match fee due for the match format.

22 TEAM LISTS

22.1 Teams are to enter their team list on playHQ by midnight the day before the fixture is to commence. E.g. 12pm on Friday night before a Saturday fixture.

22.1.1 No alteration shall be made to either team without the consent of the opposing captain.

22.1.2 Any player that falls within the age group (Under 19 and younger – refer TCI Playing Condition 23) to which Bowling Injury Prevention Policy **must** be listed on paper and handed to the umpire/s or opposition captain if no umpire/s appointed to the match prior to the toss.

22.1.3 Any player substitutions must be listed on paper (player XY substituted by player UV) and handed to the umpire/s or opposition captain if no umpire/s appointed to the match prior to the toss in all 2 day fixtures.

22.1.4 All lists to be retained by the umpire/s or opposition captain if no umpire/s appointed to the match for reference.

22.1.5 Electronic communication via Captains or team officials is also suitable for changes in team list. E.g Text or email.

23 AGE RESTRICTIONS

23.1 A person aged 13 years or younger as at 31st August in the year the season commences is not permitted to take the playing field for a senior fixture in any capacity whatsoever.

23.2 A person aged 14 years or younger as at 31st August in the year the season commences is not permitted to take the playing field for a senior fixture in any capacity whatsoever unless the person:

23.2.1 Has represented Queensland, Lord Taveners or BMC 1 in the sport of cricket, within the two preceding cricket seasons; or has been endorsed by one of the QC high performance area coordinators who can the recommend them:

23.2.2 To apply to the competition committee, in writing, for his or her approval to be permitted to play a senior fixture. Such application must include:

(a) Name;
(b) Date of Birth;
(c) Age;
(d) Club;
(e) Proof of representation of Queensland, Lord Taveners or BMC 1 or equivalent; or has been endorsed by QC high performance area coordinator; and
(f) Intended first playing date.

Any application must be received by the competition committee no less than 3 clear days prior to the intended first playing date unless otherwise agreed by the competition committee; and

23.2.3 Has received written approval from the competition committee to play senior fixtures; and

23.2.4 Is a registered member of a Club.

23.3 Any person aged 15 years or over as at 1 September in the year the season commences and is a registered member of a Club is permitted to take the playing field for a senior fixture.

23.4 If any team breaches clauses 23.1 or 23.2 above, that team will be deducted all competition points per occurrence.

23.5 Age-related bowling restrictions, as set by Cricket Australia (CA) will apply. That is, bowlers (medium pace and above only – broadly defined as those to whom the wicketkeeper would normally stand back) are permitted to bowl:

Age	Restriction
Under 13	Four (4) overs maximum each spell Eight (8) overs maximum per day
Under 14 & 15	Five (5) overs maximum each spell Twelve (12) overs maximum per day
Under 16 & 17	Five (5) overs maximum each spell sixteen (16) overs maximum per day
Under 18 & 19	Six (6) overs maximum each spell Twenty (18) overs maximum per day

23.6 In a match, rest between spells should ensure that the same number of overs are completed from the same end as athlete's completed spell before returning. Eg if you are 14yrs old and have completed a 5 over spell, then a minimum of 5 overs should be bowled from the same end (10 overs of the match) before you begin a new spell.

23.7 A bowler who has bowled a spell of less than the maximum 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 will still apply. Following the completion of the spell, the overs inbetween will be ignored and the normal break as above will still apply.

23.8 The regulation applies equally for males and females and the restrictions on a player are determined by the age of a player at 31st August in the season being played and applies for the whole season. I.e. A

player who is 17 year of age at 31st August will be considered under 18 for the entire season.

24 SUBSTITUTION OF PLAYERS

24.1 A maximum of **four (4) players** from day one of a Two-day fixture match may be replaced by four (4) other players on day two of that match, provided all substitutions are named in Play HQ as per 22.1 and opposing captains and umpires are aware of the substitutions via a written list handed to the umpire/s and opposition captain prior to the toss as per 22.1.3
Injury Subs are exempt from this rule and are at the discretion of the Opposing Captain.

24.2 All Players selected for TCI representative matches, including juniors, or higher representative matches may be replaced by other players when representative matches clash with one day of a Two-Day fixture match.

24.3 If **further representative** honours result from the representative match being played on the first day of a match conducted by the TCI, a provisional substitute may be declared. The substitution of players may be made in like manner in order in lower grades.

24.4 No player who is not a substitute player may play in more than one match in the same format in any round of fixtures unless extenuating circumstances are approved beforehand by the TCI board.

24.5 All substitutions must be listed as per clause 22.1. except when 24.3 occurs.

24.6 If for some exceptional unexpected reason (for example: injury at work, medical reason, emergency call out) a player becomes unavailable for day 2 of a two-day match and no substitute player is named on the team sheet the team captain is to advise the opposition team captain. If the opposition team captain approves the substitution, then both captains are to inform the umpire/s.

25 SPECIAL CIRCUMSTANCES FOR LATE PLAYERS

In the event of a player not being present at the start of a day's play and that player arrives after the start of play and the player's Captain has, before the start of that day's play, advised the umpire/s of the reason for the players late arrival and that reason is acceptable to the umpire/s (such as work commitments, family commitments, coaching junior cricket team), the player shall be allowed to take part in the game as from the start of the next over. This includes bowling and wicket keeping but, in the event of such player being a batsman who is to resume his/her innings, the player may only resume his/her innings at the fall of the next or any succeeding wicket.

26 FORFEITS

26.1 A Club shall not commence a TCI competition match unless it has a minimum of seven players in attendance at the time set down for commencement of play.

26.2 Once play has commenced, a Club can continue the match with any number of players not exceeding eleven. Any Club unable to list seven players at the start of a match shall be deemed to have forfeited the match.

26.3 Any Club failing to field a side of eleven players in each of two consecutive matches in the grades in which it is competing shall be reported to the TCI, and that body, after hearing the Club's explanation, shall take any action it sees fit.

26.4 Any team forfeiting a match shall pay all umpires' fees (including those of the opposing team), and any levies of the TCI applicable to that match.

26.5 The forfeiting team shall not gain any points resulting from the match.

26.6 A forfeiting team shall pay a fine of one hundred dollars to the TCI before the Club concerned is allowed to play another match in the grade of the forfeiting team.

27 HELMETS

AT THE COMMENCEMENT OF THE 2023-24 CRICKET SEASON, ALL COMMUNITY CRICKETERS (WHETHER JUNIOR OR SENIOR) MAY BE REQUIRED TO WEAR BS7928:2013 COMPLIANT HELMETS AT ALL TIMES WHEN BATTING, WICKET KEEPING UP TO THE STUMPS AND FIELDING IN CLOSE.

Junior Players (Under 18s)

27.1 Any person under the age of 18 years old must wear a helmet during all games and training sessions when they are:

27.1.1 Batting;

27.1.2 Wicketkeeping up to the stumps; or

27.1.3 Fielding when fielding in a position closer than seven (7) metres from the batter's position on the popping crease on a middle stump line, with the exception of any fielding position behind square of the wicket on the off side.

It is strongly recommended that a British Standard 7928:2013 compliant helmet is worn.

A Grade & Open Competitions

27.2 In all A Grade, Div 1 T20's, and Open TCI competitions and training sessions the following regulations must be adhered to:

27.2.1 A batter must wear a helmet at all times when batting.
27.2.2 A wicketkeeper must wear a helmet at all times when keeping up to the stumps.
27.2.3 A fielder must wear a helmet at all times when fielding in a position closer than seven (7) metres from the batter's position on the popping crease on a middle stump line, with the exception of any fielding position behind square of the wicket on the off side.

It is strongly recommended that a British Standard 7928:2013 compliant helmet is worn.

Reserve Grade & lower

27.3 Subject to clause 27.1, in all grades except for A Grade, Division Two, Division Three, Over 40's and Open TCI competitions and during training sessions, the following regulations must be adhered to:

27.3.1 The TCI strongly recommends that all senior cricketers wear a British Standard 7928:2013 compliant helmet when batting and wicket-keeping up to the stumps.

27.3.2 A fielder must wear a helmet at all times when fielding in a position closer than seven (7) metres from the batter's position on the popping crease on a middle stump line, with the exception of any fielding position behind square of the wicket on the off side.

27.3.3 It is strongly recommended that any helmet worn is a British Standard 7928:2013 compliant

helmet.

27.4 The umpires and/or team captains shall be responsible for ensuring that a helmet is worn when required.

27.5 In a match with association appointed umpires, the umpires shall not allow the match to continue during any period in which any batter, wicketkeeper standing up to the stumps or fielder within the prescribed area fails to wear a helmet when required.

27.6 In a match without association appointed umpires, the captains of both batting and bowling teams are responsible for compliance of these clauses. The captains of both batting and bowling teams shall not permit the match to continue during any period in which any batter, wicketkeeper standing up to the stumps or fielder within the prescribed area fails to wear a helmet when required.

27.7 Helmets should be replaced immediately in accordance with the manufacturer's recommendation following a significant impact.

28 PLAYERS' DRESS

28.1 No player shall be allowed to play in any match unless they appear in the proper cricket costume and dress properly, which shall consist of the following: -

Two-Day competitions:

28.1.1 A "Club cricket shirt" that, unless otherwise permitted in writing by the TCI Board, must comply with the following restrictions:

(a) "pocket" logos (if any) on front of shirt no larger than 65mm x 75mm;

(b) No more than 1 front of shirt logo (if any) no larger than 200mm x 150mm and must contain no red;

(c) No more than 2 back of shirt logos (if any) together which cannot be larger than equivalent size to 200mm X 300mm (square, rectangle or circle);

(d) No more than 2 Sleeve sponsors on each sleeve (if any) with logos no larger than 40mm x 100mm; and

(e) In the sole discretion of the TCI Board, any artistic design of shirt must not be distracting for an opposing team.

28.1.2 Long trousers shall be white or cream in colour, except that players under the age of 16 may wear white or cream shorts. Playing trousers pocket logo (if any) must be no larger than 65mm X 75mm (square, rectangle, or circle).

28.1.3 Socks worn shall be white or cream. Should more than one pair of socks be worn, the ones showing shall be white or cream in colour.

T20 and One-day competitions:

28.1.4 For A Grade and Reserve Grade, Clubs/Teams are permitted to wear a coloured playing shirt and trousers displaying sponsors logos. When batting and wicketkeeping, clads must be worn over pads. No size restrictions will be placed on logos however any changes to shirt configurations from previous seasons should be referred to the TCI board for approval. The logo must be registered with the TCI. The shirts and long trousers should not contain any dominant colour in such a position that it will impair players and umpires view given the balls used. All players must wear the same playing uniform.

28.1.5 For B Grade and Lower, clubs are permitted to comply with rule 28.1.4 however, players may wear white/cream trousers and clads are not compulsory. Notwithstanding any other provision, players must wear a colourer shirt.

General

28.1.6 Boots or shoes of any material, coloured white shall be worn. Spikes shall not project more than 3/8 of an inch (10mm). Training shoes of any colour shall be accepted apparel in the synthetic or concrete wicket competition. In matches on turf wickets, all batsmen and bowlers must wear spikes.

28.1.7 The cap worn (if a cap is worn) shall be the cap of the Club which the player represents. A white hat may be worn in place of the Club cap. A sweater may be worn provided it is white or cream in colour. Club colours may be included and a sponsor's "badge" may be worn.

28.2 A "Club Sponsor" shirt cannot be worn in a representative match and vice versa. The logo must be registered with the TCI and the TCUA so that all are aware and informed.

28.3 The enforcement of this rule is in the hands of the Umpire/s officiating at the match. Where this regulation conflicts with any policy given by CA on the matter of dress, the CA policy shall take precedence.

29 APPROVED BALLS

29.1 The Duke brand cricket ball is the approved playing ball by the TCI and each team will be responsible for providing their own balls.

29.2 Notwithstanding clause 29.1:

Grade	Format	Ball Manufacturer	Ball Description
A-grade/Division 1	2-day	Dukes	4 pc, Red, 156gm, County International
	1-day & T20	Dukes	4 pc, White, 156gm County International
Reserve, & B-grade/Division 2	2-day	Dukes	4 pc Red, 156gm County International
	1-day & T20	Dukes	4 pc, White, 156gm County International
C & D-grade /Division 3/O40s	2-day	Duke	2 pc, Red, 156gm Century
	1-day & T20	Dukes	2 pc, White, 156gm Century
Women	1-day & T20	Dukes	2pc, White, 142gm Century

29.2.1 A, Reserve and B Grade must use a 4 piece Duke ball during TCI competitions unless otherwise directed, in writing, by the TCI board;

29.2.2 All other grades must use 2 piece Duke ball unless otherwise directed, in writing, by the TCI board.

29.3 The TCI board may approve a different brand of ball to be used in T20 matches.

29.4 In the event of a ball becoming wet and soggy as a result of play continuing in inclement weather or it being affected by dew and in the opinion of the umpires being unfit for play, the ball shall be replaced for a ball that has had a similar amount of wear and improved colour. Either bowler or batsman may raise the matter with the umpires and the umpires' decision as to replacement or otherwise will be final.

29.5 The umpires shall retain possession of the match ball(s) throughout the duration of the match when play is not actually taking place. During play, umpires shall periodically and irregularly inspect the condition of the ball and shall retain possession of it at the fall of a wicket, a drinks interval or any other disruption in play.

29.6 If it's discovered that the incorrect the ball is being used it will be replaced immediately with the correct ball of a similar (but no better) condition.

29.7 The competition committee may deduct competition points for the failure to use the correct Brand or type of ball. Eg a 2 piece ball instead of a 4 piece

30 PROVISION OF A NEW BALL

The fielding side shall provide a new ball in the first innings of a match, a second new ball will be available after a minimum of eighty (80) overs. At the beginning of the second innings, the fielding side shall provide a new ball, or a ball that is considered to be playable ball in the sole opinion of the batting captain. This clause should be read in conjunction with the laws of cricket.

31 BATS

The TCI has no restrictions on the thickness of the edges and the overall depth of cricket bats.

32 DRINKS

32.1 Drinks shall not be taken onto the field unless:

32.1.1 Approved by the umpires (or otherwise agreed to by the on-field captain); or
32.1.2 There is a stoppage of play.

32.2 Before the start of a match, the captains and umpires (if applicable) shall decide on specific times at which drinks shall be taken, and these times shall be strictly adhered to except if there is a stoppage of play within 10 minutes of the agreed time.

33 USE OF RUNNERS FOR INJURED BATSMAN

33.1 Runners shall be allowed in all fixtures as follows:

33.1.1 If the umpires are satisfied that a nominated player has been injured or become ill since the nomination of the players, they shall allow that player to have;

(a) a substitute acting for him in the field;
(b) a runner when batting.

33.1.2 Any injury or illness that occurs at any time after the nomination of the players until the conclusion of the match shall be allowable, irrespective of whether play is in progress or not.

33.2 The umpires shall have discretion to allow, for other wholly acceptable reasons, a substitute fielder or a runner to act for a nominated player, at the start of the match, or at any subsequent time.

34 MATCH RESULTS (PlayHQ) AND UMPIRE REPORTS

34.1 UMPIRES VOTES

In A, Reserve and Division 1 fixtures captains of teams are required to provide Umpire of the Year Votes (1 – 5) for the umpires who have stood in their fixtures within 3 days of the completion of the round fixtures of the various formats/competitions (1-day, T20 and 2-day) by accessing the appropriate form on the TCI website or team WhatsApp communications.

34.2 PROCEDURES/PENALTIES (PlayHQ.com.au)

34.2.1 It is the responsibility of the HOME team to enter the result of the game into PlayHQ. This must be done by midnight on the day following the completion of that round. (This includes one day games and not to wait until the completion of other 2 day games)

34.2.2 It is the responsibility of the opposing Club (AWAY team) to confirm or dispute the results of the completed game. This confirmation must be done by Midnight on the Tuesday following the completion of that round.

34.2.3 It is the responsibility of the HOME team to enter in their player's scores for batting bowling and fielding. The opposing team (AWAY team) is responsible for the entering of their player's scores for batting, bowling and fielding.

34.2.4 The entering of the player's scores is to be done by Midnight on the Tuesday following the completion of that round.

34.2.5 All 'UNREGISTERED PLAYERS' must be registered in PlayHQ prior to the commencement of the next round.

34.2.6 All "fill in players" must be registered and listed on playHQ team lists after they have played 3 matches

34.2.7 Any result disputes should be referred to the TCI board as soon as possible, with one (1) week to appeal after game declared as per PlayHQ.

34.2.8 The PlayHQ scoring application can be used to score a match. However, a manual scorebook must still be used and be present at the ground at all times in case of failure of the electronic system.

34.2.9 No changes may be made to PlayHQ after the date of the TCI Banquet.
(The data entered for the players batting, bowling and fielding etc will be used to determine the trophy winners for the end of season presentations. To be fair to all players, it is important that this information is entered and entered correctly)

34.3 PROCEDURES FOR PLAYER AWARD NOMINATIONS

34.3.1 Player's nominations for 321 and Father Graham for all grades are to be entered into the 321 program setup by the TCI which is located on the TCI web site or team whatsapps.

34.3.2 The HOME team is to enter 321 Vote. 3:2:1 votes who are nominated by the captains. These are to be entered by midnight of the day following the completion of that round/game.

34.3.3 The opposing team (AWAY) is to confirm these nominations by midnight on the following Tuesday.

34.3.4 Match Format Vote Weighting
2-day matches: 9 votes – 6 votes – 3 votes
1-day matches: 6 votes – 4 votes – 2 votes
T20 matches: 3 votes – 2 votes – 1 vote

34.3.5 All Father Graham nominations are to be entered in Microsoft form by midnight on the Tuesday following the completion of that round.

34.4 If any team is more than 1 game behind the relevant votes and/or points, that team shall not accrue any further competition points until the votes and/or points are brought up to date. For an avoidance of doubt, once the points are brought back up to date, that team shall accrue points for all games played.

35 MISCONDUCT REPORT

35.3 Umpires, Captains and/or Club Executives shall submit reports via the following link https://www.qldcricket.com.au/cobreport of any misconduct by players, Club officials, umpires, supporters and/or members of the public by COB on the Tuesday following the completion of the match. A copy of the report is automatically sent to the TCI Commissioner, TCI President & Secretary and President of the TCUA.

35.4 At any time, the TCI board may examine any matter or incident that relates to any breach of the Code of Conduct or complaints regarding umpires and refer the matter to the TCI commissionaire.

36 UMPIRES

36.1 Supply of Umpires

36.1.1 At the sole discretion of the TCUA, the TCUA may allocate a Club's nominated umpire to a game each round applying "a cab rank rule".

36.1.2 The TCI or TCUA will bear the cost of the Club's umpire/s to undertake the course to achieve a level 1 umpire accreditation and the relevant uniform.

36.1.3 The TCUA shall credit the Club the Umpire's fee each time a player umpire's a game in accordance with clause 36.1.1.

36.1.4 Any player that umpires during a round will be deemed to have played one game in the grade that player last played in for final qualification purposes.

36.2 The TCUA shall grade and appoint the Umpires to all competition matches, and to other fixtures on request by the TCI. Such grading and appointment of umpires is subject to approval by the TCI.

36.3 **Match Reports – Umpires and Clubs**

At the conclusion of each match, the umpire/s, team captain/s and/or Club Executives are to lodge a Match Report on the form in Schedule 1 to the Competition Committee Chairperson, TCI Secretary and TCUA Secretary if:

1. the minimum overs are not bowled within the permitted time; or
2. a yellow card is issued; or
3. the condition of the pitch is deemed to be not up to a reasonable standard (photographs are to be provided)
4. there are issues with the venue (ie water leaks from sprinklers, toilet issues, damage to the facilities – photographs are to be provided)
5. if in the opinion of the participants a report is required.

37 REPRESENTATIVE MATCHES

37.1 Players who have nominated their availability for selection shall form the basis of the selection, and on having been selected, and who do not notify the selectors of their unavailability within the time stipulated by the TCI, **(BY 6.OOPM, THURSDAY PRIOR TO THE GAME)** and withdraw, or do not attend the game on time shall be suspended for one fixture game conducted by the TCI. Players claiming extenuating circumstances may appeal in writing within three days of the game in question when the matter will be reviewed by the TCI. If no appeal is lodged, or the appeal is dismissed, the secretary of the player's Club shall be notified of the suspension, and the games in which the suspension shall apply.

38 CLUB CHAMPIONSHIPS

38.1 As from the beginning of the season, there shall be a TCI Club Championship for A grade, Reserve grade, B grade, C grade, D grade, which is determined by adding the points secured (including incentive points) by each team in each Club in the before mentioned grades.

38.2 Where a Club is fielding more than one team in any grade, points allocated for the Club Championship shall be computed by only using the points from the top team from each Club in each grade.

38.3 The Champion Club will be the Club gaining the most points by the end of the competition rounds. All Points accumulated from the One Day format, Two-day format, T20 format Formats are to be included in calculating the Club Championship. In the event of two or more Clubs being equal, the Club Championship shall be shared.

38.4 The following equations will be used to calculate the TCI Club Champions:

A Grade Competitions	**Ladder Points x 2**
A Reserve Competitions	**Ladder Points x 2**
B Grade Competitions	**Ladder Points x 2**
C Grade Competitions	**Ladder Points x 1**
D Grade Competitions	**Ladder Points x 1**
T20 Div 1	**Ladder Points x 1**
T20 Div 2	**Ladder Points x 1**
T20 Div 3	**Ladder Points x 1**

39 MARKERS & STUMPS

39.1 Clubs hosting matches at "home" grounds (Highfields Railways – Highfields Sports Park Field F, Metropolitan-Easts – Harristown Park, Northern Brothers Diggers – Rockville Oval, Southern District Magpies – Middle Ridge Park, University – USQ Main Oval, Western Districts – Harristown State High School Main Oval) are to provide both sets of stumps, 4 bails, 20 boundary markers and 20 fielding circle markers (for 1-day and T20 fixtures)

39.2 Each team playing at other venues are to provide three (3) stumps and two (2) bails.

39.3 The TCI will provide fielding circle markers at Southern Cross Reserve, Highfields Sports Park Field A, Captain Cook Reserve (CC6, CC7 & CC8) and Kingsthorpe Recreation Reserve.

39.3.1 Home team (team named first) is to put out the boundary markers before play and to collect them at stumps at return them to the storage are at each ground

39.3.2 Each team is expected to provide 10 boundary markers for each synthetic pitch venue and to putout/collect their boundary markers.

39.4 Boundary markers, painted and/or mowed boundary lines are to be at least 3 meters from any hazard (for example; light poles, fences)

39.5 At no stage is any herbicide, such as glyphosate/Round-Up to be used to mark boundaries or fielding circles. Fines may be applied by the TCI and/or TRC.

39.6 Teams are encouraged to have at least one spare stump and bail with them.

39.7 Stumps with steel tips are not permitted to be used in TCI matches.

40 LIGHTENING POLICY

40.1 Umpires, Officials and Players must follow the "40/30" rule when lightning is about.

The "40/30 40 Rule" states that when lightning is followed by thunder and the time difference between the lightning and the following thunder is 40 seconds or less, play must be suspended and all participants must leave the field of play and moving to a safe area. Play must not be resumed until 30 minutes have elapsed after the last lightning being sighted. On each occasion that lightning is seen, whilst off the field, the 30 minute period is to recommence.

Be alert to changes in sky conditions foreshadowing thunderstorm development directly overhead. When lightning threatens, go immediately to a safer location. Do not hesitate. Lightning casualty statistics are full of stories where persons who were just about to make it to safety, when they were struck. Even an extra few minutes lead time can be life-saving.

41 COMPETITION POINTS

41.1 Two Day Cricket

Win on first innings and subsequent outright win	16 points
Loss on first innings and subsequent outright win	16 points
Tie on first innings and subsequent outright win	16 points
Win on first innings and subsequent outright loss	10 points
Win on first innings and no further result – two day match	10 points
Loss on first innings and subsequent outright loss	0 points
Loss on first innings and no further result	0 points
Drawn match	5 points
Abandoned match (no play takes place)	5 points
Tie on first innings and no further result	5 points
Tie on first innings and subsequent outright loss	5 points
Tie on first innings and subsequent outright tie	8 points
Win on first innings and subsequent outright tie	13 points
Loss on first innings and subsequent outright tie	13 points
Bye	0 points

- Forfeit points:
    - Team that wins by forfeit will receive maximum points for the round including bonus points equal to the highest points achieved from other winning side for that grade. If the games are abandoned due to rain and forfeit occurs prior to that, the team that wins by forfeit shall receive 10 points.
- Bonus Points:
    - Batting: 0.01 points per run (in both innings, up to 80 overs each).
    - Bowling: 0.2 points per wicket (all wickets in both innings).

41.2 One Day & T20 Format – A Grade to D Grade (Div 1-3 T20) & Over 40s.

Win in a ONE DAY match	4 points
Abandoned ONE DAY match (being a match in which NO play Takes place, or the minimum overs ARE NOT achieved)	2 points
Tie in a ONE DAY match	2 points
Forfeit	4 points
Bye	4 points

41.3 If teams are equal on points in any competition after the final round, finals positions will be determined by Net Run Rate (NRR)

Toowoomba Cricket Inc

RULES FOR TWO DAY MATCHES

Rules 42 to 49 only applies to two day matches:

42 HOURS OF PLAY

42.1	*A-grade*	*1st Session:*	*12.00 – 2.35pm*
		Tea:	*2.35 – 2.55pm*
		2nd Session:	*2.55 – 5.30pm*
42.2	*Other Grades*	*1st Session:*	*12.15 – 2.40pm*
		Tea:	*2.40 – 3.00pm*
		2nd Session:	*3.00 – 5.30pm*

42.3 If the required minimum number of overs haven't been bowled by the scheduled stumps time of 5.30pm the team batting will be entitled to receive the remaining required overs on day two of the match (for example: if the team batting first has only received 77 overs by 5.30pm then they will be entitled to receive the remaining 3 overs on day two is they so wish). Note: if the team bowling first fails to bowl their required overs by 5.30pm they are penalised by the requirement to complete their overs on day 2 combined with the 10-minute change of innings, thus reducing the minimum number of overs they can bat.

42.4 Day 2 of a 2-day match, play maybe extended in the 2nd session until 5.45pm so that the minimum target overs can be bowled.

42.4 Umpire/s or team captains in the case of no umpires appointed to the match are to recalculate target overs for the remaining available time in the match at the completion of each innings deducting 10 minutes (3 overs) for the change of innings. If a change of innings occurs within 30 minutes of a scheduled break (ie the tea break) the scheduled break will be take immediately.

43 MATCH FORMATS

a. A, Two Day format – Open Cricket with a compulsory declaration for the team batting first at the end of the 80th Over.
b. Other grades Two Day format – Open Cricket with a compulsory declaration for the team batting first at the end of the 75th Over.
c. If a team completes bowling its 80/75 overs depending on grade, to the team batting first between 5.20pm and 5.30pm stumps will be called at the completion of the 80th / 75th over depending on grade. If the 80/75 overs depending on the grade, are completed before 5.20pm then the team batting second will commence their innings.
d. The team batting first may declare its innings closed at a point they chose during their innings, provided it is before 5:20pm, resulting in the team batting second commencing its innings.
e. In the two-day format a compulsory declaration of the team batting first shall be made after 80 overs for A-grade and 75 overs for other grades, there are no over restrictions in subsequent innings.
f. Should time be lost due to things such as wet weather, an injury etc. the team batting first shall be entitled to receive the balance of their 80/75 overs depending on grade, on day two of the match.
g. Should the first day of the match be abandoned without any play possible then the compulsory declaration will be adjusted to 40 overs. If team batting second haven't reached team A total a draw will be the result.
h. The competition points will still be awarded as per the two-day fixture points.

44 MATCH CONDITIONS

The following rules apply to all grades

44.1 In all grades play will cease at 5:30pm on the first day except as outlined above in 43 (b).

45 OVER RATE

45.1 Teams shall bowl an average of **16 overs** an hour for the duration of their innings. Time shall be reduced for a player leaving the field due to serious injury, interruptions caused by unfit ground, weather or light conditions and anything else unforeseen that the Umpire deems reasonable.

45.2 In the last hour of play, if a team is:

45.2.1 4 or more overs in front of the over rate, they must bowl at a minimum 12 overs so that at least 75 overs are bowled.
45.2.2 3 overs in in front of the over rate, they must bowl at a minimum 13 overs so that at least 75 overs are bowled.
45.2.3 2 overs in front of the over rate, they must bowl at a minimum 14 overs so that at least 75 overs are bowled.
45.2.4 1 over in front of the over rate, they must bowl at a minimum 15 overs so that at least 75 overs are bowled.
45.2.5 If a team is on time, they must bowl 16 overs in the last hour so that at least 75 overs are bowled.

46 ADJOURNMENTS

46.1 Unless otherwise provided herein, an afternoon tea adjournment of 20 minutes shall be taken from 2.35 p.m. to 2.55 p.m A grade and 2.40pm to 3.00pm in other grades. except in the following circumstances:-

(a) Should an innings terminate within 30mins of scheduled adjournment, in which case the afternoon tea adjournment shall be taken immediately after the close of the innings. Should there be a break of match play within 30 minutes of a set adjournment, such adjournment shall be taken forthwith. However, no tea adjournment shall be taken if play commences for any reason later than 2.00 p.m.

(b) Should a batting side be nine wickets down at 2.50 p.m., play shall continue until either the batting side's innings has been completed or a further 30 minutes have passed, whichever is the shorter.

(c) In Finals matches this ruling shall also apply to the lunch adjournment.

RULES FOR SEMI-FINALS AND FINALS - 2 DAY MATCHES

Rules for 2 day Finals are the same as those set out in the 2- day fixture above except for the following.

47 RESULT

47.1 All Semi-finals and Finals shall be decided by an outright or first innings win. In the event of a draw, the team leading at the completion of the fixture rounds will be deemed the winner.

48 HOURS OF PLAY CHANGE A GRADE TO 10AM START

(a) For Semi-finals and Finals, the hours of play in **A grade** shall be:

Saturday and Sunday:	Session 1 -	10.00 a.m. – 12.00 p.m;
	Lunch -	12.00 p.m. - 12.40 p.m;
	Session 2 -	12.40 p.m. - 2.40 p.m.
	Tea -	2.40 p.m. – 3.00 p.m.
	Session 3 -	3.00 p.m. – 5.00 p.m.

Play shall cease at the latter of time OR 96 overs in the days play.

(b) For Semi-finals and Finals, the hours of play in **Reserve, B, C and D grades** shall be:

Saturday and Sunday:	Session 1 -	11.00 a.m. – 1.35 p.m;
	Tea/Lunch -	1.35 p.m. - 2.05 p.m;
	Session 2 -	2.05 p.m. - 4.45 p.m.

Play shall cease at the latter of time OR 80 overs in the days play.

49 FORMAT

49.1 In A GRADE FINAL are OPEN cricket with a compulsory declaration for the team batting first on 96th over or at half way point in playing time as per rule 48 (a).

49.2 In Reserve and B Grade the finals are open cricket with a compulsory declaration for the team batting first after the 80th over or at the halfway point in playing time as per rule 48 (b).

49.3 In the event of weather conditions interrupting play at any time, the umpires may adjust the playing times to make up for any time lost by reducing either/both lunch breaks to a minimum of twenty minutes, extending play on either/both days up to maximum of one hour, until the light is deemed unplayable and/or commencing play on the second day at any time before the scheduled starting time but not earlier than 9.00am.

49.4 Note that in Semi-finals and Finals the penalty for not bowling the required number of overs in the available time shall be $500.

Toowoomba Cricket Inc

ONE DAY COMPETITION PLAYING REGULATIONS

Clauses 50 to 63 only apply to one day matches.

50 HOURS OF PLAY AND INTERVALS

(a)	A grade:	First Session:	11.30 pm to 2.20 pm
		Tea Break:	2.20 pm to 2.40 pm
		Second Session:	2.40 pm to 5.30 pm
(b)	A Reserve, B and C grade:	First Session:	12.15 pm to 2.50 pm
		Tea Break:	2.50 pm to 3.10 pm
		Second Session:	3.10 pm to 5.45 pm
(c)	A Grade Day/Night Fixture	First Session:	3.00 pm to 5.50 pm
		Tea Break:	5.50 pm to 6.10 pm
		Second Session:	6.10 pm to 9.00 pm

(d) **Semi Finals –** games playing hours and interval breaks will remain the same as regular fixtures for all grades

(e)	**A Grade Final**	First Session:	10.30 pm to 1.20 pm
		Tea Break:	1.20 pm to 1.40 pm
		Second Session:	1.40 pm to 4.30 pm
(f)	**Reserve, B, C and D Grades Final**		
		First Session:	10.45 pm to 1.20 pm
		Tea Break:	1.20 pm to 1.40 pm
		Second Session:	1.40 pm to 4.15 pm

At the TCI Board's sole discretion, they made decide to play day night games for A Grade upon 4 weeks' written notice to the Club.

51 INTERVALS FOR DRINKS

At the half way point of each innings (22 overs for A Grade 45 Overs; 20th over for R, B, C & D Grade 40 Overs)

52 LENGTH OF INNINGS AND OVER RATES

52.1 The required number of overs per innings shall be as follows:

(a) A Grade 45 Overs
(b) Reserve, B, C, D grade 40 overs;

(c) Team batting second is NOT entitled to bat for entire number of overs if a result has been achieved earlier.

53 LENGTH OF INNINGS – UNINTERRUPTED MATCHES

53.1 Each team shall bat for the number of overs outlined in clause 52.1(a) unless all out earlier. A team shall not be permitted to declare its innings closed.

53.2.1 If the team fielding first fails to bowl its 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 umpire (or batting team captain if no umpire standing in the match) will note the number of overs bowled at the cessation time and advise bowling team captain. Part overs are included. The fielding team will only be allowed 3 fielders outside the fielding circle for the remaining overs that are to be completed after the cessation time of the first innings.

53.2.2 The fielding team will only be allowed 3 fielders outside the fielding circle for the remaining overs t hat are to be completed after the cessation time of the first innings.

53.2 Subject to clause 53.2 not being invoked, if the team batting first is dismissed in less than its maximum overs, the team batting second shall be entitled to bat for the maximum amount of overs (40 Or 45 depending on grade) unless a result is obtained prior to this occurring.

53.3 If the team fielding second fails to bowl its required 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.

53.4 Deliberate failure to bowl the required number of overs will result in points penalties being imposed.

54 DELAYED OR INTERRUPTED MATCHES

54.1 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. A team shall not be permitted to declare its innings closed. **A minimum 15 overs has to be bowled** to the side batting second to constitute a match.

54.2 The calculation of the number of overs to be bowled shall be based on an average rate of 16 overs per hour in the total time available for play.

54.3 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.

54.4 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.

55 DELAY OR INTERRUPTION TO THE INNINGS OF THE TEAM BATTING FIRST

55.1 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.

55.2 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.

55.3 If the team fielding first fails to bowl the required number of overs by the time normally allowed to bowl the overs, they will be required to complete the required number of overs but will then be entitled to receive only the number of overs they had bowled by the time normally allowed to bowl the overs. If circumstances are out of the control of the bowling team the umpires will revert to conditions for delayed or interrupted matches and divide the time evenly so both teams have the opportunity to face the same number of overs.

56 DELAY OR INTERRUPTION TO THE INNINGS OF THE TEAM BATTING SECOND

56.1 If there is a suspension in play during the second innings, the overs shall be reduced at a rate of 16 overs per hour for time lost, 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.

57 DELAYED OR INTERRUPTED MATCHES – CALCULATION OF THE TARGET SCORE

Duckworth Lewis method to be used for calculating target scores

58 NUMBER OF OVERS PER BOWLER

58.1 No bowler shall bowl more than 9 overs per innings in a **45 OVER MATCH**. No bowler shall bowl more than 8 overs in an innings of a **40 OVER MATCH**

58.2 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.

58.3 Where the total overs are not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.

58.4 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.

59 RESTRICTIONS ON THE PLACEMENT OF FIELDSMEN

At the instant of delivery, there may not be more than 5 fieldsmen on the leg side.

60 FIELDING RESTRICTIONS

60.1 Two semicircles shall be drawn on the field of play. The semicircles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semicircles shall be 27 metres). The semicircles shall be linked by two parallel straight lines drawn on the field. The fielding restriction areas should be marked by continuous line of plastic markers. Each marker should be placed at approximately 5 – 8 metre intervals.

60.2 Curators and/or home teams/teams named first are responsible for supplying the markers to all matches and marking out the field. Umpires/team captains if no umpires are appointed, are responsible for checking the markers are set out correctly. Umpires/Captains should ensure that the markings remain throughout the course of the match and should take seriously any attempts by players to intentionally move the fielding circle markers.

60.3 Following fielding restrictions will apply subject to 53.2.2 and 53.4.2:
A-grade (45 overs per innings):
Overs 1 – 10: only 2 fieldsmen are permitted outside the fielding restriction area at the instant of delivery.
Overs 11 – 35: only 4 fieldsmen are permitted outside the fielding restriction area at the instant of delivery.
Overs 36 – 45: only 5 fieldsmen are permitted outside the fielding restriction area at the instant of delivery.

Reserve and B-grade (40 overs/innings):
Overs 1 – 10: only 2 fieldsmen are permitted outside the fielding restriction area at the instant of delivery.
Overs 11 – 30: only 4 fieldsmen are permitted outside the fielding restriction area at the instant of delivery.
Overs 31 – 40: only 5 fieldsmen are permitted outside the fielding restriction area at the instant of delivery.

60.4 C and D-grade matches only 5 fieldsmen are permitted to be outside the field restriction marking at the instant of delivery.

61 NO BALL

61.1 A bowler shall be allowed to bowl one fast short pitched delivery per over.

61.1.1 A fast short-pitched ball is defined as a ball, which after pitching, passes or would have passed above shoulder height of the batsman standing upright in his normal guard position at the crease but not clearly above his head.

61.1.2 The umpire at the bowler's end shall advise the bowler and the batsman on strike when one fast short pitched delivery has been bowled.

61.1.3 In addition, for the purpose of this regulation, a ball that passes clearly above head height of the batsman, other than a fast short pitched ball as defined in 61.1.1 above, that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a Wide and will also count as the one allowable ball above shoulder height for that over.

61.1.4 In the event of a bowler bowling more than one fast short pitched delivery in an over as defined in clauses 61.1.1 or 61.1.3 above, 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. In addition, when the ball is dead, the umpire shall caution the bowler, indicating that this is a first and final warning, and inform the captain of the fielding team, the batsmen at the wicket and the other umpire of what has occurred. This caution shall apply throughout the innings. 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 or part thereof nor be allowed to bowl the next over or part thereof.

61.1.5 Any delivery, which passes or would have passed, without pitching, above waist height of the batsman standing upright at the popping crease, is unfair. Whenever such a delivery is bowled, the umpire shall call and signal No ball.

61.1.6 The bowling of a delivery as defined in 61.1.5 is also dangerous if the bowler's end umpire considers that there is a risk of injury to the striker. In making that judgement the umpire shall: shall disregard any protective equipment worn by the batsman and be mindful of the:

61.1.6.1 speed, height and direction of the delivery;

61.1.6.2 skill of the batsman; and

61.1.6.3 repeated nature of such deliveries.

61.1.7 If the umpire considers a non-pitching delivery, or a series of non-pitching deliveries, to be dangerous under 61.1.6, when the ball is dead, the umpire shall repeat the No ball signal to the

scorers and then caution the bowler, indicating that this is a first and final warning. The umpire shall also inform the other umpire, the captain of the fielding side and the batsmen of what has occurred. This caution shall apply to that bowler throughout the innings.

61.1.8 Should there be any further dangerous such delivery by the same bowler in that innings, the umpire shall:

61.1.8.1 call and signal No ball;

61.1.8.2 when the ball is dead, direct the captain of the fielding side to suspend the bowler immediately from bowling;

61.1.8.3 inform the other umpire for the reason for this action. The bowler thus suspended shall not be allowed to bowl again in that innings; and

61.1.8.4 If applicable, the over shall be completed by another bowler, who shall neither have bowled any part of the previous over, nor be allowed to bowl any part of the next over.

61.1.8.5 report the occurrence to the batsmen and, as soon as practicable, to the captain of the batting side.

61.1.9 The warning sequence in clause 61.1.6 is independent of the warning and action sequence in 61.1.4.

61.1.10 A No ball/Dead Ball shall be called on a concrete surfaced pitch if a ball delivered by the bowler lands on the grass area on the edge of the concrete pitch area. The ball shall be recorded as a No ball however the ball is dead upon pitching meaning no runs/wickets can take place after pitching.

61.2 No Ball Free Hit in one-day fixtures (applies to ALL grades).

The delivery following a NO BALL (called under any circumstances eg fielding placement No balls as well) shall be a free hit for which ever batsman 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 batsman is facing it. For any free hit, the batsman may only be dismissed under the normal circumstances for a No ball even if the delivery is called a wide. Changes to fielding positions are only permitted if a different batsman is on strike for the free hit delivery OR if the NO BALL is called due to fielding law contravention (eg. 3 behind square on leg side can be adjusted so as not to create the same infringement).

62 WIDE BOWLING – JUDGING A WIDE – A RESERVE AND B-GRADE

62.1 A, RESERVE AND B-GRADE

62.1.1 Umpires are instructed to apply a very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket in A, Reserve and B-grade.

62.1.2 Any off-side or leg side delivery that in the opinion of the umpire does not give the batsman a reasonable opportunity to score shall be called a Wide.

62.1.3 As a guide, for A-Grade and Reserve Grade a delivery that passes outside the leg stump without any contact with the strikers' bat or person shall be a Wide unless the ball passes between the striker and the stumps. In the interest on completing matches on time Umpires in B-grade can apply a slightly more liberal ruling as to leg side wides by not calling deliveries a Wide that pass between the leg stump and leg-side danger zone marking. This shall be consistent across both innings.

62.1.4 As a guide, a ball passing the batsman on the off-side more than 75cm wide of the off stump shall be called a Wide. Lines shall be drawn from the popping crease to the bowling crease, parallel with the return crease, measured 17 inches (43.18 cm) from the return crease on both sides of the wicket.

C & D-GRADE

62.2 C & D-GRADE

62.2.1 Any off-side or leg side delivery that in the opinion of the umpire does not give the batsman a reasonable opportunity to score shall be called a Wide.

62.2.2 In C & D-grade bowlers are allowed to bowl 2 deliveries down the leg side in the one over to either batsmen, when a third delivery is bowled down the leg side in the one over it shall automatically be called a wide by the umpire.

63 THE RESULT

63.1 A result can be achieved only if both teams have had the opportunity of batting for **at least 15 overs** (preliminary matches) unless one team has been all out in less than 15 overs or unless the team batting second scores enough runs to win in less than 15 overs.

63.2 All matches in which both teams have not had an opportunity of batting for a minimum of 15 overs, shall be declared No Result.

63.3 Tie, in matches in which both teams have had the opportunity of batting for the agreed number of overs, subject to the provisions of sections **54-58** 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. If two teams finish on equal points, a decision is to be made by the run rate.

Toowoomba Cricket Inc

T20 COMPETITION RULES

Clauses 64 to 76 only apply to T20 matches.

64 THE COMPETITION AND TEAM COMPOSITION

a) Will consist of three divisions. Division 1, Division 2 and Division 3. Clubs may enter multiple teams in each division

b) For grading and player of the year awards Division1 is equivalent to A grade, Division 2 is equivalent to Reserve grade, Division 3 is equivalent to B grade

c) A maximum of 4 Premier Grade players can be registered to play in the competition per club, excluding players with a known history at a local club. A Premier ~~league~~ Grade player will constitute a first or second grade player from Brisbane or Other Premier Grade competitions across Australia.

65 LENGTH OF INNINGS AND OVER RATES

65.1 The required number of overs per inning shall be 20 (twenty) overs.
If the team fielding fails to bowl its required number of overs by the scheduled time for cessation of the first session (75 minutes), play shall continue until the required number of overs has been bowled. The umpire (or batting team captain if no umpire standing in the match) will note the number of overs bowled at the cessation time and advise bowling team captain. Part overs are included.

65.2 The fielding team will only be allowed 3 fielders outside the fielding circle for the remaining overs that are to be completed after the cessation time of the first innings.

66 DELAYED OR INTERRUPTED MATCHES

66.1 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 within the 3 hour time limit for each game.

66.2 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.

67 DELAYED OR INTERRUPTED MATCHES – CALCULATION OF THE TARGET SCORE

Duckworth Lewis method for calculating the target score for all divisions

68 NUMBER OF OVERS PER BOWLER

68.1 No bowler shall bowl more than 4 overs in an innings.

68.2In 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.

DRAFT

69 RESTRICTIONS ON THE PLACEMENT OF FIELDSMEN

69.1 At the instant of delivery, there may not be more than 5 fieldsmen on the leg side.

70 FIELDING RESTRICTIONS (All grades)

70.1 For the **first 6 overs, only 2 fieldsmen** are permitted to be outside the fielding restriction area at the instant of delivery. For the **remaining overs, only 5 fieldsmen** are permitted to be outside the field restriction marking at the instant of delivery.

70.2 Where, in an interrupted innings, on resumption of play, 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.

71 NO BALL

71.1 The penalty for ANY NO BALL will be one run.

72 NO BALL – SHORT PITCHED DELIVERIES

72.1 A bowler shall be allowed to bowl one fast short pitched delivery per over.

A fast short pitched ball is defined in clause 61.1.

73 NO BALL – FREE HIT

73.1 The delivery following a NO BALL (called under any circumstances e.g. fielding placement No balls as well) shall be a free hit for which ever batsman 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 batsman is facing it.

73.2 For any free hit, the batsman may only be dismissed under the normal circumstances for a No ball even if the delivery is called a wide. Changes to fielding positions are only permitted if a different batsman is on strike for the free hit delivery OR if the NO BALL is called due to fielding law contravention (e.g. 3 behind square on leg side can be adjusted so as not to create the same infringement).

74 WIDE BOWLING – JUDGING A WIDE

74.1 RESERVE AND B-GRADE

74.1.1 Umpires are instructed to apply a very strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket in Reserve and B-grade.

74.1.2 Any off side or leg side delivery that in the opinion of the umpire does not give the batsman a reasonable opportunity to score shall be called a Wide.

74.1.3 As a guide, on the leg side a ball landing clearly outside the leg stump going further away shall be called a Wide. In the interest on completing matches on time Umpires in B-grade can apply a

slightly more liberal ruling as to leg side wides. This shall be consistent across both innings.

74.1.4 As a guide, a ball passing the batsman on the off side more than 75cm wide of the off stump shall be called a Wide. Lines shall be drawn from the popping crease to the bowling crease, parallel with the return crease, measured 17 inches (43.18 cm) from the return crease on both sides of the wicket.

74.2 C & D-GRADE

74.2.1 Any off side or leg side delivery that in the opinion of the umpire does not give the batsman a reasonable opportunity to score shall be called a Wide.

74.2.2 In C & D-grade bowlers are allowed to bowl 2 deliveries down the leg side in the one over to either batsmen, when a third delivery is bowled down the leg side in the one over it shall automatically be called a wide by the umpire.

75 BATTING RESTRICTIONS

74.2.3 Batters in Over 40's matches must retire once scoring 35 runs, they can resume their innings in the order that they retired once all 11 players have batted.

76 TIMED OUT (LAWS OF CRICKET, LAW 40)

- Law 31 will apply except that the incoming batsman must be in position to take guard or for his partner to be ready to receive the next ball within one minute and thirty seconds of the fall of the previous wicket. The incoming batsman is expected to be ready to make his way to the wicket immediately a wicket falls, and is expected to jog to the wicket.

77 THE RESULT

- A result can be achieved only if both teams have had the opportunity of batting for **at least 6 overs** (fixture matches and finals) unless one team has been all out in less than 6 overs or unless the team batting second scores enough runs to win in less than 6 overs.

- All matches in which both teams have not had an opportunity of batting for a minimum of 6 overs, shall be declared No Result.

- Tie (fixture matches only), in matches in which both teams have had the opportunity of batting for the agreed number of overs, subject to the provisions of clause 67 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. If two teams finish on equal points, a decision is to be made by the run rate.

- In designated Semi Final and Final Matches should a Tie occur as per Rule 76.3 a "Super Over" shall be played. Each team will nominate 3 batsmen to face an over from a nominated bowler. If 2 wickets are taken the over is completed. The winning team will be the team that scores more runs in the Super Over. Should a tie occur in the Super Over then the winning team is the one that has hit the most sixes for the match (including Super Over). If this is also tied then the team hitting the most fours will be the winner.

SCHEDULE 1

TCUA UMPIRES OFFICIAL MATCH REPORT

ROUND:	**GRADE:**	**v**
DATES:		**PLAYED AT:**
UMPIRES: 1.		**2.**
TIMES: DAY 1 : START		**FINISH**
DAY 2 : START		**FINISH**
COMMENT : Late start, interruptions to play etc, :		
OVERS BOWLED:	**DAY 1 :**	**DAY 2 :**

OVER RATE		
Did both teams complete the minimum overs?		**YES/NO**
If NO Did you speak to Captains about over rate?		**YES/NO**
If Yes please complete		
Name of Club(s)		
Name of Captain(s)		
Number of Incomplete Overs		

OTHER CONDITIONS:		
Where the junior requirements complied with (helmets and bowling restrictions)? YES/NO		
If No Name of Junior		
Name of Club(s)		
Name of Captain(s)		
Was there a breach of the playing rules?		**YES/NO.**
If Yes	**Name of Club**	**Details:**

PLAYER CONDUCT:

Did a report arise for misconduct or yellow card issued during from the match? YES/NO

Is a detailed report attached (see below)? YES/NO

Name of Player(s)……Law……..

Player listed for……

……..……

……

SIGNED: ……SIGNED:……..DATE:……/…../……..

TO BE EMAILED TO COMPETITION COMMITTEE @ Brendan.Bowers@qldcricket.com.au BY 5 PM TUESDAY FOLLOWING THE CONCLUSION OF THE MATCH.

SCHEDULE 1

SLOW OVER RATE TO BE NOTIFIED ON THE FRONT PAGE OF THIS REPORT

CALCULATION OF OVER RATE				
NAME OF BOWLING TEAM				
Innings Number	**1st**	**2nd**	**1st**	**2nd**
A. Actual Batting Time				
B. On-field Delays Allowance (including G below)				
C. Adjusted Batting Time (A - B)				
D. Overs Required for C				
E. Overs Bowled				
F. Penalty Overs (D - E)				
NAME OF BATTING TEAM				
G. Time Wasted				
H. Unbowled Overs				

Minutes Lost/Rem	Overs	Minutes Lost/Rem	Overs	Minutes Lost/Rem	Overs
1 – 4	1	113 – 116	31	224 – 227	61
5 – 7	2	117 – 120	32	228 – 230	62
8 – 11	3	121 – 124	33	231 – 234	63
12 – 15	4	125 – 127	34	235 – 237	64
16 – 19	5	128 – 131	35	238 – 241	65
20 – 22	6	132 – 135	36	242 – 244	66
23 – 26	7	136 – 139	37	245 – 248	67
27 – 30	8	140 – 142	38	249 – 252	68
31 – 34	9	143 – 146	39	253 – 256	69
35 – 37	10	147 – 150	40	257 – 259	70
38 – 41	11	151 – 154	41	260 – 263	71
42 – 45	12	155 – 157	42	264 – 266	72
46 – 49	13	158 – 161	43	267 – 270	73
50 – 52	14	162 – 165	44	271 – 273	74
53 – 56	15	166 – 169	45	274 – 277	75
57 – 60	16	170 – 172	46	278 – 281	76
61 – 64	17	173 – 176	47	282 – 285	77
65 – 67	18	177 – 180	48	286 – 288	78
68 – 71	19	180 – 183	49	289 – 292	79
72 – 75	20	184 – 186	50	293 – 295	80
76 – 79	21	187 – 190	51	296 – 299	81
80 – 82	22	191 – 194	62	300 – 304	82
83 – 86	23	195 – 198	53	305 – 308	83
87 – 90	24	199 – 201	54	309 – 313	84
91 – 94	25	202 – 205	55	314 – 317	85
95 – 97	26	206 – 208	56	318 – 322	86
98 – 101	27	209 – 212	57	323 – 326	87
102 – 105	28	213 – 215	58	327 – 331	88
106 – 109	29	216 – 219	59	332 – 335	89
110 – 112	30	220 - 223	60	336 - 340	90

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