

Effective 01.10.2025
Version 01.10.2025

Darling Downs South West Queensland Zone



**DDSWQ
CRICKET**

**MITCHELL, DAVIS, KNOX,
SLADE SHIELDS ONE DAY 50
OVERS LIMITED**

THE PREAMBLE – THE SPIRIT OF CRICKET

Cricket is a game that owes much of its unique appeal to the fact that it should be played not only within its Laws but also within the Spirit of the Game. Any action which is seen to abuse this spirit causes injury to the game itself. The major responsibility for ensuring the spirit of fair play rests with the captains.

1 There are two Laws which place the responsibility for the team's conduct firmly on the captain.

Responsibility of captains

The captains are responsible at all times for ensuring that play is conducted within the Spirit of the Game as well as within the Laws.

Player's conduct

In the event of a player failing to comply with instructions by an umpire or criticising by word or action the decisions of an umpire, or showing dissent, or generally behaving in a manner which might bring the game into disrepute, the umpire concerned shall in the first place report the matter to the other umpire and to the player's captain, and instruct the latter to take action.

2 Fair and unfair play

According to the Laws the umpires are the sole judges of fair and unfair play. The umpires may intervene at any time, and it is the responsibility of the captain to take action where required.

3 The umpires are authorised to intervene in cases of:

- Time wasting
- Damaging the pitch
- Dangerous or unfair bowling
- Tampering with the ball
- Any other action that they consider to be unfair

4 The Spirit of the Game involves RESPECT for:

- Your opponents
- Your own captain and team
- The role of the umpires
- The game's traditional values

5 It is against the Spirit of the Game:

- To dispute an umpire's decision by word, action or gesture
- To direct abusive language towards an opponent or umpire
- To indulge in cheating or any sharp practice, for instance:

- (a) To appeal knowing that the batsman is not out
- (b) To advance towards an umpire in an aggressive manner when appealing
- (c) To seek to distract an opponent either verbally or by harassment with persistent clapping or unnecessary noise under the guise of enthusiasm and motivation of one's own team

6 Violence

There is no place for any act of violence on the field of play.

7 Players

Captains and umpires together set the tone for the conduct of a cricket match. Every player is expected to make an important contribution to this.

Extracted from the Laws of Cricket (20017 Code) © MCC

Playing Conditions

1 Laws of Cricket

The Laws of Cricket (2017 Code 2nd Edition – 2019) shall apply except as varied below.

2 Duration of Matches and Composition of Team

2.1 Matches shall be of one day's scheduled duration.

(a) Matches will consist of one innings per team and each innings will be limited to 50 six-ball overs. A minimum of 15 overs per team shall constitute a match. DDSWQ Management Committee may change the format of any matches as it seems fit. **(see clause 12)**.

2.2 A team shall consist of twelve nominated players.

(a) Each captain, deputy or team manager shall nominate his/her players in PlayHQ by 6pm on the Wednesday immediately prior to the match. No player may be replaced after the nomination without the consent of the opposing captain.

(b) Eleven fieldsmen only shall be on the field of play at any one time.

(c) One nominated player in each team shall not be permitted to bat in either team's first innings only. The player nominated as a non-batsman will be declared and pointed out to the umpires. In addition, the scorers will be duly informed.

(d) Unlimited interchange of fielders from the twelve players nominated to take part in the match shall be allowed. Should a player be injured / ill at any stage following the nomination of players and hence not be able to take his/her place in the field, the replacement fielder must in the first instance be one of the twelve nominated players. A substitute fielder will thereafter be allowed.

2.3 Law 24 Fielder Absent or Leaving the Field will apply (for player(s) listed outside the original 12 named players) as modified below:

(a) If a fielder fails to take the field with his team at the start of the match or at any later time, or leaves the field during a session of play, the umpire shall be informed of the reason for his absence, and he shall not thereafter come onto the field during a session of play without the consent of the umpire. The umpire shall give such consent as soon as practicable.

(i) The player shall not be permitted to bowl in that innings after his return until he has been on the field for at least that length of playing time for which he was absent.

(ii) The player shall not be permitted to bat unless or until, in the aggregate, he has returned to the field and/or his team's innings has been in progress for at least that length of playing time for which he has been absent or, if earlier when his team has lost five wickets.

(b) The restriction in (i) and (ii) above shall not apply if the player has suffered an external blow (as opposed to an internal injury such as a pulled muscle) whilst participating earlier in the match and consequently been forced to leave the field. Nor shall it apply if the player has been absent for very exceptional and wholly acceptable reasons (other than injury or illness).

(c) In the event of a fieldsmen already being off the field at the commencement of an interruption in play through ground, weather or light conditions, he shall be allowed to count any such stoppage time as playing time, provided that he personally informs the umpires when he is fit enough to take the field had play been in progress.

3 Hours of Play and Intervals

3.1.1 Hours of Play

There will be two sessions of 3½ hours each, separated by a break as per clauses 3.1.1

3.1.2 Venues - If it is necessary for DDSWQ Management Committee to transfer a match, the hours of play applying to the new venue shall be determined by DDSWQ Management Committee.

3.2 Interval between Innings

The innings of the team batting second shall not commence before the time for the scheduled interval between innings unless the team batting first has completed its innings ie has been dismissed or 50 overs has been completed, at least 40 minutes prior to the scheduled interval (ie., prior to 12:20 for lunch), in which case a ten-minute interval will occur and the team batting second will commence its innings and the interval will occur as scheduled.

- (a) Except as provided in clauses 3.2 (b) and 3.2 (c), the interval shall be of 30 minutes' duration.
- (b) Where up to 60 minutes of actual playing time has been lost, the interval will be reduced to 20 minutes.
- (c) Where more than 60 minutes of actual playing time has been lost, the interval will be reduced to 15 minutes.

Notwithstanding clauses 5.1 (b) and 5.2.2 (b) the interval shall in all cases be a minimum of 20 minutes.

3.3 Intervals for Drinks

Two drink breaks per session shall be permitted, overs 17 & 34. The provisions of Law 15.9 shall be strictly observed except that under conditions of extreme heat the umpires will permit extra intervals for drinks. An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken onto the field without the permission of the umpires. Any player taking drinks onto the field shall be dressed in approved clothing and equipment.

3.4 Extra Time

No extra playing time shall be made available.

4 Appointment of Umpires

DDSWQ Associations playing in the Mitchell and Knox Shield games shall appoint one umpire per game that their association is playing in. If an Association cannot appoint an umpire from their association, then they can seek support from other Associations to fill the vacant umpire position.

For the Slade Shield, umpires shall be appointed by the Zone. In doing this, the Zone shall invite:

- umpires from Associations who have participated in Knox or Mitchell Shield competitions in the current season but NOT from Associations competing in the final; failing which
- umpires from the two competing Associations; failing which
- umpires from Associations who have not competed in Knox/Mitchell Shield competitions in the current season.

5 Length of Innings

Penalties for the fielding team shall apply for not bowling the required overs by the scheduled or rescheduled time for the cessation of each session (**see clause 13**).

5.1 Uninterrupted Matches

- (a) Each team shall bat for 50 overs unless all out earlier. A team shall not be permitted to declare its innings closed.
- (b) If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first session, play shall continue until the required number of overs has been bowled.
- (c) If the team batting first is dismissed in less than 50 overs, the team batting second shall be entitled to bat for 50 overs.
- (d) If the team fielding second fails to bowl 50 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.

5.2 Delayed or Interrupted Matches

5.2.1 General

(a) The object shall always be to rearrange the number of overs so that both teams have the opportunity of batting for the same number of overs. A team shall not be permitted to declare its innings closed. A minimum 15 overs have to be bowled to the team batting second to constitute a match. The calculation of the number of overs to be bowled shall be based on an average rate of 14.28 overs per hour in the total time available for play. If a reduction of the number of overs is required, any recalculation must not cause the match to be rescheduled to finish earlier than the original cessation time. This time may be extended to allow for one extra over for both teams to be added if required.

(b) If the team fielding second fails to bowl the required number of overs by the scheduled cessation time, the hours of play shall be extended until the overs have been bowled or a result achieved.

(c) The team batting second shall not bat for a greater number of overs than the first team unless the latter has been all out in less than the agreed number of overs.

(d) Any uncompleted over included in the overs already bowled shall be regarded as a complete over.

(e) Fractions are to be ignored in all calculations regarding the number of overs to be bowled.

5.2.2 Delay or Interruption to the Innings of the Team Batting First

(a) If the number of overs of the team batting first is reduced, a fixed time will be specified for the completion of the first session, as calculated by applying the provisions of clauses 3.2 and 5.2.1 (a).

(b) If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the first session, play shall continue until the required number of overs has been bowled.

Refer to Appendix 5

5.2.3 Delay or Interruption to the Innings of the Team Batting Second

If there is a suspension in play during the second innings, the overs shall be reduced at a rate of 14.28 overs per hour for time lost. However, should the innings of the team batting first have been completed prior to the scheduled or rescheduled time for commencement of the interval then any calculation relating to the revision of overs shall not be effective until an amount of time equivalent to that by which the second innings started early has elapsed.

Refer to Appendix 6

6 Restrictions on the placement of fieldsmen

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

In addition to the restriction contained in playing condition (c) above, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply are set

out in the following paragraphs. The following fielding restrictions shall apply:

(i) Two semi-circles shall be drawn on the field of play. The semi-circles shall have as their centre the middle stump at either end of the pitch. The radius of each of the semi-circles shall be 30 yards (27.43 metres). The semi-circles shall be linked by two parallel straight lines drawn on the field. (Refer attached Appendix 1). The fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5 yard (4.57 metres) intervals, each 'dot' to be covered by a white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.

(ii) At the instant of delivery:

(A) Powerplay 1 - no more than two (2) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 1 to 10 inclusive.

(B) Powerplay 2 - no more than four (4) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 11 to 40 inclusive

(C) Powerplay 3 - no more than five (5) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 41 to 50 inclusive

(D) In circumstances when the number of overs of the batting team is reduced, the number of overs within each Powerplay of the innings shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

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

(E) If play is interrupted during an innings and the table in 1.1(f) applies, the Powerplay take immediate effect. For the avoidance of doubt this applies even if the interruption has occurred mid-over.

(i) Illustrations of 1.1(g)

A 50 over inning is interrupted after 8.3 overs and reduced to 32 overs. The new Powerplays are 7+19+6. Therefore, the middle Powerplay fielding restrictions take immediate effect when play resumes and last for a further 17.3 overs. The final Powerplay begins after 26 overs have been bowled.

A 40 over innings is interrupted after 18.5 overs and reduced to 22 overs. The new Powerplays are 5+13+4. When play resumes, the final Powerplay fielding restrictions apply for the remaining 3.1 overs.

(F) At the commencement of the middle and final Powerplays of an innings, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle.

- (i) The scoreboard (where possible) shall indicate the current Powerplay in progress.
- (ii) In the event of an infringement of any of the above fielding restrictions, either umpire shall call and signal 'No Ball'.

6.2 In the event of an infringement of any of the above fielding restrictions, either umpire shall call and signal 'No Ball'. In this case, the Fielding captain is permitted to reposition the offending player(s). The ball following the No Ball shall be a FREE HIT as per clause 8.1 below:

7 Number of Overs per Bowler

Bowling restrictions apply in the 1st innings as per One Day 50 over limited games.

Bowling restrictions shall also apply separately in the 2nd innings.

Maximum daily allocations also apply for under- age medium and pace bowlers. (see **Appendix 4**)

7.1 No bowler shall bowl more than 10 overs in each innings.

7.2 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. [See Table – Appendix 5]

7.3 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.

7.4 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.

7.5 The scoreboard if available shall show the total number of overs bowled and the number of overs bowled by each bowler.

8 No Ball

8.1 Free Hit After a No Ball

(a) The delivery following a No ball called (Law 24) shall be a free hit for whichever 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.

(b) For any free hit, the striker can only be dismissed under the circumstances that apply for a No ball even if the delivery for the free hit is called a Wide. Changes to fielding positions are only permitted if a different batsman is on strike for the free hit delivery.

(c) The bowler's end umpire will signal a free hit by (after the normal No Ball signal) extending one arm straight upwards and moving it in a circular motion.

8.2 Short Pitched Deliveries

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

(a) 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.

(b) 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.

(c) 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 clause 8.2 (a) above, that prevents him from being able to hit it with his bat by means of a normal cricket stroke shall be called a No Ball and will also count as the one allowable ball above shoulder height for that over.

(d) In the event of a bowler bowling more than one fast short, pitched delivery in an over as defined in clauses 8.2 (a) and 8.2 (c) 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, 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.

(e) If there is a second instance of the bowler being no balled for bowling more than one fast short, pitched delivery in an over, the umpire shall repeat the procedure in clause 8.2 (d) above and advise the bowler that this is his final warning.

(f) 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.

(g) The umpires will then report the matter to the appointed DDSWQ Management Sub Committee which shall take whatever action is considered appropriate against the captain and bowler concerned.

(h) This regulation is not a substitute for Law 42.6 (Dangerous and Unfair Bowling) that umpires may apply at any time.

8.3 High Full Pitched Deliveries

(a) Any delivery which passes or would have passed on the full above waist height of the batsman standing upright at the crease shall be a No Ball.

(b) Any delivery which passes or would have passed on the full above waist height of the batsman standing upright at the crease is deemed dangerous and unfair if, in the opinion of the bowler's end umpire, it is likely to inflict physical injury on the batsman.

(c) In the event of a bowler bowling a high full pitched ball as defined in clause (b), the umpire at the bowler's end shall adopt the following procedure.

(i) In the first instance, the umpire shall call and signal No Ball and when the ball is dead, caution the bowler and issue a first and final warning. The umpire shall inform the other umpire, captain of the fielding side and the batsman of what has occurred.

(ii) At the first repetition call and signal No Ball and when the ball is dead direct the captain of the fielding side to take the bowler off forthwith and to complete the over with another bowler, provided the bowler does not bowl two overs or part thereof consecutively.

(iii) Not allow the bowler, thus taken off, to bowl again in the same innings.

(iv) The umpires will then report the matter to the appointed DDSWQ Management Sub Committee which shall take whatever action is considered appropriate against the captain and bowler concerned.

8.4 Deliberate Full Pitched Deliveries

If the umpire considers that a high full pitched ball which is deemed dangerous and unfair as defined above was deliberately bowled, then the umpire at the bowler's end shall direct the captain of the fielding side to take the bowler off forthwith and to complete the over with another bowler, provided the bowler does not bowl two overs or part thereof consecutively. Not allow the bowler, thus taken off, to bowl again in the same innings. The umpires will then report the matter to the appointed DDSWQ Management Sub Committee which shall take whatever action is considered appropriate against the captain and bowler concerned.

9 Wide Bowling - Judging a Wide

9.1 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.

9.2 Any offside 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.

9.3 As a guide, a delivery that passes outside the leg stump without any contact with the striker's bat or person shall be a Wide unless the ball passes between the striker and the stumps.

9.4 As a guide, a ball passing the batsman on the offside 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. **(see Appendix 3)**

9.5 Wide interpretation for the reverse sweep or Switch Hit. The interpretation to be followed for calling a wide when a switch hit or reverse sweep is played or the batsman getting into position to play the shot, he is deemed to bring the ball sufficiently within his reach on the leg side as well. Consequently, in these circumstances the 75cm wide guideline shall apply on both sides of the stumps. Simply, when the batsman plays or aborts playing a reverse sweep or a switch hit these shots negate the leg side wide interpretation.

10 The Ball

The brand that has been approved by DDSWQ Management Committee.

10.1 DDSWQ Management Committee will be responsible for determining the approved match balls to be used, which will be 4-piece Red, 156g leather ball. Each fielding team shall have one new ball for its innings.

10.2 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.

10.3 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.

11 The Result

11.1 A result can be achieved only if both teams have had the opportunity of batting for at least 15 overs, 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. All matches, in which both teams have not had an opportunity of batting for a minimum of 15 overs, shall be declared No Result.

11.2 Tie

In matches in which both teams have had the opportunity of batting for the agreed number of overs, 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 incentive points earned from the number of wickets taken or runs scored.

11.3 Delayed or Interrupted Matches - Calculation of the Target Score utilising "Duckworth-Lewis Method"

If, due to suspension of play (including abandonment of a match) after the start of the match, the number of overs in the innings of the team batting second has to be revised to a lesser number than originally allotted (minimum 15 overs in preliminary matches and 20 overs in the final), then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing.

This revised target is to be calculated using the "Standard Edition" of the Duckworth-Lewis method which is integrated into the PlayHQ scoring platform.

11.4 Abandoned Matches

(Mitchell, Davis, Knox, Slade Shields)

From time to time, intra-Zone representative matches will be abandoned due to such factors as inclement weather. This is a different situation from matches that are delayed or interrupted which are addressed under rules 5.1, 5.2 and 11 of the DD&SWQ Mitchell, Davis, Knox and Slade Shields' rules.

For abandoned matches (round matches):

- 'Gap' weekends appear in the Zone Calendar which may allow such matches to be played at a later date. In this situation, the Associations concerned should negotiate with each other and the appropriate Conference Rep Coordinator around the appointment of a suitable date.
- Should the abandoned match in question still remain unplayed, then the match will be declared "no result" and points awarded as per rule 12.

For abandoned matches (finals' matches):

- A spare date will be placed in the Zone Calendar for each of the competitions to accommodate the playing of an abandoned finals' match.
- Should the abandoned match in question still remain unplayed, then
 - *For the Mitchell, Davis and Knox Shields- the winner shall be the team which finished highest on the ladder following the completion of the regular rounds.
 - *For the Slade Shield- both teams will be declared the winners ie there will be joint winners for that year.

12 Points

12.1 Match Points

5.00 per Win

3.00 per Tie (Scores level)

2.00 per No Result (delayed or interrupted match of less than 15 overs available for team batting second)

0.0 per Loss

12.2 Incentive Points

Bonus point 1 (Run rate 1.25 times that of the opposition).

Additional Bonus Point (Run Rate twice that of the opposition).

Matches played out until result achieved as per 50 Over One Day Limited Rules.

In the event of teams with tied points at the end of the round games, Net Run Rate calculated by PlayHQ will be used to determine finishing order and to determine home finals venues. The leading team hosts the Mitchell/Knox final.

12.3 Forfeit

Matches are played on a home and away basis on alternate years. If a team scheduled to travel forfeits, for whatever reason, they shall be drawn to play away in the next season against the same opponent.

Any team on receiving a forfeit in a match shall be awarded 5.00 points.

13 Penalty for not Bowling Required Overs

13.1 If the team fielding first fails to bowl the required number of overs by the scheduled time for cessation of the session, play shall continue until the required number of overs has been bowled. Unless determined otherwise by the Match Referee, after consultation with the match umpires and the scorers, for each over short of the required number of overs at the scheduled or rescheduled cessation time, 0.5 shall be deducted from the team's match points. The over in progress at the scheduled time for cessation of the session shall count as a completed over.

13.2 If the team fielding second fails to bowl the required number of overs by the scheduled time for cessation of the session, play shall continue until the required number of overs has been bowled or a result achieved. Unless determined otherwise by the Match Referee, after consultation with the match umpires and the scorers, for each over short of the required number of overs at the scheduled or rescheduled cessation time, 0.5 shall be deducted from the team's match points. The over in progress at the scheduled time for cessation of the session shall count as a completed over.

13.3 For the purpose of determining penalties, the following allowances shall be taken into account:

(a) Actual time taken for treatment of an injured player on the field.

(b) Actual time taken for a player leaving the field in the event of serious injury.

(c) Actual time taken to dry a wet ball.

(d) Actual time taken to a maximum of 4 minutes for each drink break in excess of two per innings in conditions of extreme heat (**see clause 3.3**).

13.4 There shall be no allowances given for:

(a) Wickets falling.

(b) Drinks Intervals.

(c) Sightscreen changes.

13.5 Law 41.9 Time wasting by the fielding team & Law 41.1 Batsman wasting time, will apply.

Umpires should fully take into account any deliberate slowing down of the tempo by either batsmen or fieldsmen where it may be seen to be to the disadvantage of an opposition team. For example, the case of a team fielding second slowing the down the game knowing it might win a shortened One Day Match on Target Score.

NOTE Penalties for the fielding team shall apply for not achieving target overs (14.28 overs per hour) for the first and second innings, if applicable, of either batting team.

14 Use of Lights

If, in the opinion of the umpires, natural light is deteriorating to an unfit level, they shall authorise the ground authorities to use the available artificial lighting, if AVAILABLE, so that the match can continue in acceptable conditions. If natural light improves, the artificial lights may be turned off. The lights are only to be used to enable a full day's play to be completed as provided in clause 3.

15 Sightscreens

Sightscreens will be utilised where in place.

16 Match Referee

16.1 Each match will be under the control of a Match Referee, appointed by DDSWQ Management Committee who will meet with the umpires and captains prior to the commencement of the match to secure uniform interpretation of these playing conditions and to adjudicate, if necessary, should there be any dispute.

16.2 If, in the opinion of the Match Referee, a result has been contrived and he so reports to DDSWQ Management Committee, then the DDSWQ Management Committee may amend points obtained in the match by either team or may award a match to either team.

16.3 The Match Referee, in conjunction with the Umpires and Captains, shall be responsible for completing the "Game Day and Training Checklist". In the absence of a Match Referee, the Umpires and Captains shall be responsible for completing the Checklist. The Checklist can be found here: [If link does not work, copy and paste the test into your browser.]

<https://info-pacific.marsh.com/acton/media/44357/cricket-check-list-marsh>

17. Law 42

Law 42 will not apply.

Law 42 will be replaced by current Queensland Cricket code of misconduct.

Refer Appendix 9: The DDSWQ Zone - Incident report form.

18. Representative Squads and Eligibility for Finals

Associations each nominate a squad of up to 24 players prior to the commencement of the by 6pm Wednesday prior to the first match of the representative season and provided to the DDSWQ Secretary. These lists will be shared amongst all competing Associations.

The squad can be added to and deleted from during the season (up to a max of 24) at any time up until the beginning of the final pool match.

The Senior Committee (via Secretary) must be kept notified of any additions/deletions. If such notifications for whatever reason, do not occur, the squad list held by the Senior Committee/Secretary is the one that is deemed 'official'. (It is up to the Associations how they might configure their choices, eg, name 15 so they can add to; or name 24 - but then an addition would also require a deletion.)

If a player plays who is not in the official squad, that game will be forfeit. No exemptions/excuses for this one. From the commencement of the last pool match the squad of players cannot be altered, added to or deleted from for the remainder of the season.

Finals teams must be selected from within the squad. No more additions or deletions. No exemptions at all. Teams need to be entered into PlayHQ by 6pm on the Wednesday prior to the game. Alterations after that can only be made with the approval of the opposing captain. It is suggested for finals teams that each team nominates two emergency qualified players who can be used to replace late withdrawals from the team in

PlayHQ. These nominations should be emailed to the Secretary DDSWQ Cricket on the Wednesday prior to the match as well as being emailed to the Secretary of the opposing team's Association.

Players will need to have played one round game in order to be eligible for finals' matches (including Slade Shield). In the event that any game is abandoned, then the team list entered into PlayHQ, for that game, will be considered to have qualified those listed players. There are no exceptions to this.

Female players with suitable skills may be selected in Mitchell, Knox or Davis teams. If selected in Davis teams, they will not count towards the 2 players over the age of 21.

Dud Davis Squads and Teams

Dud Davis squads must consist of a majority players aged 21 or below (calculated from October 1 of the current season).

Each team may contain a maximum of 2 players over the age of 21.

Any player who plays a Mitchell Shield match is immediately ineligible to play any further Dud Davis matches unless they are aged 21 years or younger.

Dud Davis qualified players may be selected in Mitchell Shield teams.

Appendix 1

Restriction on the Placement of Fielders

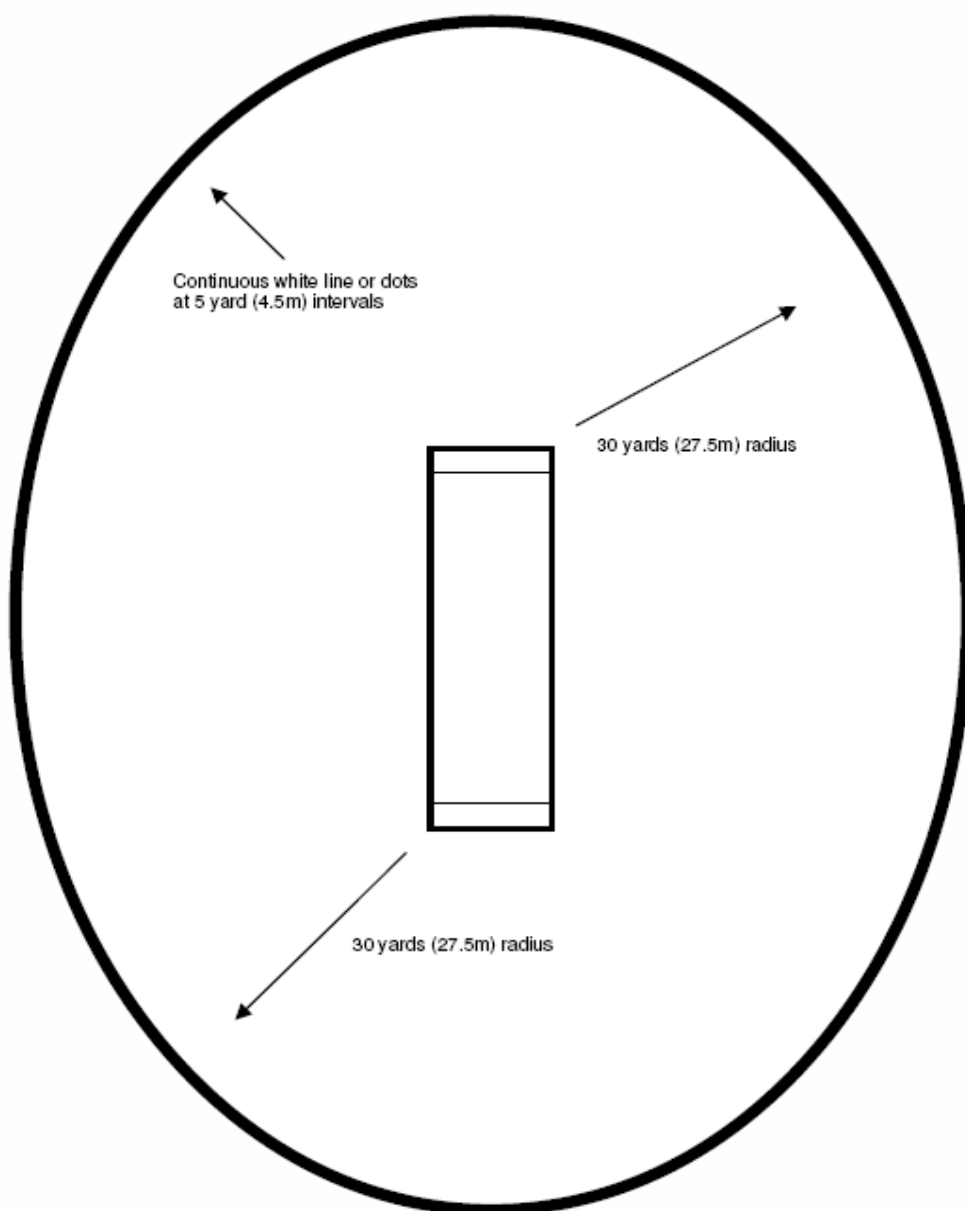
At the instant of delivery:

(A) Powerplay 1 - no more than two (2) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 1 to 10 inclusive.

(B) Powerplay 2 - no more than four (4) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 11 to 40 inclusive

(C) Powerplay 3 - no more than five (5) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 50 overs, these are overs 41 to 50 inclusive

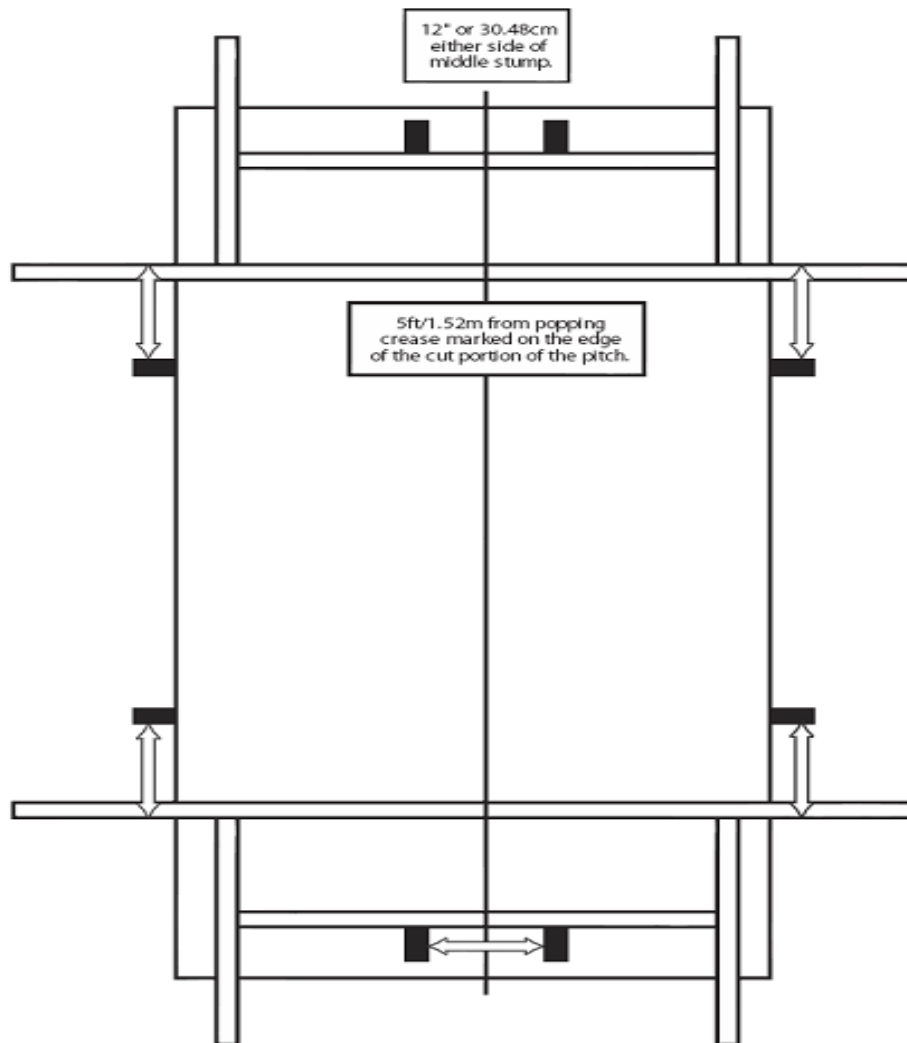
At the instant of delivery, there may not be more than 5 fieldsmen on the leg side for the entire match



Appendix 2

The Protected Area Markings

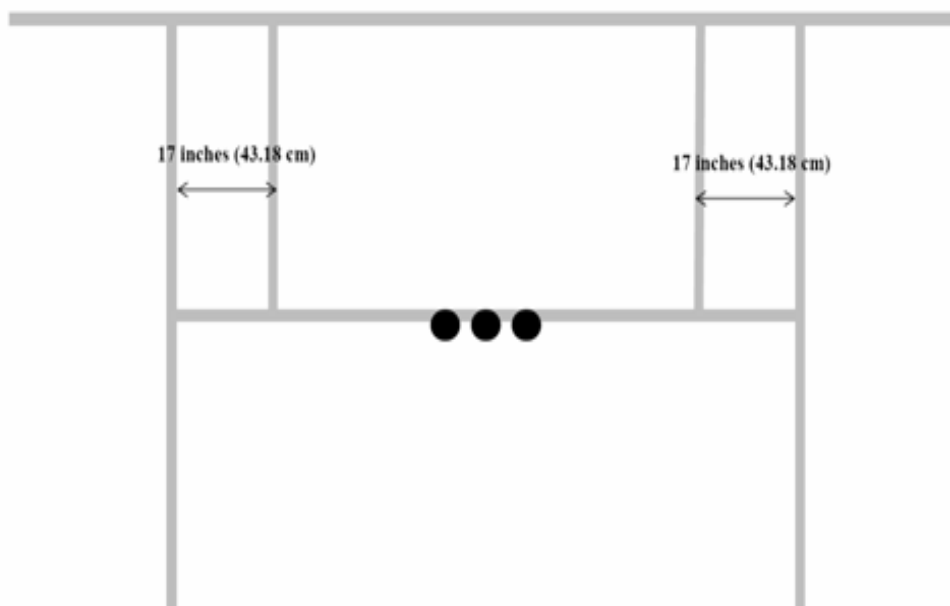
Protected Area markings must be the same width as the crease markings.



Appendix 3

Wide Markings

Wide markings must be the same width as the crease markings and extend backwards from the popping crease to the bowling crease. The distance of 17 inches (43.18cm) shall be measured from the inside edge of the wide marking to the inside edge of the return crease.



Appendix 4

Maximum Overs for Underage Medium and Pace Bowlers

(a) Definitions

(i) **Bowling Type:** Bowlers of medium pace or faster (as determined by the umpires and broadly defined as one to whom the wicket-keeper would normally stand back, or one who is not considered a slow bowler). The umpires shall immediately notify the captains of both teams of each bowler who they determine should be treated differently to this broad definition.

(ii) **Players Age:** The player's age shall be determined as their age on 31 August preceding each cricket season (Under-19 players will be 17 or 18 on 31 August; Under-17 players will be 15 or 16 on 31 August etc.) and the appropriate bowling limitations shall apply for the entire season.

(b) Notification

The team captain must indicate to the umpires on the team sheet each player to whom this playing condition applies and indicate their age.

(c) Bowling Limitations for Medium or Faster Bowlers

- (i) **Under-19:** A maximum spell of eight (8) consecutive overs. A maximum daily allocation of ten (10) overs.
- (ii) **Under-17:** A maximum spell of six (6) consecutive overs. A maximum daily allocation of ten (10) overs.
- (iii) **Under-15:** A maximum spell of five (5) consecutive overs. A maximum daily allocation of ten (10) overs.
- (iv) **Under-14:** A maximum spell of four (4) consecutive overs. A maximum daily allocation of eight (8) overs.

(d) Length of Break between spells

- (i) The break between spells is to be a minimum of 30 minutes (including the lunch interval and any unscheduled breaks in play).
- (ii) A medium pace (or faster) bowler who has bowled a spell of less than the maximum spell permitted for their age 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 spell limit for that age of player shall still apply. Following the completion of

the extended spell, the normal break of 30 minutes between spells will apply and the break within the spell is disregarded.

(iii) If any interval or interruption in play results in an over not being completed, then that part of the over bowled after the break shall constitute one over for the purposes of calculating the medium pace (or faster) bowler's spell and daily limits.

(e) Change of Bowling Type

Where a bowler changes from medium pace (or faster) to slow bowling or vice versa during a day's play:

(i) If the bowler begins with medium pace (or faster), the bowler is subject to the playing condition throughout the day.

(ii) If the bowler begins with slow bowling and changes to medium pace (or faster), the playing condition applies from the time of the change (first ball), and all complete overs of slow bowling bowled prior to the change shall not be taken into account in either the current spell or the daily limit.

(f) Management

(i) It is the responsibility of the fielding captain to ensure that this playing condition is upheld.

(ii) If the umpires become aware of breaches of this playing condition, when the ball is dead, they shall direct the captain to take the bowler off forthwith. If applicable, the over shall be completed by another bowler who shall have neither bowled the previous over nor be allowed to bowl the next over.

(iii) Should a dispute or uncertainty regarding the application of this playing condition occur during play, the umpires shall make the final decision on its application based on information available from the scorers or other sources.

Appendix 5

Table for over reductions - bowling limits and fielding restrictions

50 over match reductions

Innings Duration	2 Fielders out overs	Bowlers over Limits	Innings Duration	2 Fielders out overs	Bowlers over Limits
15	3	Five x 3 overs	33	7	Two x 6, Three x 7
16	3	Four x 3, One x 4	34	7	One x 6, Four x 7
17	4	Three x 3, Two x 4	35	7	Five x 7 overs
18	4	Two x 3, Three x 4	36	7	Four x 7, One x 8
19	4	One x 3, Four x 4	37	8	Three x 7, Two x 8
20 Finals min	4	Five x 4 overs	38	8	Two x 7, Three x 8
21	4	Four x 4, One x 5	39	8	One x 7, Four x 8
22	5	Three x 4, Two x 5	40	8	Five x 8 overs
23	5	Two x 4, Three x 5	41	9	Four x 8, One x 9
24	5	One x 4, Four x 5	42	9	Three x 8, Two x 9
25	5	Five x 5 overs	43	9	Two x 8, Three x 9
26	5	Four x 5, One x 6	44	9	One x 8, Four x 9
27	6	Three x 5, Two x 6	45	9	Five x 9 overs
28	6	Two x 5, Three x 6	46	10	Four x 9, One x 10
29	6	One x 5, Four x 6	47	10	Three x 9, Two x 10
30	6	Five x 6 overs	48	10	Two x 9, Three x 10
31	6	Four x 6, One x 7	49	10	One x 9, Four x 10
32	7	Three x 6, Two x 7	50	10	Five x 10 overs

Calculation sheet for use when delays or interruptions occur for team batting First in a 50 Over One-Day match

Time innings commenced _____ (A)

Net playing time available at start of the "MATCH" (4.2 minutes per over) _____ (B)

Excluding extra playing time if available (see clause 3.4) It is not available

Length of interruption/s _____ (C)

Extra playing time available (There is no extra playing time - see clause 3.4 – note difference between Sat & Sun)
_____ (D)

Total playing time lost (C - D) _____ (E)

Recalculated Net playing time available (B - E) _____ (F)

Recalculated total overs of match (F / 4.2) ignore fractions and add 1 if necessary
_____ (G)

Match = 15 overs per team minimum. Final = 20 overs per team minimum

Recalculated total overs per team (G / 2) _____ (H)

Recalculated length of innings per team (F / 2) round fraction up _____ (J)

Rescheduled 1st session cessation time (A + C + J) _____ (K)

Length of interval (see clause 3.4) _____ (L)

Time 2nd innings to commence _____ (M)

Rescheduled 2nd innings cessation time (M + J) _____ (N)

Maximum overs per bowler (H / 5) ignore fraction _____ overs

Note: Add 1 over maximum per bowler to equal (H) if necessary

Revised 1st block of powerplay overs (see clause 6.7) _____ overs
2 fieldsmen shall be permitted outside the fielding restriction area at the instant of delivery

Revised 2nd block of powerplay overs (see clause 6.7) _____ overs
3 fieldsmen shall be permitted outside the fielding restriction area at the instant of delivery

Revised 3rd block of powerplay overs (see clause 6.7) _____ overs
3 fieldsmen shall be permitted outside the fielding restriction area at the instant of delivery

Non powerplay overs (see clause 6.4)

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

Calculate overs lost at 4.2 minutes of time lost per over. Deduct half that number of overs from each team's allocated overs. For example: 40 minutes lost time would be $40/4.2=9.5$. Round this up to 10. Five overs would

be lost from each teams innings. This can be repeated as more time is lost. The table above shows bowling and fielding limits.

Time lost in the second innings will largely be handled by PlayHQ once umpires have recalculated the overs lost and the available overs are entered the runs required will be generated. Again, the table above will indicate bowling and fielding limitations.

Appendix 6 PlayHQ does this

Calculation sheet for use when delays or interruptions occur for team batting Second in a 50 Over One-Day match

Time innings commenced _____ (A)

Net playing time available at start of the "INNINGS" (4.2 minutes per over) _____ (B)

Maximum overs available at start of innings _____ (C)

Scheduled cessation time of innings _____ (D)
Including lunch interval if applicable (see clause 3.2)

Length of interruption/s _____ (E)
Excluding lunch interval if applicable (see clause 3.2)

Lunch interval remains at 40 minutes if innings commenced at least 30 minutes prior to the scheduled interval

Extra playing time available _____ (F)
Equivalent time innings commenced prior to scheduled lunch interval (see clause 5.2.3)

Total playing time lost (E - F) _____ (G)

Recalculated total playing time (minutes) available (B - G) _____ (H)

Recalculated overs of innings (H / 4.2) ignore fractions _____ (J)
Match = 15 overs per team minimum & Final 20 overs per team minimum

Rescheduled 2nd innings cessation time (A + B + F) _____ (K)
INCLUDE LUNCH INTERVAL IF APPLICABLE (see clause 3.2)

Maximum overs per bowler (J / 5) ignore fraction _____ overs

Note: Add 1 over maximum per bowler to equal (J) if necessary

See Appendix 6 (Calculation of Target Scores) when recalculating number of overs in 2nd innings

Revised 1st block of powerplay overs (see clause 6.7) _____ overs
2 fieldsmen shall be permitted outside the fielding restriction area at the instant of delivery

Revised 2nd block of powerplay overs (see clause 6.7) _____ overs

3 fieldsmen shall be permitted outside the fielding restriction area at the instant of delivery

Revised 3rd block of powerplay overs (**see clause 6.7**) _____overs

3 fieldsmen shall be permitted outside the fielding restriction area at the instant of delivery

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

Appendix 7

Helmet Policy of DDSWQ Zone.

JUNIOR & SENIOR PLAYERS

[A] It is mandatory for junior cricketers (those under 18 years of age) to wear a British Standard 7928:2013 compliant helmet at all times when wicket-keeping up to the stumps or batting in South Queensland Cricket Conference competitions.

Note: Any player that is aged less than 18 years is prohibited from fielding any closer than 10m from the bat (unless acting as a Wicketkeeper or fielding in the Slips or a Gully position).

[B] It is mandatory for senior cricketers to wear a British Standard 7928:2013 compliant helmet in South Queensland Cricket Conference competitions as follows:

Batting

- (i) A batter must wear a British Standard 7928:2013 compliant helmet at all times when batting against fast or medium-paced bowling.
- (ii) The umpire(s) are the sole judge of whether bowling is fast or medium-paced and will judge the pace of bowling against what is considered “fast”, “medium-paced” or “slow” within the context of that particular match. The wicketkeeper standing either up to, or back from the stumps must not be the deciding factor in this decision.

Wicketkeeping

- (i) At all times when wicketkeeping up to the stumps, the wicketkeeper must wear a British Standard 7928:2013 compliant helmet.

Fielding

- (i) A fielder must wear a British Standard 7928:2013 compliant 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 between the accepted position gully on the offside to the accepted position leg gully on the leg side, must wear a British Standard 7928:2013 compliant helmet.
- (ii) The umpire(s) are the sole judges of the distance from the stumps in this clause.

[C] Enforcement (see Policies Appendix – *Helmet Policy Enforcement Procedures* for detail)

- (i) The umpire(s) are responsible for ensuring that a helmet is worn when required but are not responsible for ensuring that the helmet being worn by the player is compliant with British Standard 7928:2013.
- (ii) The umpire(s) must not allow the match to continue during any period in which a player fails to wear a helmet when required by this policy
- (iii) In accordance with the Laws of Cricket, the umpire(s) shall:
 - a. Award 5 penalty runs to the opposing team when a batter does not comply with this policy
 - b. If after the action above in (a) the batter continues to not comply with this policy, time out the batter who fails to wear a helmet when required by this policy.

Note: For the purpose of this Regulation, no time/overs shall be lost to the game after the completion of any of the actions described

- (iv) In the event of an extended delay in which either no batter comes to the wicket wearing a helmet (in situations required by this policy) or a batter fails to wear a helmet (in situations required by this policy) and also fails to leave the wicket having been given out in accordance with Law 40.1{Timed Out}), the umpire(s) shall adopt the procedure of Law 16.3 (Umpire(s) awarding a match)
- (v) In the event of an extended delay caused by a wicketkeeper or fielder failing to wear a helmet when required by this policy, the umpire(s) shall adopt the procedure of Law 16.3 (Umpire(s) awarding a match)
- (vi) In addition to the above, the umpire(s) will report any breach of policy to the Match Referee. Upon receiving information regarding the incident, the Match Referee shall take all reasonable and appropriate measures to investigate the instance(s). The Match Referee shall take such action as they deem appropriate against the involved participants and Zone, if applicable.

Notes

- Parents/guardians, coaches and team officials need to ensure that this Regulation is adhered to.
- Association administrators, club coaches, team managers, parents and other volunteers are also encouraged to consider the use of helmets for junior wicket-keepers ‘standing-back’ if there are concerns about the skill level of the wicket-keeper, bowlers and fielders.
- A list of helmets suitable for Men’s, Women’s and junior cricket is maintained and regularly updated at <https://www.community.cricket.com.au/clubs/policies/~link.aspx?id=B44F7A04D3AB4DCBBDAF951A7C5EAE35&>
- For further information on Cricket Australia’s playing policies and guidelines see <https://www.community.cricket.com.au/clubs/policies>

Notes: Consultation between Umpires and Captains prior to the match

- Umpires and Captains should consult before the start of the match regarding bowlers who could be considered “fast”, “medium paced” or “slow”.
- This discussion should be completed following the sign-off of the Cricket Australia “Game Day Checklist”, to give context to the match conditions for that day.
- In matches without an Association appointed Umpire, this process should occur between both Captains.

Appendix 8

Suspension of Play in Dangerous or Unreasonable Conditions

The following shall apply in addition to Law 2.8:

- (a) If thunder follows a lightning flash within forty (40) seconds but more than thirty (30) seconds, play must cease immediately. Players and officials must leave the field immediately but may cover the wicket and make necessary preparations for the thunderstorm.
- (b) If thunder follows a lightning flash by 30 seconds or less, players and officials must leave the field and must not return for any reason until 30 minutes after the suspension commences.
- (c) If during the suspension of play thunder follows a lightning flash by thirty (30) seconds or less, the thirty (30) minute suspension period is to recommence.
- (d) Umpires will reinspect as often as appropriate and shall advise both captains of resumption times when agreed upon.

APPENDIX 9

The DDSWQ Zone - Incident report form

This form is used where a player or official of a club breaches the Code of Behaviour.

Date of Breach:

Team one: Team Captain:

Team Two: Team Captain:

Players Name(s)

Officials Name (s)

Umpire (s):

Description of Incident: ☐ On Field ☐ Off Field (Refer to next page for level)

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

Signature Date:

Has the player/ official and team captain been notified of the report? Yes ☐ No ☐

Date and Time Report notified to DDSWQ Management appointed delegate:

.....

(if additional information is to be provided, please attach to this incident report when submitting)

This form must be submitted within 48 hours of the game (e.g., by the following Tuesday night)

Offence Level: One

- ☐ 1.1 - Abuse cricket equipment or Clothing, ground equipment or fixtures or fittings;
- ☐ 1.2 – Show dissent at an umpire’s decision by action or verbal abuse;
- ☐ 1.3 – Use language that is obscene, offensive or insulting and /or making of an obscene gesture;
- ☐ 1.4 – Engage in excessive appealing;
- ☐ 1.5 – Point or gesture to the pavilion in an aggressive manner upon the dismissal of a batsman
- ☐ 1.6 – Breach any regulation regarding approved clothing or equipment

Offence level : Two

- ☒ **2.1** – Show serious dissent at an umpire’s decision by action or verbal abuse;
- ☐ 2.2 – Engage in inappropriate and deliberate physical contact with other players or officials in the course of play;
- ☐ 2.3 – Charge or advance towards an umpire in an aggressive manner when appealing;
- ☐ 2.4 – Deliberately and maliciously distract or obstruct another player or official on the field of play;
- ☐ 2.5 – Throw the ball at or near a player or official in an inappropriate and /or dangerous manner
- ☐ 2.6 – Use language that is obscene, offensive or of seriously insulting nature to another player, official or spectator
- ☐ 2.7 – Change the condition of the ball in breach of Law 42.3
- ☐ 2.8 – Attempt to manipulate a match in regard to result, net run rate, bonus points Etc.
- ☐ 2.9 Seriously breach any regulation regarding approved clothing or equipment;

Offence Level: Three

- ☐ 3.1 – Intimidate an umpire or official whether by language or conduct;
- ☐ 3.2- Threaten to assault another player, team official or spectator;
- ☐ 3.3 – Use language or gestures that offend, insult, humiliate, threaten, disparage or vilify another person on the basis of that person’s race, religion, colour, descent or national or ethnic origin;
- ☐ 3.4 Make public or media comment detrimental to the interests of the game. Prohibited conduct includes:
 - Denigrating or criticizing any player, umpire and official linked to Warwick Cricket Association
 - Denigrating or criticizing any player, umpire and official by inappropriately commenting on his or her performance abilities or characteristics;
 - Commenting the likely outcome of or criticizing the outcome of a hearing report or any appeal;
 - Criticizing any evidence, submission or comment made by any person at the hearing of the report and any appeal
- ☐ 3.5 Physically assault another player, umpire, official or Spectator. Engage in any act of violence on the field of play.