



CRICKET IPSWICH

SENIOR COMMUNITY CRICKET **Regulations and Playing Conditions**

Issue 2.0

29th September 2025

Issue History

Issue Number	Issue Date	Description of Change
1.0	Unknown	Prior releases
2.0	29 th September 2025	Updates: <ul style="list-style-type: none">- Team and player grading- Points ladder- Two-day – unscheduled one-day matches- Replacement of Players and the Procedure- First Division One-day format- Other minor changes as indicated

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1. REGULATIONS

All matches shall be played in accordance with the current Laws of Cricket, including Experimental Laws as recognised for the time being by Cricket Australia and as amended by the Board of Cricket Ipswich. The Board of Cricket Ipswich reserves the right to amend any rules, regulations or playing conditions as it considers appropriate in the best interest of Cricket Ipswich and its members.

1.1 Clubs

[A] The Clubs competing shall be:

- i) Brothers
- ii) Central Districts
- iii) Fassifern
- iv) Laidley District
- v) Northsiders
- vi) Strollers
- vii) Southeast Redbacks
- viii) Thunder
- ix) Lockyer Valley Vikings (First Division Only)
- x) Springfield

[B] Unless the Senior Community Cricket Committee otherwise decides, each first division Club shall be represented by at least one team in second division and at least one junior team.

1.2 Membership Qualifications

Each Club shall possess the following qualifications:

[A] A membership roll of a minimum of eleven [11] players per nominated team.

[B] Unless the Senior Community Cricket Committee otherwise approves, the possession or lease of more than one first division standard ground and wicket approved by the Senior Community Cricket Committee. For the upkeep of its grounds and wickets, each Club shall be responsible, even, if necessary, to the extent of engaging a competent grounds man. The Senior Community Cricket Committee shall be the judge of the necessity in all cases, and any directions which it may give in this matter shall be complied with by the Club concerned. In the event of failure to comply with any such direction, the Senior Community Cricket Committee may take such action as it may think just.

1.3 Age Qualifications

[A] No player shall play in any Senior Community Cricket Competition until he/she is at least fourteen [14] years of age as at the commencement of the match, except with the approval of Cricket Ipswich Junior and Senior Subcommittee's (see Policies Appendix – Minimum Age Exemptions).

[B] Any junior competition age eligible player must meaningfully participate in Cricket Ipswich affiliated junior cricket competitions or have an exemption approved by the Cricket Ipswich Junior Subcommittee" to be allowed to participate in Cricket Ipswich Senior Community cricket competitions. As a guideline playing Ipswich First division on a given weekend would be considered appropriate reason for an exemption.

Note: Unless exempt, as a guideline it is expected that players will first play with their Junior Club and subsequently in Senior Community Cricket competitions. These players are encouraged to prioritise Junior Community Cricket so that participation in Senior Community Cricket is only in addition to playing with their Junior Club. For example, players may choose to participate in both Senior Community Cricket competitions and Junior Community Cricket competitions, but where circumstances arise that may prevent participation in both, players are encouraged to participate in Junior Community Cricket.

1.4 Club Represented by More than One Team

If any Club plays more than one team in any division, the players therein shall not be interchangeable except in the following circumstances:

- [A]** A player on promotion or demotion to a division in which the Club has more than one team may play in any team in such division.
- [B]** A Club may apply in writing to the Senior Community Cricket Committee for approval to transfer a player or players from one team to another team playing in the same division, and such consent, when obtained shall apply only to the transfer of the player or players to the team named in the application. The application shall state the reasons for the desired transfer or transfers, and the batting and bowling performances of the player or players concerned in all divisions in the preceding matches of the season, and the positions of the team concerned in the Senior Community Competition and shall be lodged with the Committee before 9am on the Friday immediately preceding the date set down for the commencement of the match for which consent is sought.
- [C]** In the applicable division, interchange of players can be made, if necessary, to avoid possible forfeit of one of the included teams. If this is to occur for any round commencing after November 30 (pre-Christmas competition), or February 28 (post-Christmas competition) no player may be interchanged without the Club having first applied for and obtained the consent of the Senior Community Cricket Committee. The player interchanged between teams should not have played 5 or more games in one team in that division or in any higher division.

1.5 Wicket Fees

Unless otherwise authorised by the board of Cricket Ipswich the listed home team bares the responsibility for any cost associated with the hire or preparation of the grounds and or wickets.

1.6 Players – Registration

Before the completion of the first fixture in each season each Club playing in the Senior Community Cricket Competition must:

- [A]** Lodge with Cricket Ipswich via the PlayHQ database, the names, and details of all registered players for all competitions. Lodgement must be before the completion of the first round of Senior Community Cricket fixtures. Registrations of new players, including fill-ins, must be completed before the player participates in any competition.
- [B]** Lodge with Cricket Ipswich via the PlayHQ database, the names and contact details of all registered officials. Lodgement must be before the completion of the first round of Senior Community Cricket fixtures. New registrations must be updated promptly as each official register with the Club.
- [C]** Failure to comply by the relevant timeframe will result in all teams from all competitions from the offending Club being unable to compete until the situation is rectified.
- [D]** No player shall represent more than one Club in any competition in any one season without Senior Community Cricket Committee approval. Players under the age of eighteen [18] years may apply to the Senior Community Cricket Committee for special consideration if their residential circumstances change. Other players may apply to the Senior Community Cricket Committee with the permission of their current Club. All applications are to be made on or before 31 December of each season.

Note: Clubs are expected to adhere to the Spirit of Cricket with regards to requests for players to transfer between Clubs during the season. The player should discuss the request with his current Club directly before communication occurs between the Club office bearers. If the player's current Club does not grant permission for the player [18 years or older] to transfer during the season, the request will not be considered by the Senior Community Cricket Committee.

- [E] In the circumstances outlined in Clauses [D] above, all performances for any Club shall be counted for the purposes of Regulation 16 [Averages and Aggregates].
- [F] It is the responsibility of each Club to ensure that all registered players are aware of the regulations and policies governing Senior Community Cricket Competition matches, including the Code of Behaviour and all Cricket Ipswich policies.
- [G] Overseas Players:
- i) Any player who is not an Australian citizen or a permanent resident, and who has been a resident in Australia for less than six full months prior to registration with a Club, is deemed to be an overseas player.

When lodging player registration lists, a Club must register that player as an overseas player for that Club.

At the conclusion of any season, an overseas player shall cease to be bound to the Club for which the player participated unless bound by a contractual agreement entered by the Club and the player.

- [H] Dual Registration: A player wishing to play in an additional competition controlled by another Association affiliated with Cricket Ipswich must complete a Dual Affiliation Form [see Office Bearers] which is lodged with that player's 'Primary' Association or Club. The player's 'Primary' affiliate has first call on that player's services for representative selection.

1.7 Unfinancial Members

No member of a Club who leaves such Club to join another Club within a five-year period shall be eligible to play in any fixture organised by Cricket Ipswich or any of its affiliates, until they are financially clear of the Club of which they were originally a member. No player who has been playing in the competition of an affiliated association shall be eligible to play in any competition of an affiliate until they satisfy the Executive Committee of that Club that they are financially clear of such an affiliated association. A player shall be deemed to be financially clear of a Club if, up to the time of leaving the Club, they have paid their annual subscription, special levies in subscription, wicket fees, and any penalty validly imposed by the Club in accordance with the rules thereof. The final decision shall be left to the discretion of the Board of Cricket Ipswich.

1.8 Grading of Players and Teams

- [A] Any Club taking part in the Senior Community Cricket Competition may demote any player who has played in its teams as follows:
- i) Maximum of one division between First Division, Second Division, Third Division and Fourth Division from when last played in the current season, and
 - ii) Maximum of two players between divisions where the higher division team has a bye, and/or
 - iii) Not played 12 days in that division or any higher divisions during the season.
- [B] For any round after the first round, a Club must make application to the Senior Community Cricket Committee to regrade any player other than in accordance with Regulation 8[A] i) and iii) above. Applications are to be lodged no later than 9am on the Friday preceding the days play in which the demoted player is to be named on the team list.
- [C] Any Cricket Ipswich Premier Grade player may return to play Senior Community Cricket for their nominated club in First Division. Where the Premier Grade returning player nominates a Club that is not represented in First Division, the returning player may return to the highest-level team for that Club.
- [D] A Club nominating to enter a current or new team into the Senior Community Cricket Competition will be graded into the division determined by the Senior Community Cricket Committee based on a number of factors including:

- i) What is in the best interests of Community Cricket,
- ii) A preference to maintain even numbers in each division (eliminate byes),
- iii) The existing grading of the team and performance,
- iv) The proposed ranking of the team within the club,
- v) The standard of players who will likely be in the team,
- vi) How competitive the team will be in the proposed division, and
- vii) Any other information considered relevant by the committee.

Note: *Umpires do not have the authority to determine player eligibility.*

1.9 Scheduling of Fixtures

- [A]** The Cricket Ipswich Board, through the Community Cricket Sub-Committee shall determine upon what grounds competition matches shall be played, and no alteration of either fixture or ground therefore shall be made except by the Cricket Ipswich Board. However, participating clubs may make a request to the Community Cricket Sub-Committee to alter the ground on which a match may be played no later than 6pm four (4) days prior to the match (note: for a normal Saturday fixture the cutoff time would be 6pm Tuesday). Both clubs must agree to this request prior to submission.
- [B]** Should any portion of any fixture be played upon any ground other than that allotted to it, neither Club participating in such fixture shall be awarded any points for that match.
- [C]** The ground, allocated by the Cricket Ipswich Board, may not be changed while a match is in progress.
- [D]** A Club can submit a request to the Cricket Ipswich Board, through the Community Cricket Sub-Committee to schedule a One Day or T20 match at night under lights, with the agreement of the opposition Club. Coloured clothing and white balls must be used. The request to the Cricket Ipswich Board must be agreed by both Clubs and submitted at least four (4) days prior to the match.

1.10 Failure to Field Teams

Should any Club fail in two consecutive matches, arranged by Cricket Ipswich, to field a full side of eleven [11] players in each of the divisions in which it is competing, the matter shall be reported to the Senior Community Cricket Committee who, after having heard the Club's explanation, shall take such action as it deems fit.

1.11 Player's Dress and Equipment

- [A]** No player shall be allowed to play in any match unless they appear in proper cricketing attire, which shall consist of the following:
- i) Shirt of the type known as a "Cricket Shirt" or woven woollen, wool and cotton, or similar material of white or cream colour.
 - ii) Trousers of white or cream colour (unless otherwise approved as below).
 - iii) As a preference, socks worn shall be white or cream. Where coloured socks are worn, such socks shall not be visible.
 - iv) Boots or shoes of any material coloured predominantly white. Spikes shall not project from the soles of boots or shoes to a length greater than 9mm.
 - v) NO player will be allowed on the field unless wearing spiked footwear [half spiked footwear is permissible]. The Senior Community Cricket Officer may approve a relaxation of this clause on written medical grounds.
 - vi) Caps: It shall not be obligatory on any player to wear a cap, but if a player elects to do so, the cap worn shall be that of the Club for which they are playing. A white or cream hat may be worn in lieu

of a cap. Coloured hats are permitted, but only if in Club colours and with the Club emblem attached.

- vii) A sweater may be worn in addition to the shirt if it is of white or cream colour.
- viii) T-Shirts and Undergarments (worn under playing shirts) in all matches unless white or skin colour, shall not protrude beyond the playing shirt.

[B] The guidelines for the use of coloured shirts and trousers are as follows.

Teams participating in scheduled One Day and Twenty20 matches may wear coloured shirts and trousers with panels in the respective Club colours if they comply with the following guidelines and that the colour and design of the shirts have been approved by the Cricket Ipswich Board.

It is not compulsory to use coloured playing shirts in either of these matches in any division.

- i) A Club may use the same-coloured shirts or trouser panels in One Day and Twenty20 matches, or, at its discretion, a Club may use a different shirt for One Day and Twenty20 matches.
- ii) Shirts should be designed in the manner that stays within the current logo guidelines [I] and are kept within reasonable colour boundaries that are suitable to be used with a red ball. Clubs can design the playing shirt/s within these boundaries, but the Cricket Ipswich Board has final decision on shirt approval.
- iii) Coloured trousers may be worn.
- iv) A Club must apply for approval of their coloured shirts and/or trouser panels by providing a written request together with a colour design or sample to the Senior Community Cricket Officer prior to a date that will be determined and advised by the Senior Community Cricket Committee.

Note: Except for the wearing of spikes, the question of player's attire should be referred to the team captain and Club Officials.

[C] Permitted Logos on Senior Community Cricket Playing Uniform:

- 1. Club Logo.
- 2. Manufacturers Logo.
- 3. Commercial Logos:
 - a) Competition Sponsor.
 - b) Club Sponsor Logo.

The permitted size and location of these logos shall be determined by the Cricket Ipswich board, with guidelines as follows.

- 1. Shirts:
 - a) Club Logo - Max of 64cm² on either left or right chest.
 - b) Manufacturers Logo - Max of 40cm² on either left, right or middle chest, or collar.
 - c) Club Sponsor Logo - Max of 30cm (wide) x 20cm (high) on either front or back of shirt, Max of 64cm² on either or both sleeves.

The design of all logos on shirts is subject to Cricket Ipswich board approval.

1.12 Bowling Injury Prevention

[A] This policy applies to all competitions. To this policy, a player's status shall be determined by their age on the thirty first [31] day of August in the season in which the competition is played. For example, a player who is eighteen [18] on the thirty first day of August shall be deemed to be under nineteen for the duration of that season. These restrictions apply equally to male and female players.

		Minimum Break Between Spells	
Age	Restriction	Two Day Match	One Day Match
Under 18 & 19	Seven (7) overs maximum each spell Twenty (20) overs maximum per day	60 mins	30 mins
Under 16 & 17	Six (6) overs maximum each spell Sixteen (16) overs maximum per day	60 mins	30 mins
Under 14 & 15	Five (5) overs maximum each spell Twelve (12) overs maximum per day	60 mins	30 mins

- [B]** A bowler who has bowled a spell of less than the maximum overs per spell may resume bowling prior to the completion of the necessary break as defined below, but this will be considered an extension of the same spell, and the maximum limit of overs for the spell will still apply. Following the completion of the spell, the normal break between spells will apply - the break within the spell is disregarded.
- [D]** Definitions: This policy applies to bowlers of medium pace or faster (as determined by the umpires and broadly defined as one to whom the wicketkeeper would normally stand back, or one who is not considered a slow bowler). The umpires shall immediately notify the captains of both sides of each bowler who they determine should be treated differently to this broad definition.
- [E]** Change of Bowling Type: Where a bowler changes between medium pace (or faster) and slow bowling during a day's play:
- If the bowler begins with medium pace (or faster), the bowler is subject to the playing condition throughout the day.
 - If the bowler begins with slow bowling and changes to medium pace (or faster), the playing condition applies from the time of the change, and all overs of slow bowling bowled prior to the change shall not be considered in either the current spell or the daily limit.
- [F]** Umpires shall monitor the overs bowled by players. In the event of a bowler attempting to bowl more than the permitted quota of overs relevant to his age group, the umpire[s] should advise the captain and/or coach that the permissible number of overs has been bowled. Umpires will record players that exceed the number of overs per match or per spell in each match on the match report to Cricket Ipswich. Should the bowler continue to bowl and exceed the relevant quota, the umpire[s] shall report the matter to Cricket Ipswich. Umpires have no power to suspend a player who breaches this regulation from bowling.

Notes:

For clarity, this regulation only provides guidelines so is not breached when a player exceeds the bowling restrictions. The purpose of the Umpire's report on any player exceeding bowling limits is for Cricket Ipswich and the player's Club to monitor bowling workloads.

The break between spells includes the lunch and tea breaks.

Refer to the current Cricket Australia Playing Policy and Guidelines ("Well Played") for further details in relation to bowling injury prevention.

Weekly Recommended Overs (medium pace or faster):

<i>Under 19: 25 overs</i>	<i>Under 18: 25 overs</i>
<i>Under 17: 20-25 overs</i>	<i>Under 16: 20-25 overs</i>
<i>Under 15: 15-20 overs</i>	<i>Under 14: 15-20 overs</i>

1.13 Match Reports

- [G]** Each Club in all Queensland Senior Community Cricket Competitions shall enter the result of the games, the full scorecards and complete the captain's report on the umpire's performance in the PlayHQ database before 9:00am on the Thursday following the completion of each match.

- [H] For the last scheduled fixture of competitions in which Semi Finals or Finals are to be played, entry must be complete by 2:00pm on the Monday following the fixture.
- [I] In respect of all Competition Fixtures, for teams receiving a forfeit, an entry of the result on the database is required listing the result of the match, and the names of the selected eleven [11] players.
- [J] The Senior Community Cricket Committee may impose any penalty it deems fit on any Club not complying with this regulation (including the input of teams, match results, Captain's reports and full scorecards for the applicable competitions). Until further resolution by the Senior Community Cricket Committee the penalty for late lodgement of the data entry shall be 0.1 competition points, per calendar day per report.
- [K] Penalties as per section [D] shall be deducted from the Overall Senior Community ladder (and consequently the Club Championship) and where applicable for Two Day matches, the Two-Day Ladder.
- [L] An electronic scoring application can be used to score a match. However, a manual scorebook must be always used and be present at the grounds in case of failure of the electronic system. It is the responsibility of the home team to provide the manual scorebook.
- [M] In all Ipswich first and second division cricket competition matches the listed home team is responsible for ensuring all reasonable steps are taken for the match to be live scored on playhq.
- [N] It is the responsibility of both sides to have teams adequately loaded in playhq to enable the games to be live scored
- [O] It is the responsibility of the listed home team to supply appropriate equipment to live score
- [P] Penalty for failing, to adhere to the live scoring obligations may result in the loss of 3 competition points or any alternate penalty as determined by the Senior Community Cricket Committee.

Note: Clubs are given an amnesty until the first days play in November 2023 to ensure they comply with live scoring requirements.

1.14 Senior Community Competition

- [A] The Senior Community Cricket Committee shall arrange for a competition programme for each Division at the beginning of each season as follows:
- For First Division and Second Division a competition including two day and one day matches.
 - For Third Division and Fourth Division a competition including one day matches – Pre and Post Christmas may be conducted as two separate competitions.
 - A separate Twenty20 competition may be organised for each division.
- [B] Match points shall be allotted as follows:

Result	Points
Win on first innings and subsequent outright win	20
Loss on first innings and subsequent outright win	10
Win on first innings and subsequent outright loss	10
Loss on first innings and subsequent outright loss	0
Win on first innings and no further result (<i>Two Day match</i>)	12
Loss on first innings and no further result	0
Drawn Two Day match (<i>including a match with no play</i>)	6
Drawn One Day match (<i>including a match with no play or min overs not achieved</i>)	4
Win in a One Day match (<i>including unscheduled</i>)	8
Loss in a One Day match (<i>including unscheduled</i>)	0
Win in a Twenty20 match	2
Loss in a Twenty20 match	0
Bye	0

Ties:

Result	Points
Tie on first innings and subsequent outright win	14
Tie on first innings (<i>Two Day match</i>)	6
Tie in a One Day match	4
Tie in a Twenty20 match	1
Tie on first innings and subsequent outright loss	6
Tie on first innings and subsequent outright tie	10
Win on first innings and subsequent outright tie	16
Loss on first innings and subsequent outright tie	4

[C] The result of a match shall be a tie on first innings when the scores are equal at the conclusion of the first innings, but only if the side batting second has completed its first innings by loss of all wickets or a declaration.

[D] Bonus points or incentive points shall be allotted in addition to the above match points as follows:

One Day Match – including Unscheduled One-Day Match

- i) One bonus point for any team that achieves victory with a run rate 1.25 times that of the opposition.
- ii) One additional bonus point for any team that achieves victory with a run rate 2 times that of the opposition.

For this purpose:

- iii) A team's run rate will be calculated by reference to the number of runs scored divided by the number of overs faced.
- iv) Where a side is all out, the number of overs to be used is the maximum number of overs that side was otherwise eligible to face.
- v) Where matches are shortened and targets revised through the Duckworth-Lewis-Stern or Duckworth-Lewis system, bonus run rates and bonus defensive targets are derived as a function of the revised target score and maximum overs.

Note: For the team batting second to gain one bonus point the victory must be achieved within 80% of the total number of overs. For the team batting second to gain two bonus points the victory must be achieved within 50% of the total number of overs.

Applying to the First Division and Second Division competitions Two Day Matches (Applying to both First and Second Innings) and completed unscheduled one-day matches:

- i) .25 incentive points for each wicket taken
- ii) .01 incentive points for each run scored

[E] No bonus or incentive points will be awarded for Twenty20 matches

[F] To computing quotient in both first and second innings, bowling sides shall receive the appropriate wickets in respect of players absent from the batting side when all other wickets have fallen. However, wickets shall not be credited in respect of a batter who has retired through illness, injury, or some other unavoidable cause.

[G] Any team on receiving a forfeit in a match shall be awarded the maximum number of points [match, bonus, and incentive] gained by any team in the same division in the same round of matches. The team receiving a forfeit shall be awarded the maximum quotient gained by any team in the same division in the same round of matches (the same runs for, wickets taken, runs against and wickets taken). The team receiving a forfeit in a One Day or Twenty20 competition shall be awarded the maximum net run rate gained by any team in the same round of matches, through the same runs for, overs faced, runs against and overs bowled.

[H] A team which forfeits a match does not receive any points.

- [I]** A Club which is obliged to forfeit a match shall forfeit its match in lowest division, in any Senior competition it has entered a team.
- [J]** If a Club forfeits a match in any division higher than its lowest division team, the Club shall not receive any points for that round in the division in which the forfeit occurred, and in the division or divisions below the division in which the forfeit occurred. A Club forfeiting a match in any competition shall be further penalised by being charged 100% of the Umpires' Fees to Cricket Ipswich and the Wicket Fees to the home Club.
- [K]** Regulation [G] does not apply to any match [other than a match in which a forfeit occurred] affected by Regulation [J].
- [L]** Applying to Two Day Competitions and Overall Senior Community Competitions:
In the event of two or more teams being equal in competition points, their position shall be decided by calculating a quotient achieved during the rounds. The quotient is calculated by:
- i) Dividing the total number of runs scored by a team by the total number of wickets lost by it.
 - ii) Dividing the total number of runs scored against a team by the total number of wickets taken by it.
 - iii) Dividing the former (i) by the latter (ii).
- [In summary: the formula is "Runs scored divided by Wickets lost" divided by "Run conceded divided by Wickets taken"]
- The team having the higher quotient shall be considered to have the higher position on the Senior Community ladder.
- To the calculations a team declaring its innings closed shall be deemed to have lost only the number of wickets that have fallen.
- [M]** Applying to First Division and Second Division, there will be separate Two Day, One Day and Twenty20 competitions. An Overall Senior Community Premiership Shall be awarded to the team that finishes highest on the ladder at the end of the Senior Community rounds for Two day and One Day competitions.

1.15 Club Championship

- [A]** The Clubs shall compete in a Club Championship terminating on completion of the Senior Community Cricket Competition Fixtures exclusive of Finals. Competition fixtures shall include all forms of competition (Two Day and One Day games) where the schedule of fixtures (draw) provides for each club to play the other clubs an equal number of times in each competition. In cases where the schedule of fixtures provides that some clubs only play some, but not all, other clubs in a competition, only the first scheduled fixtures points shall be included in this calculation.
- [B]** Club Championship points are to be determined by multiplying the points secured in each of the following competitions. One Day bonus points shall be included.
- Men's Competitions:
- x 4 First Division
 - x 3 Second Division
 - x 2 Third Division
 - x 1 Fourth Division
- [C]** In the case of a Club fielding two teams in any one division, the points of the team who holds a higher position in that division on completion of the round, apply to its Club Championship points.
- [D]** In the event of two or more Clubs being equal on points, the Club Championship will be awarded jointly.

1.16 Averages and Aggregates

- [A]** The minimum qualification for averages shall be:

Competition	Batting	Bowling
First Division and Second Division	200 runs and a total number of innings commenced computed as follows: The lesser of [a] Nine or [b] Two thirds of the greatest number of innings commenced by any player of their Club in the particular division.	20 wickets
Third Division and Fourth Division	150 runs and a total number of innings commenced computed as follows: The lesser of [a] Nine or [b] Two thirds of the greatest number of innings commenced by any player of their Club in the particular division.	15 wickets

[B] For the purposes of computing averages and aggregates for Twenty20 matches shall not be considered. Unscheduled One Day matches will be considered.

[C] For computing averages and aggregates for all competitions, performances in Semi Finals and Finals shall not be considered, and separate competitions conducted in any division (e.g. Pre and Post Christmas Competitions in Third Division) shall be considered as components of a season total.

1.17 Player of the Year Awards

[A] At the conclusion of each match, umpires shall award points in the sequence of 3-2-1 for the best and fairest players, which will contribute to the Player of the Year Awards for that season.

[B] If less than half the number of the scheduled overs for any given Two-Day match are not bowled or, the match is abandoned in a One Day or Twenty20 match, no points shall be awarded on that day.

[C] Any player suspended for one or more matches under the Code of Behaviour will not be eligible for the Player of the Year Awards for that season.

[D] The player with the highest total of award points shall be named Player of the Year.

1.18 Spirit of Cricket Awards

[A] At the conclusion of each match, umpires shall nominate a player the Spirit of Cricket Award.

[B] The guidelines for determining the above nomination are as follows

- i) The captains' acceptance of their responsibility for their player's behaviour as required under the Laws of Cricket.
- ii) A player's adherence to the principles of the Spirit of the Game, which includes respect for teammates, opponents, and the role of umpires.

[C] A player who receives the greatest number of nominations shall win the Award.

[D] In the event of a Tie in any competition, the winner shall be determined by the umpire's association.

[E] In the event of a Tie in any competition, the winner shall be the player who

- i) Receives the most awards of 3 points
- ii) If they remain equal, the most awards of 2 points

- iii) If they remain equal, the most awards of 1 point
- iv) If they remain equal, joint winners will be awarded

1.19 Disputes Referred

- [A]** Any protest from a Club, or any matter of dispute between Clubs, shall be adjudicated upon by the Senior Community Cricket Committee after all Clubs concerned have been notified of such protest or dispute and have had the opportunity of making written representations thereon, provided that no such protest or dispute shall be considered by the Senior Community Cricket Committee unless lodged with the Senior Community Cricket Officer of Cricket Ipswich within seven [7] days after the matter in question arose, provided that in all cases in dispute any player or Club may appeal to the Cricket Ipswich Board within fourteen [14] days of the date of the Senior Community Cricket Committee decision and its decision thereof shall be final.
- [B]** In relation to all appeals to the Board of Cricket Ipswich from any decision of the Senior Community Cricket Committee under this regulation, the process identified under the Appeals Regulation shall apply.

1.20 Senior Community Cricket Committee Powers

- [A]** In the event of a breach of the regulations governing Senior Community Cricket Competition matches and/or in respect of any action, conduct, behaviour or decision taken, made or implemented by any Club, player, official or other representatives of the Club by, through or in connection with any Senior Community Cricket Competition match which in the opinion of the Senior Community Cricket Committee, constitutes conduct or action detrimental to the game or the spirit of the game, the Senior Community Cricket Committee may impose on a Club such a penalty as the Senior Community Cricket Committee considers appropriate in the circumstances.
- [B]** Without limiting the generality of paragraph [A] above, the penalty may include any of, or any combination of, the following:
- i) Forfeiture of the Match, Bonus and/or Incentive Points gained by the Club in the competition match or matches.
 - ii) In the event of a Quarter Final, Semi Final or Final, forfeiture of the match.
 - iii) A monetary penalty.
- [C]** In any matter requiring Committee approval under these regulations, the Committee may seek advice from representatives of each member Club before deciding.

1.21 Alterations to Regulations

No existing regulation shall be appealed or altered, nor shall any new regulation be added without the concurrence of most of the persons then present and entitled to vote and voting at a meeting of the Senior Community Cricket Committee. If necessary, the Chairman of the meeting shall have the casting vote.

1.22 Semi Finals and Finals – Senior Community Cricket Competitions

1.22.1 Eligibility

- [A]** For a player to be eligible to play in a Final, the player shall have played a minimum number of days, as set out below, for his/her club in the current season and have a game average lower than or equal to the division in which he/she is to play. To giving a games average, a player is given value for each day played in each division during the season. [First Division = 1, Second Division = 2, etc]. His/Her values are totalled, divided by the number of days played and if not a whole number the value is rounded to the nearest whole number. [i.e., 2.49 = 2, 2.5 = 2 or 3, 2.51 = 3]

Competition	Minimum Days
First Division and Second Division Two Day	6 - Refer note [A]
First Division and Second Division One Day	5 - Refer note [A]
Third Division and Fourth Division One Day – Pre Christmas	4 - Refer note [A]
Third Division and Fourth Division One Day – Post Christmas	4 - Refer note [A]
Twenty20	4 -Refer note [B]

Note [A]: Days played includes Two Day matches and One Day matches. It also includes Junior games where a junior player has played at least 3 days in the Senior Competitions. Days played does not include Twenty20 games, byes, Representative games or Premier Cricket Fixtures.

Note [B]: At least two games must be Twenty20 games.

- [B] If no play is possible in any fixture, players who are selected to play in this fixture will be able to count the match towards their qualification for Semi Finals and Finals.
- [C] Where a Club has two [2] or more teams in the one division, a player must have played at least the minimum days with the team they propose to play with (or in a lower division) in the Finals Matches.
- [D] Despite Regulation 8 [A], no player may be demoted more than one division from their last fixture played except with the approval of the Senior Community Cricket Committee.
- [E] Despite [A] above, any Club with any consecutive teams in Finals Matches may select any player eligible for the higher division in the next lower division. Where a Club has two [2] or more teams in the one division, matches played for a team in that division that a player does not propose to play for shall not be counted for the purposes of this regulation.
- [F] Any player who by virtue of paragraph [E] is eligible to play in a Semi Final Match, and does play, shall automatically become ineligible to participate in the next Finals Match should the Club's team in the higher division be eliminated from the Final.
- [G] Where a player meets the eligibility criteria (A) above, for more than one club/team in the same division the player may choose which team/club they wish to represent in all finals matches, once the choice is made, they cannot change after the first final match.

1.22.2 Ground Allocation

- [A] The Senior Community Cricket Committee shall allocate the grounds on which Semi Finals and Finals are played. Subject to Regulation 22.2 [C] below, in all Semi Finals the team that has finished higher on the Senior Community ladder shall have the right to nominate one of its home grounds as the ground on which the Semi Final is played. If the team that has finished higher on the Senior Community ladder does not nominate one of its home grounds as the venue for the Semi Final, then the opposing team has the right to nominate one of its home grounds as the venue for the Semi Final. If the opposing team does not nominate one of its home grounds as the venue for the Semi Final, then the Senior Community Cricket Committee shall allocate a ground. This rule does not apply where a Club is unable to nominate a home ground as a venue because its home grounds are being used for Final Matches of that Club's higher divisions. Where that occurs, the Club may nominate another venue to play the Semi Final. For the purposes of General Playing Condition 6.3 [D], the host Club shall be the team that has nominated the ground as a venue for a Semi Final.
- [B] The Senior Community Cricket Committee may allocate any of the Ivor Marsden fields for finals.
- [C] For the purposes of General Playing Condition 6.3 [D] where:
- The Senior Community Cricket Committee allocates a ground under Regulation 22.2 [A] the host Club shall be the Club whose ground on which the Semi Final is to be played; or
 - If the Senior Community Cricket Committee allocates any of the Ivor Marsden fields under Regulation 22.2 [B], Cricket Ipswich shall have the obligations of the host.

- [D] Clubs shall be requested to make their grounds available for all Semi Finals and Finals, including matches in which their teams are not involved in. Should there be extenuating circumstances, which prevent a Club's grounds from being available for Semi Finals the Club should outline the specific circumstances in writing to the Senior Community Cricket Officer, no later than 7 March each year.

1.22.3 Schedule of Finals

- [A] First and Second Division – 6 or more teams:

Semi Final: Team 2 v Team 3 Two Day Semi Final

Team 1 progresses to the final

If fewer than 6 teams, no Semi – Final shall be played, The Final shall be Team 1 v Team 2 as a 4 Day Scheduled Fixture

- [B] Third and Fourth Division

The Final shall be Team 1 v Team 2, or such other Finals System as determined by the Senior Community Cricket Committee in preparing each season's draw.

General Playing Condition 12 Clause 2 [C] (Unscheduled One Day Match) shall not apply.

1.22.4 Result

- [A] A finals match cannot be completed until:

- i) A result is achieved or
- ii) The fixture has reached the scheduled tea interval on the final day's play (Two Day Finals Match) or the cessation time of the third day's play (Four Day Finals Matches) and both captains agree to conclude the match. If either captain wishes to continue the match, then play shall continue.

- [B] Should a decision not be reached in a final by an outright win or a first innings for a semi-final, the team occupying the higher place at the end of the Premiership Rounds shall be the winner. In the event of an outright tie, the team occupying the higher place at the end of the Premiership Rounds shall be the winner.

General Playing Condition 12 Clause 2 [C] (Unscheduled One Day Match) shall not apply.

1.23 Helmet Policy for Senior Community Cricket

- [A] It is mandatory for junior cricketers (those under 18 years of age) to wear a British Standard 7928:2013 compliant helmet always when wicket-keeping up to the stumps or batting in Senior Community Cricket 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 Senior Community Cricket competitions as follows:

1. Batting

- i) A batter must wear a British Standard 7928:2013 compliant helmet always when batting.

2. Wicketkeeping

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

3. Fielding

- i) A fielder must wear a British Standard 7928:2013 compliant helmet always when fielding in a

position closer than seven (7) metres from the batter's position on the popping crease on a middle stump line, except for 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 by Regulation 23 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 Regulation 23.
- 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 Regulation 23.
- b) If after the action above in (a) the batter continues to not comply with Regulation 23, time out the batter who fails to wear a helmet when required by Regulation 23.

Note: For 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 Regulation 23) or a batter fails to wear a helmet (in situations required by Regulation 23) and also fails to leave the wicket having been given out in accordance with Regulation 23 [C](iii)(b), 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 Regulation 23, 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 Regulation 23 to the Senior Community Cricket Committee (via email to Senior Community Cricket Officer). Upon receiving information regarding the incident, the Senior Community Cricket Committee shall take all reasonable and appropriate measures to investigate the instance(s). The Senior Community Cricket Committee shall take such action as they deem appropriate against the involved participants and Clubs, 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 wicketkeepers 'standing-back' if there are concerns about the skill level of the wicketkeeper, 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&_z=z
- For further information on Cricket Australia's playing policies and guidelines see <https://www.community.cricket.com.au/clubs/policies>

1.24 Grading of Players/Replacement of Players Procedure

[A] Applications for the grading of players under Regulation 8[B] may be made to the Senior Community Cricket Committee to

- i) demote a player more than one division, or
- ii) demote a player who has played 12 days in that division or any higher division during the season.

Applications are to be made through the What's App group as soon as practical, but no later than 9am on the Friday preceding the days of play in which the demoted player is to be named on the team list.

Applications are to include:

- i) details of the player to be graded and to which division, including the reason for the application
- ii) the fixture for which the grading decision is requested, and
- iii) details of players graded under Regulation 8[A] for the same fixture.

[B] Applications for the replacement of players under General Playing Conditions 1.3[E] may be made to the Senior Community Cricket Committee for any multi day fixture or final.

Applications are to be made through the What's App group as soon as practical, but no later than

- i) 5pm on the Friday preceding the day of the replacement, or
- ii) 8am on the day of the replacement, for matters arising after the close of applications in (i).

Applications are to include

- i) details of the player to be replaced and the replacement player, including the reason for the application
- ii) the fixture for which the replacement player is required, and
- iii) how the replacement player satisfies the "like for like" criteria.

[C] All applications under [A] and [B] will be considered by the Senior Community Cricket Committee and decided by a majority of the committee members available at the time.

In the event of the application being refused, and the closing time for applications has passed, no further application may be made or considered.

2. COMPETITION GENERAL PLAYING CONDITIONS

All matches shall be played in accordance with the current Laws of Cricket, including Experimental Laws as recognised for the time being by Cricket Australia and as amended by the Board of Cricket Ipswich. The board of cricket Ipswich reserves the right to amend any rules, regulations or playing conditions as it considers appropriate in the best interest of Cricket Ipswich and its members.

2.1 Law 1: The Players

2.1.1 Law 1.1 - Number of Players

[A] A Club shall not commence a match, unless it has a minimum of seven [7] players [as listed in accordance with General Playing Conditions Clause 1.2] in attendance at the time set down for commencement of play. Once play has commenced a Club can continue the match with any number of players not exceeding eleven [11].

In the Second Division One Day Competition, Third Division and Fourth Division Competitions: 12 players shall be permitted. 11 fielders only shall be on the field at any one time. One player in each side shall not be permitted to bat in an innings. Unlimited interchange of fielders without restrictions (ie Law 24 Fielder's Absence and penalty time) from the 12 players nominated to take part in the match shall be allowed, provided that no time is wasted. Should a player be injured and not be able to take their place in the field, the replacement fielder must in the first instance be one of the 12 nominated players.

[B] If, for any reason, any Club is unable or refuses to proceed with a match at the time set down for commencement of play, both umpires, prior to allowing an appeal, shall investigate the matter, and having satisfied themselves that there is no good reason or excuse for the respondent Club not having a minimum of seven [7] players in attendance at the commencement of play, then declare the match lost by the Club unable or refusing to proceed with the match. The Senior Community Cricket Committee, may on appeal from either Club, investigate the circumstances of the enforced forfeit, and after having heard the Clubs' and Umpires' explanations, shall take such action as it deems fit.

[C] Any Club who forfeits or fails to take part in any match without having given two [2] days' notice to the Senior Community Cricket Officer shall pay the Umpires' Fee payable in respect of one day of such match.

2.1.2 Law 1.2 - Nomination of Players

[A] The two captains shall, before tossing, exchange lists of teams [including player replacements under General Playing Conditions Clause 1.3] selected to play in the match and complete the Team Lists form and hand to the presiding umpires.

Note: Under the new MCC Laws of Cricket (1.3.2) any person associated with the team may act as a deputy in nominating the players on the team sheet (e.g., scorer, coach, manager, or club official). However, after the nomination of players, only a nominated player from the team sheet can act as deputy in discharging the duties and responsibilities of the captain (such as the toss)

Team Sheets are required to have clearly indicated the following:

- (C) Team Captain
- (R) Players replaced under General Playing Conditions Clause 1.3 [A] [Nominated Players]
- (I) Players replaced under General Playing Conditions Clause 1.3 [G] [Approved Players]
- (U19) Players under the age of nineteen [19] years of age on the thirty first [31] day of August preceding the particular season in which the Competition is played.

- (U18) Players under the age of eighteen [18] years of age on the thirty first [31] day of August preceding the particular season in which the Competition is played.
 - (U17) Players under the age of seventeen [17] years of age on the thirty first [31] day of August preceding the particular season in which the Competition is played.
 - (U16) Players under the age of sixteen [16] years of age on the thirty first [31] day of August preceding the particular season in which the Competition is played.
 - (U15) Players under the age of fifteen [15] years of age on the thirty first [31] day of August preceding the particular season in which the Competition is played.
 - (U14) Players under the age of fourteen [14] years of age on the thirty first [31] day of August preceding the particular season in which the Competition is played.
- [B]** For any Four Day match, the captain must indicate the day that a player replacement will take effect, in accordance with General Playing Condition 1.3.
- [C]** No match shall commence unless this procedure has been completed. That having been completed, no alteration shall be made to either team list [including player replacements under General Playing Condition 1.3] without the consent of the opposing captain except in the relevant circumstances governed by General Playing Condition 1.3.
- [D]** Each team is required to nominate on the Team Lists form, a Club Official who can be contacted by Cricket Ipswich should any issues relating to spectator behaviour occur.
- [E]** The lists of teams [including player replacements under General Playing Condition 1.3] shall also be completed when results of the games are entered in the PlayHQ database at Cricket Ipswich.
- [F]** The umpires, on completion of the round of fixtures are to complete the wicket rating, ground rating and Spirit of Cricket on PlayHQ.

2.1.3 Law 1.3 - Replacement of Players

Applies to First Division and Second Division multiday matches only.

Subject to Senior Community Cricket Regulation 8 and Senior Community Cricket Regulation 22, a player unavailable for the second or subsequent day of a multiday fixture, Semi Final or Final, may be replaced on that day and participate normally on the other day(s) of the match, as follows

- [A]** Clubs may select up to a maximum of two (2) players for the second day of a match.
- [B]** For players selected in [A] or [D] names must be listed along with the names of the replacement players on the team list form handed to the presiding umpires and/or opposing captain prior to the toss of the coin.
- [C]** A player involved as a replacement must continue the “not out” innings or complete the over of the player they replace on a subsequent day of play. However, no player can bat twice in the same innings.
- [D]** Applying to Three Day or Four Day matches only, Clubs may select up to a maximum of two (2) replacements per day.
- [E]** In addition to paragraph [A], a Club may apply for one (1) further replacement where the matter requiring the player to be replaced must have arisen after the submission of the team list on the first day and before the commencement of play on the day of the replacement. This replacement must be activated outside of the standard hours of play for the match, with no injury replacements allowed during the day’s play. Examples of a matter include injury, illness, change to work commitments, or selection in a higher division of cricket, including representative cricket. Any consequential vacancies in lower division teams must be filled in accordance with this regulation and may be filled despite the limits of one (1) replacement.
- Any replacement player, including a consequential replacement, requested under this paragraph:
- i) May be drawn from a lower division team, or
 - ii) May be nominated as a replacement only, and
 - iii) Must be as close to a “like for like” for the player being replaced, having regard to the player’s primary skill set. The state of the game should not influence the replacement player nominated.

- [F]** Once a player is to be replaced, the decision cannot be rescinded. For example, if the replaced player

becomes available to play, the replacement player will continue in their place, despite such availability.

[G] In any event requiring a replacement player, other than in [A] above, an application must be made to the Senior Community Cricket Committee as soon as practical but

- i) Initially no later than 5pm on the Friday preceding the day of the replacement, or
- ii) For matters arising after the close of applications in (i), 8am on the day of the replacement.

[H] Replacement players approved under [G] must be added to the team list prior to the start of play for the day of the replacement.

Note: *Umpires do not have the authority to determine player eligibility.*

2.2 Law 2: The Umpires

Law 2 shall apply with the following amendments:

2.2.1 Law 2.1 - Appointment and Attendance

[A] Umpires for all matches, under the control of the Senior Community Cricket Committee, shall be appointed by the Cricket Ipswich Umpire Selection Committee if failure to make such appointment shall not invalidate a match. Umpires shall be entitled to receive in respect of Senior Community Cricket Competition matches a personal allowance of such an amount per day as approved by the Cricket Ipswich Board.

[B] Should only one umpire attend a Senior Community Cricket Competition match and be requested by both captains to officiate at the bowler's end, that Umpire shall receive an extra allowance as determined by the Finance Committee.

2.2.2 Law 2.2 - Change of Umpire

[A] [A] The Cricket Ipswich Umpire Selection Committee shall have the right to appoint replacement umpires for all matches. The replacement umpire shall be able to take full responsibility as an umpire.

2.2.3 Law 2.7 - Fitness for Play

Law 2.7 shall apply as modified below:

[A] Subject to the force and effects of the Laws of Cricket at all material times prior to the period prescribed for play on any scheduled match day, the decision regarding the fitness of a ground and/or wicket for play, and/or possibility of play not taking place on such grounds owing to weather conditions shall be in the hands of the captains of the teams drawn to play on such ground. If either captain considers that there is no possibility of play taking place, the captain of the other team shall immediately be advised. If both captains agree that there is no possibility of play this information shall forthwith be conveyed by the captains to Cricket Ipswich. Any Club, who fails to contact Cricket Ipswich, shall pay the umpires' fee payable in respect to that day. Each captain shall also forthwith advise the Secretary of their Club of the decision. If on match day both captains agree to play, then the match commences and/or resumes.

Note: *The requested timeframes for notification to the Cricket Ipswich: 8:00am for all divisions.*

[B] Following the period prescribed for play on any scheduled match day if the umpires consider the wicket, ground or weather conditions unsafe to play, then play may be suspended until it is considered safe to play or the day's play is cancelled.

[C] Where a Club is not in control of its grounds, it is recognised that the ground authority may cancel the day's play.

[D] If no such decision is made, it shall be obligatory on both teams to attend the ground at the time fixed for commencement of play.

[E] When mowing grounds, preparing, and covering wickets prior to the commencement of play on a scheduled day of play, the home side must first attend to its number one oval, then the number two oval and finally the number three oval.

[F] Artificial lighting is not permitted where the lighting is under the direct control of the Club.

2.2.4 Law 2.8 - Suspension of Play in Dangerous or Unreasonable Conditions

The following shall apply in addition to Law 2.8:

[40/30 Rule] If thunder follows a lightning flash by forty (40) seconds or less, play must cease immediately, the wicket is to be covered, and players and officials must leave the field and not return until thirty (30) minutes after the initial lightning flash. If during the suspension of play thunder follows a lightning flash by thirty (40) seconds or less, the thirty (30) minute suspension period is to recommence.

2.3 Law 4: The Ball

2.3.1 Law 4.1 – Specifications

[A] The ball to be used for each competition shall be as follows:

Match	Specification	Type
Two Day – First and Second Division	156 gram 4-piece red leather	Kookaburra Regulation/Crossout
One Day (Day) – First and Second Division	156 gram 4-piece red leather	Kookaburra Regulation/Crossout
One Day (Day) – All other divisions	156 gram 4-piece red leather	BDS Superior Special
One Day (Day/Night) – First and Second Division	156 gram 4-piece white leather	Kookaburra Regulation/Crossout
One Day (Day/Night) – All other divisions	156 gram 4-piece white leather	BDS Superior Special
Twenty 20 (Day)	156 gram 4-piece pink leather	BDS Superior Special
Twenty 20 (Day/Night or Night)	156 gram 4-piece white leather	BDS Superior Special

2.3.2 Law 4.2 – New Ball

[A] The fielding side shall provide a new ball in the first innings of all matches, and a playable ball [in the opinion of the umpires] in the second innings of any Two-Day match.

[B] After 80 overs of six balls have been bowled in any innings, the captain of the fielding side may use a new ball. Such a new ball must be provided by the fielding side.

2.3.3 Law 4.3 – New Ball in Match of More than One Day's Duration

The following shall apply in addition to Law 4.2:

The fielding side may elect to have the use of a new ball at the commencement of the batting side's second innings of any Two-Day match. Such a new ball must be provided by the fielding side.

2.4 Law 6: The Pitch

Law 6 shall apply with the following amendments:

2.4.1 Law 6.1 – Area of Pitch

For the purposes of Law 6 of the Laws of Cricket, a pitch prepared 4 feet 4 inches on either side of a line joining the centre of the wickets, shall suffice for Senior Community Cricket Competition matches.

2.4.2 Law 6.2 – Fitness of Pitch for Play

See General Playing Condition 2.7 and 2.8

2.4.3 Law 6.3 – Selection and Preparation

[A] The pitch and grounds shall be prepared as follows before the commencement of play each day:

- i) Where a competition match is scheduled over non-consecutive days the pitch shall be freshly prepared, and the ground mown. The pitch should be prepared as closely as possible to that which was prepared for the first day's play.
- ii) Where a competition match is scheduled for consecutive days:
 - a) The creases shall be remarked on each day of the match on which play is expected to take place.
 - b) The outfield shall not be mown except for on the first day of the match on which play is scheduled to take place.
- iii) Despite any preparations as in (i) or (ii) above, the captain of the batting side may on the second or succeeding days, exercise his option of rolling as set out in Law 9, if a roller is available to both teams at each innings break of a match.

[B] Away teams shall not carry out work on opposition grounds without the permission of the Home Club. Permission must be sought from the Club President, Secretary or Head Curator and detail what work will be conducted (i.e., removal of water from the outfield). Clubs are expected to act within the Spirit of Cricket with reference to this regulation.

[C] For Finals Matches it is the host Club's obligation to ensure:

- i) That the wicket has been properly prepared in accordance with the Laws of Cricket, the Senior Community Cricket Regulations and Playing Conditions.
- ii) That appropriate arrangements have been made so that ground staff are available at the grounds for the preparation and repair of the wicket prior to and up to the commencement of play on each scheduled day of play.

[D] Any breach of this regulation will be dealt with at the discretion of the Senior Community Cricket Committee which may impose any action it deems appropriate.

Notes: Refer to One Day Playing Conditions 22.1 and 28[C] for pitch markings for wide deliveries and outfield markings relating to fielding restriction overs (One Day and Twenty20 matches).

2.5 Law 10: Protecting the Pitch

Law 10 shall apply with the following addition:

[A] The pitch may be entirely protected against rain up to the commencement of play each day and for the duration of the match.

[B] If in the opinion of the Senior Community Cricket Committee, a Club without prior notification to the opposing Club and Cricket Ipswich, fails to appropriately protect the wicket block on any oval that is under that Club's direct control from 6pm Thursday for a standard Saturday fixture or for any other scheduled match, 36hrs prior to the scheduled commencement of play up until the commencement of play,

[C] Failure to appropriately protect the wicket may result in a minimum recommended penalty including the loss of maximum competition points available with those points awarded to the opposing side (T20 = 4 points, 1-day game = 10 points, 2-day game = 20 points) or any alternate penalty as considered appropriate by the cricket Ipswich management committee.

2.6 LAW 11: Intervals

The following shall apply for intervals.

2.6.1 Law 11.2 – Duration of Intervals

The tea interval shall be of 30 minutes duration for First Division and Second Division, from the specified time or at the conclusion of the over in progress at the above time subject to the circumstances provided for in clauses 12.3, 12.4 and 12.5 of The Laws of Cricket.

2.6.2 Law 11.4 – Changing Agreed Times of Intervals

In the event of the ground, weather or light conditions causing a suspension of play, the umpires, after consultation with the captains, may decide in the interests of timesaving, to bring forward the time of the luncheon interval [First Division and Second Division].

2.6.3 Law 11.5 – Changing Agreed Time for Lunch Interval

If an innings ends or there is a stoppage caused by weather or bad light within 10 minutes of the agreed time for the luncheon interval [First Division and Second Division], the interval shall be taken immediately. The interval shall be of the allocated length and the time remaining in the session of play shall be added to the length of the next session. No extra allowance shall be made for the 10-minute interval between innings.

2.6.4 Law 11.6 – Changing Agreed Time for Tea Interval

If an innings ends or there is a stoppage caused by weather or bad light within 30 minutes of the agreed time for the tea interval, the interval shall be taken immediately. The interval shall be of the agreed length and, if applicable, shall include the 10-minute interval between innings.

2.6.5 Law 11.7 – Lunch or Tea Interval – 9 Wickets Down

If either 9 wickets are already down when 3 minutes remains to the agreed time for the interval, or the 9th wicket falls within this 3 minute or at any time up to and including the final ball of the over in progress at the agreed time for the interval, play shall continue for a period not exceeding 30 minutes or until the innings is concluded.

Notes: *Should General Playing Condition 11.7 be applied, the opportunity for drinks to be taken on the field at that time will be made available to the fielding captain*

2.6.6 Law 11.8 – Intervals for Drinks

First Division & Second Division

Drinks shall not be taken on the field more than once in each session except in cases of extreme heat when extra drinks breaks may be taken with the agreement of the umpires. Once the players have left the field for any reason during a session, no drinks shall be taken onto the field prior to the next scheduled adjournment unless such session exceeds 1 hour 30 minutes. All drinks breaks are to be taken on the field. The batting side shall be responsible for delivering drinks onto the field.

The provisions of this playing condition shall be strictly observed except that under conditions of extreme heat the umpires may 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 proper cricket attire.

2.7 Law 12: Start of Play, Cessation of Play

Law 12 shall apply with the following amendments:

2.7.1 Hours of Play

[A] The playing season shall commence on a date determined by the Senior Community Cricket Committee. The playing hours for each division are set out in the following schedule:

Division	Commencement	Tea	Cessation
First Division & Second Division (2-day games including Semi-finals) Saturday	12:00pm	2:30pm - 3pm	5:30pm
First Division & Second Division (2-day games including Semi-finals) Sunday	12:00pm	2:30pm - 3pm	5:30pm
First Division [1-day games 45 overs per side] Day	11:45am	2:35pm – 3:00pm	5:50pm
First Division [1-day games 45 overs per side] Day/Night	2:30pm	5:20pm – 5:45pm	8:35pm
Second Division (1-day games 40 overs per side) Day	12:00pm	2:40pm - 3:10pm	5:50pm
Second Division (1-day games 40 overs per side) Day/Night	2:30pm	5:10pm - 5:40pm	8:20pm
All other divisions (1-day games 40 overs per side) Day	12:30pm	3:00pm - 3:20pm	5:50pm
All other divisions (1-day games 40 overs per side) Day/Night	3:00pm	5:30pm - 5:50pm	8:20pm

[B] Applying to First Division and Second Division: A four-day match may be concluded any time after the cessation time of third day's play, with the agreement of both captains. If either captain wishes to continue the match, then play shall continue.

[C] Additional Half Hour: The following shall apply to First Division and Second Division Two Day games, including Semi-Finals. In the event of play being suspended for any reason, other than normal intervals, the playing time shall be extended by the amount of time lost, up to a maximum of 30 minutes.

- i) Extension of playing time may be achieved by reducing the tea interval by ten minutes and / or extending the cessation time for the days play.
- ii) If the start of play is delayed, the scheduled intervals shall be delayed by the same amount of time to a maximum of one hour.
- iii) If play has been suspended for 30 minutes or more prior to the commencement of the scheduled tea interval, the tea interval shall be delayed for half an hour.
- iv) If play has earlier been extended beyond the original cessation time, play may recommence prior to the rescheduled cessation time provided that playing conditions are fit for play in accordance with these regulations. If play has not earlier been extended beyond the original cessation time and players are off the field at the original cessation time due to ground, weather or light, play shall cease for the day.

[D] Finals duration will be played under the following scheduled daily playing hours:

Division	Days	Session 1	Interval 1	Session 2	Interval 2	Session 3
First Division	4	10:00am – 12:00pm	12:00pm - 12:40pm	12:40pm – 2:40pm	2:40pm – 3:00pm	3:00pm – 5:00pm
Second Division	4	10:00am – 12:00pm	12:00pm - 12:40pm	12:40pm – 2:40pm	2:40pm – 3:00pm	3:00pm – 5:00pm
Third Division	1	12:30pm – 3:00pm	3:00pm – 3:20pm	3:20pm – 5:50pm	N/A	N/A
Fourth Division	1	12:30pm – 3:00pm	3:00pm – 3:20pm	3:20pm – 5:50pm	N/A	N/A

[E] Additional Hours – Finals Matches [excluding Semi-Finals]

Applying to First Division and Second Division:

- i) In the event of play being suspended for any reason other than normal intervals, the playing time on that day, and any subsequent days, shall be extended by the amount of time lost up to a maximum of one hour at the commencement of any day and a maximum of one hour at the completion of any day other than day four.

For example, if the first day's play is lost, play may be extended by two hours on days two and three and one hour on day four.

- ii) If the start of play is delayed, the Umpires shall ensure the toss is taken 30 minutes prior to the rescheduled start time.

2.7.2 Duration of Matches

[A] The duration of matches in all competitions, including Final Matches shall be as determined by the Senior Community Cricket Committee prior to the commencement of the season.

[B] All matches not played out shall be decided on the result of the first innings and any matches not decided in the time allotted for play shall be considered as drawn.

[C] Excepting for Finals matches, should the play on the first day of a Two-Day match be entirely prevented in accordance with these Regulations and Playing Conditions, the game shall continue as an unscheduled One-Day game subject to the conditions in 3 below

2.7.3 Unscheduled One-Day Match

[A] In Unscheduled One-Day Matches, any toss taken on the first day is void and captains shall toss again prior to commencement of play on the second day.

[B] In all one-day matches, scheduled and unscheduled, the One-Day playing conditions will apply.

Note: *Unscheduled One-Day matches in First and Second Division are played with red balls in white playing uniforms. In Unscheduled One-Day matches, only one new ball is used for each bowling innings.*

2.7.4 Fixture Matches - Over Rates

[A] Play shall not cease on any day unless a minimum number of overs has been bowled as below. The initial minimum number of overs shall be:

- i) First Division – 80
- ii) Second Division – 80

- [B] When an innings ends and a new innings is to start before the scheduled cessation time, the umpire will prepare an allocation of overs to be bowled to finish the days play.
- [C] If the playing time remaining is one hour or less the minimum number of overs, the umpire will prepare an allocation of overs to be bowled to finish the days play.
- [D] If there are losses of playing time and no further extension of time is available under paragraph 1[C], the initial minimum number of overs shall be reduced at the rate of 1 over for each complete 3.75 minutes of the aggregate time lost which shall be assessed as follows: Actual time
- For a player leaving the field due to serious injury
 - For interruptions caused by unfit ground, weather, or light conditions
- [E] No reduction of minimum overs shall be allowed for drinks' intervals or players' injuries where these occur during any of the minimum overs which commence after the scheduled cessation time.
- [F] The umpires shall be responsible for determining minimum overs to be bowled and shall inform the fielding captain and the batting captain of the number of overs.
- [G] Except on the final day, when a wicket falls during the last minimum over of the day and within two minutes of the scheduled cessation of play, stumps shall be drawn immediately, the over shall be completed next day and shall not count for the purpose of calculating over rates for that day.
- [H] Should the minimum number of overs not be bowled by the scheduled cessation time, a penalty of 0.25 Senior Community points shall be applied to each of those overs not commenced at the scheduled cessation time except any of the overs:
- i) Which remain when the innings of the batting side is terminated.
 - ii) Which remain when play is abandoned or the match is completed before the scheduled cessation time due to ground, weather, light conditions, or an outright result; and
 - iii) Which the umpires consider would have been commenced but for circumstances of an extenuating nature.

Note: When an innings ends and a new innings is to start, prior to the scheduled cessation time and the playing time remaining on the day is two hours or less, "circumstances of an extenuating nature" shall include the taking of wickets during the playing time before the scheduled cessation time, and the umpires shall make allowances for such extenuating circumstances, at the rate of three [3] minutes per wicket taken prior to the scheduled cessation time.

- [I] The umpires shall notify the captains and scorers of any penalties immediately following the completion of each day's play.
- [J] Fractions are to be ignored in all calculations re number of overs.

2.7.5 Finals Matches - Over Rates

- [A] The initial minimum number of overs shall be:
- i) First Division & Second Division – 90
- [B] When an innings ends and either: -
- i) The initial minimum number of overs, minus three [3] [for the change of innings] has not been bowled in the day or,
 - ii) There is more than ten minutes playing time remaining before the scheduled cessation, the minimum number of overs to be bowled in the remainder of that day shall be the greater of the number arrived at by applying: -

- a) The deducting from 90 for First Division and Second Division, the sum of the number of completed overs bowled so far that day plus three overs for any change of innings which occurred that day other than during a normal interval or
 - b) The minimum number of overs shall be calculated at the rate of 1 over for each complete 4 minutes, time remaining.
- [C]** If [notwithstanding any extension of time pursuant to the paragraph 1[E]] there are losses of playing time the initial minimum number of overs shall be reduced at the rate of one over for each complete 4 minutes of the aggregate time lost which shall be assessed as follows:
- Actual time
- For a player leaving the field due to serious injury
 - For interruptions caused by unfit ground, weather, or light conditions
- No reduction of minimum overs shall be allowed for drinks or player injuries where these occur during any of the minimum overs which commence after the scheduled cessation time.
- [D]** The umpires shall be responsible for determining the minimum overs to be bowled and shall inform the fielding captain and the batter of the number of overs. Play may be extended in any session to ensure the minimum number of overs is bowled.
- [E]** Except on the final day, when a wicket falls during the last minimum over of the day and within two minutes of [or any time after] the scheduled cessation time, stumps shall be drawn immediately. The over shall be completed the next day and shall not count for the purposes of calculating over rates for that day.
- [F]** Fractions are to be ignored in all calculations re number of overs.

Also note the provisions of Law of Cricket 41.9 (time wasting by the fielding side)

2.8 Law 14: The Follow-On

Law 14 shall apply with the following amendments:

2.8.1 Law 14.1 – Lead on First Innings

As per the Laws of Cricket, in a two innings match the side which bats first and leads by 150 runs in a Three Day or Four Day Match or by 100 runs in a Two-Day Match, shall have the option of requiring the other side to follow their innings.

2.9 Law 15: Declaration and Forfeiture

Law 15 shall apply subject to the following:

- [A]** No team shall be permitted to forfeit its first innings
- [B]** No team shall be permitted to declare its first innings closed until it has avoided the appropriate follow-on total (see General Playing Condition 14.1)

2.10 Law 16: The Result

Law 16 shall apply with the following addition:

2.10.1 Law 16.11 – Contrived Result

- [A]** The Senior Community Cricket Committee may investigate a match or the actions of the captains of the teams or any player involved in a match if it reasonably suspects that the competing teams with or without the assistance of any other person or club have:

-
- i) Colluded to contrive the result of a match; or
 - ii) Unreasonably declared; or
 - iii) Forfeited an innings in the match.

[B] The Senior Community Cricket Committee may conduct such investigations as it sees fit and invite submissions (in line with Regulation 19 Disputes Referred) about the match or the conduct of either captain or any player involved.

[C] If the Senior Community Cricket Committee finds that the team/s, official/s, captain/s or player/s have unfairly contrived the outcome of a match to the detriment of any other team in the competition, it may in its absolute discretion under Regulation 20 (Senior Community Cricket Committee Powers) do one or more of the following:

- i) Fine a team, captain, official or player.
- ii) Report the behaviour of a player/s, captain/s, official/s or team as an alleged breach of the Cricket Ipswich Code of Behaviour, under Clause 4 [a] [v] of the Code of Behaviour
- iii) Disallow any points earned by a team in respect of the match.
- iv) Amend any points earned by a team in the match; and/or
- v) Take such other action as is deemed appropriate

[D] In this clause, “unfairly contrived the outcome of a match” means an agreement or action designed to contrive the outcome of a match in favour of a team or to achieve a result that is unfair to any of the other teams in the same competition. The operation of this clause is not intended to prevent captains from making aggressive declarations with a view to giving either side the chance of achieving an outright win.

[E] Nothing in General Playing Condition 16.11 prevents the Senior Community Cricket Committee from taking any action/s under the Cricket Ipswich Code of Behaviour in relation to conduct captured by this clause.

2.11 LAW 20: Dead Ball

Law 20 shall apply as modified below:

2.11.1 Law 20.1 – Ball is Dead

[A] Will apply, except that a ball becomes dead when it lodges in a protective helmet worn by a fielder or wicketkeeper.

2.11.2 Law 20.4 – Umpire Calling and Signalling Dead Ball

The following shall apply in addition to Law 20.4:

[A] In a match where powerlines are on or over the field of play, either umpire shall call and signal Dead ball, should a ball that has been hit by the batter make contact, while still in play, with the powerlines. The ball shall not count as one of the over and no runs shall be scored. If, however, the delivery had already been called a No ball, then the No ball shall count and the No ball penalty applied, including if appropriate a free hit from the next delivery. No other runs (including penalty runs) apart from the No ball penalty shall be scored. For the sake of clarity, no warnings, penalties, or other actions by the players will be considered for the purpose of this playing condition other than the No ball infringement.

2.12 LAW 21: No Ball

2.12.1 Law 21.10 – Ball Bouncing Over Head Height of Striker

Law 21.10 shall be replaced by the following:

[A] A bowler shall be limited to bowl two fast short, pitched deliveries per over.

[B] A fast short, pitched ball is defined as a ball, which after pitching, passes or would have passed above shoulder height of the batter standing upright in his normal guard position at the crease.

- [C] The umpire at the bowler's end shall advise the bowler and the batter on strike when each fast short, pitched delivery has been bowled.
- [D] For the purpose of this regulation and subject to clause [F] below, a ball that passes clearly above head height of the batter, other than a fast short, pitched ball, 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 one of the allowable balls above shoulder height for that over.
- [E] In the event of a bowler bowling more than two fast short, pitched deliveries in an over, the umpire at the bowler's end shall call and signal No Ball on each occasion. A differential signal shall be used to signify a No Ball for a fast short, pitched delivery. The umpire shall call and signal No Ball and then tap the head with the other hand.
- [F] If a bowler delivers a third fast short, pitched ball in an over, the umpire, after the call of No Ball and when the ball is dead, shall caution the bowler, inform the other umpire, the captain of the fielding side and the batter at the wicket of what has occurred. This caution shall apply throughout the innings.
- [G] If there is a second instance of the bowler being No Balled in the innings for bowling more than two fast short, pitched deliveries in an over, the umpire shall advise the bowler that this is their final warning for the innings. The umpire will also inform the other umpire, the captain of the fielding side and the batter at the wicket of what has occurred.
- [H] Should there be any further instance by the same bowler in that innings, the umpire shall call and signal No Ball and when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over nor be allowed to bowl the next over or part thereof.
- [I] The bowler thus taken off shall not be allowed to bowl again in that innings.
- [J] The umpire will report the occurrence to the other umpire, the batter at the wicket and as soon as possible to the captain of the batting side.

Note: Law 21.6 [Bowler breaking the wicket in delivering the ball] shall apply: Either umpire shall call and signal no ball if, other than to run out the non-striker under clause 41.16 of The Laws of Cricket (refer also to General Playing Condition 41.16 Clause [A]), the bowler breaks the wicket at any time after the ball comes into play and before he completes the stride after the delivery stride. For this clause, the definition of delivery stride from appendix d of The Laws of Cricket shall apply delivery stride is the stride during which the delivery swing is made, whether the ball is released or not. It starts when the bowler's back foot lands for that stride and ends when the front foot lands in the same stride. The "stride after the delivery stride" is completed when the next foot lands i.e., when the back foot of the delivery stride lands again.

2.13 LAW 22: Wide Ball

Law 22.1 shall apply with the following addition:

If in the umpire's opinion the bowler is attempting to utilise the rough outside a batter's leg stump or is bowling the leg side as a negative tactic, the umpire will call and signal Wide ball unless the ball passes sufficiently within the reach of the striker for them to be able to hit it with their bat by means of a normal cricket stroke.

2.14 LAW 24: Fielder's Absence; Substitutes

Law 24 shall apply with the following amendments:

2.14.1 Law 24.1 – Substitute Fielders

- [A] A wicketkeeper shall only be replaced by a substitute if he/she has been injured or become ill and that this occurred during the match.

2.14.2 Law 24.2 – Fielder Absent or Leaving the Field of Play

- [A]** If a fielder fails to take the field with their side 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 their absence, and the fielder shall not thereafter come onto the field during a session of play without the consent of the umpire [See Law 24.4]. The umpire shall give such consent as soon as practicable. If the player is absent from the field for longer than eight minutes:
- i) The player shall not be permitted to bowl in that innings after their return until they have been on the field for at least that length of playing time for which they were absent.
 - ii) The player shall not be permitted to bat unless or until, in the aggregate, they have returned to the field and/or their side's innings has been in progress for at least that length of playing time for which they have been absent or, if earlier when their side 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 fieldsman already being off the field at the commencement of an interruption in play through ground, weather, or light conditions, they shall be allowed to count any such stoppage time as playing time, provided that they personally inform the umpires when they are fit enough to take the field had play been in progress.

2.15 LAW 25: Batsman's Innings; Runners

2.15.1 Law 25.1 – Eligibility to act as a batter or runner

Law 25.1 shall apply as modified below:

- [A]** Only a nominated player may bat. A runner for a nominated player when batting is not permitted.

2.15.2 Law 25.4 – Batsman Retiring

Law 25.4 shall apply as modified below:

- [A]** A batter may retire at any time during their innings. The umpire, before allowing play to proceed, shall be informed of the reason for a batter retiring.
- [B]** If a batter retires because of illness, injury, or any other unavoidable cause, they are entitled to resume their innings subject to [D] below. If for any reason they do not do so, their innings is to be recorded as 'Retired – not out'.
- [C]** If a batter retires for any reason other than as in [B] above, they may only resume their innings with the consent of the opposing captain. If for any reason they do not resume their innings, it is to be recorded as 'Retired – out'.
- [D]** If after retiring a batter resumes their innings, it shall only be at the fall of a wicket or the retirement of another batter.
- [E]** Where an injury occurs to a batter involved in a tenth wicket partnership, a maximum of five minutes will be allowed for the batter to obtain treatment. If the injury occurs within 30 minutes of a scheduled interval, the interval shall be taken immediately if the batter is unable to resume after the five minutes. If the batter is unable to resume after the five minutes or after the early interval, they shall be recorded in the scorebooks as "Retired – not out" as described above.

2.16 LAW 33: Caught

Law 33 shall apply with the following amendments:

2.16.1 Law 33.2 – A Fair Catch

33.2.2 Furthermore a catch will be fair if any of the following conditions applies:

33.2.2.1 the ball is held in the hand or hands of a fielder, or is hugged to the body, or lodges in the external protective equipment (except a helmet) worn by a fielder/wicketkeeper, or lodges accidentally in a fielder's clothing. If a ball is lodged in the helmet or a fielder or wicketkeeper, the ball shall be called dead (see General Playing Condition 20 Clause A)

2.17 Law 37: Obstructing the Field

2.17.1 Law 37.1 – Out Obstructing the Field

The following shall apply in addition to Law 37.1:

Should either batter intentionally change direction whilst running between the wickets to block a run-out chance this shall be deemed contrary to the Laws (37.1). The batter shall be given out on appeal from the fielding side.

2.18 LAW 41: Unfair Play

Law 41 shall apply with the following amendments:

2.18.1 Law 41.5 – Deliberate Distraction, Deception, or Obstruction of Batsman

[A] Law 41.5 shall apply except that in the first instance either umpire considers that a fielder has caused or attempted to cause such a distraction, deception or obstruction, he/she shall caution the fielder in lieu of awarding five penalty runs to the batting side, indicating that this is the fielding team's first and final warning, and inform the other umpire, the captain of the fielding side and the batter of what has occurred. The warning applies until the completion of the innings.

2.18.2 Law 41.7 – Bowling of Dangerous and Unfair Non-Pitching Deliveries

Law 41.7 shall apply with the following amendments:

[A] Any delivery which passes or would have passed on the full above waist height of the striker standing upright at the crease shall be a No Ball.

2.18.3 Law 41.16 – Non-Striker Leaving His/Her Ground Early

[A] Law 41.16 shall apply except that before attempting to run out a non-striker, the batting team shall first be given a warning by the umpire for leaving his/her ground early before the instant when the bowler would normally have been expected to release the ball. The fielding captain must request a warning, which can be upheld or not upheld by the umpire. If the request is upheld, both not out batter and any subsequent batter shall be advised of the warning upon coming to the wicket. At the next lunch or tea interval, the batting captain shall also be advised of the warning. The warning applies until the completion of the innings.

2.19 LAW 42: Player's Conduct

Law 42 shall be replaced by the following:

1. Cricket Ipswich Code of Behaviour – Refer to Policies Appendix

ALL PLAYERS AND OFFICIALS SHOULD BE WELL AWARE OF THE STANDARDS EXPECTED AND CONSEQUENTLY ANY PLAYER OR OFFICIAL WHO BREACHES THIS CODE CAN EXPECT LITTLE SYMPATHY IF FOUND GUILTY.

2. Penalty to Players/Officials/Clubs

[A] Should any player or official commit any breach of these regulations and playing conditions, including the Code of Behaviour, the Intoxicated Player Policy or the Racial and Religious Vilification Code the Conducts

Commissioner or the Conducts Committee may fine the offender, suspend them from further play, or otherwise deal with them at its discretion. This may include suspended sentences which are subject to conditions imposed at the time of sentence.

[B] Should any Club commit any breach of these regulations and playing conditions, the Senior Community Cricket Committee may fine the offending Club, suspend the Club or its team from further play, or otherwise deal with the Club at its discretion.

[C] Scope of Penalties

- i) Penalties imposed by a Conducts Commissioner, Conducts Committee, or an Appeals Tribunal, are deemed to pertain to all cricket matches and competitions conducted or participated in by Cricket Ipswich and any of its affiliates for the duration of the penalty.
- ii) Players suspended for breaches of Cricket Australia or ICC Codes are also deemed to be suspended from all matches and competitions conducted, under the jurisdiction of or participated in by Cricket Ipswich and any of its affiliates for the duration of the penalty.

3. ONE DAY PLAYING CONDITIONS

All matches shall be played in accordance with the current Laws of Cricket, including Experimental Laws as recognised for the time being by Cricket Australia and as amended by the Board of Cricket Ipswich. The board of cricket Ipswich reserves the right to amend any rules, regulations or playing conditions as it considers appropriate in the best interest of Cricket Ipswich and its members"

These Playing Conditions apply for all One Day matches in the following competitions. Where competitions are individually identified, such playing conditions are to apply to that competition only.

- i) First Division
- ii) Second Division
- iii) Third Division
- iv) Fourth Division

The Senior Community Cricket Regulations and General Playing Conditions shall apply except where varied below.

3.1 Law 4: The Ball

3.1.1 Law 4.1 – Weight and Size

[A] The ball must be of the type specified in General Playing Condition 4.1.

3.2 Law 11 INTERVALS

Law 11 shall apply subject to the following:

3.2.1 Law 11.2 – Duration of Intervals

The lunch or tea interval in a one-day match shall be in accordance with General Playing Condition Law 12.1
[A] Hours of Play.

The interval is to be taken at the conclusion of the innings of the team batting first.

[A] Where play is delayed or interrupted the umpires will reduce the length of the interval to the following times:

Time Lost	Reduced Interval Time
Between 00 and 120 Minutes	20 Minutes
More than 120 Minutes	15 Minutes

[B] The interval may be reduced to 10 minutes, by agreement between both captains and the umpires, where the team batting first is dismissed in less than 20 overs.

Refer to the provisions of One Day Playing Conditions 13 Clause 2.2 for application.

3.2.2 Law 11.8 – Intervals for Drinks

Drinks breaks shall be permitted as follows:

Competition	Drinks Breaks
First Division	One break at the completion of each 15 overs unless heat is a factor.
First Division (Unscheduled), Second Division, Third Division and Fourth Division	One break at the 20 over mark unless heat is a factor.

The provisions of this playing condition shall be strictly observed except that under conditions of extreme heat the umpires may 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 proper cricket attire.

3.3 Law 12: Start of Play, Cessation of Play

Law 12 of the General Playing Conditions shall apply with the following additions:

3.3.1 Duration of Matches

One Day matches shall consist of one innings per side and each innings will be limited to the number of six-ball overs specified below:

Competition	Number of Overs	Minimum Overs to Constitute a Match
First Division One Day matches	45	15
First Division (Unscheduled), Second Division, Third Division and Fourth Division	40	15
First Division Final	45	20
Second Division, Third Division and Fourth Division Finals	40	20

3.4 Law 13: Innings

Law 13 shall apply with the following additional clauses:

3.4.1 Extra Time

No provision has been made for extra official playing time.

3.4.2 Length of Innings

3.4.2.1 Uninterrupted Matches

[A] Each team shall bat for the overs indicated in One Day Playing Condition 12.1 unless all out earlier or a result achieved. 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. The interval shall not be extended, and the second session shall commence at the scheduled time, unless there is fewer than 15 minutes available for the minimum interval.

- [C] If the team batting first is dismissed in less than the overs indicated in One Day Playing Condition 12.1, the team batting second shall be entitled to bat for the full number of overs unless a result is achieved.
- [D] If the team fielding second fails to bowl the full number of 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.
- [E] Penalties shall apply for not bowling the required overs (.25 points per over) (refer also to General Playing Condition 12 Clause 4 [H] relating to circumstances of an extenuating nature). These penalties shall apply to One Day Competitions and consequently Overall Competitions.

3.4.2.2 Delayed or Interrupted Matches

3.4.2.2.1 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.
- i) A team shall not be permitted to declare its innings closed.
 - ii) A minimum number of overs specified in One Day Playing Conditions Clause 12.2 must be bowled to the side batting second to constitute a match, unless a result is achieved in fewer overs.
 - iii) The calculation of the number of overs to be bowled shall be based on an average rate in the total time available for play, as indicated below:
 - First Division, Third Division and Fourth Division -16 overs per hour.
 - Second Division -15 overs per hour
 - 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] Fractions are to be ignored in all calculations regarding the number of overs.
- [E] Penalties shall apply for not bowling the required overs (.25 points per over) (refer also to General Playing Condition 12 Clause 4 [H] relating to circumstances of an extenuating nature). These penalties shall apply to One Day Competitions and consequently Overall Competitions.

3.4.2.2.2 Delayed 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 One Day Playing Condition 13 Clause 1, One Day Playing Condition 11.2 [A] and Clause 2.2.1 above.
- [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.

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

- [A] If there is a suspension in play during the second innings, the overs shall be reduced at a rate for time lost (One Day Playing Condition 13 Clause 1, One Day Playing Condition 11.2 [A] and Clause 2.2.1 above apply), 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.

Note: For any match interrupted after the start of play, see the provisions of One Day Playing Condition 16 Clause 2 [Calculation of Target Score]

3.4.3 Number of Overs Per Bowler

[A] No bowler shall bowl more than the following number of overs in an innings.

Competition	Overs
First Division	9
First Division (Unscheduled), Second Division, Third Division and Fourth Division	8

[B] 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 (unless such a number has been exceeded before the interruption), except that where the total overs are not divisible by five, an additional over shall be allowed to the minimum number of bowlers necessary to make up the balance. - e.g., after 20 overs, rain interrupts play, and the innings is reduced to 27 overs. Both opening bowlers have bowled 7 overs. Two bowlers can bowl 6 overs, and three bowlers can bowl 5 overs. Bowlers 1 and 2 have already exceeded this limit. They count as the two bowlers who were allowed the extra over (6 as opposed to 5) and so any other bowlers are limited to 5 overs.

[C] When an interruption occurs mid-over and on resumption the bowler has exceeded the new maximum allocation, the bowler will be allowed to finish the incompleting over.

[D] 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.

3.5 Law 16: The Result

Law 16 shall apply subject to the following:

3.5.1 Law 16.5 – All Other Matches – A Tie or a Draw

In matches in which both teams have had the opportunity of batting for the agreed number of overs, subject to the provisions of One Day Playing Conditions Clause 13.2.2 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.

The following shall also apply in addition to the above:

1. Minimum Overs

[A] A result can be achieved only if both teams have had the opportunity of batting for at least 15 overs, subject to the provisions of One Day Playing Conditions Clause 13.2.2, 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.

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

2. Delayed or Interrupted Matches - Calculation of the Target Score

First Division, Second Division, Third Division and Fourth Division

If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum 15 overs), then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing. The target score shall be calculated by two club officials or scorers (or player scorers as the case may be). The target score shall be confirmed by the umpires and communicated and agreed to by both captains prior to the recommencement of the match. This revised target is to be calculated using the Duckworth-Lewis-Stern Method.

Note: Where possible Scorers should assist players and club officials with the calculation of target scores.

3. Points

[A] Preliminary Matches

Refer to Regulation 14 for Competition Points in One Day Matches

[B] Net Run Rate

- i) A team's net run rate is calculated by deducting from the average runs per over scored by that team throughout the competition, the average runs per over scored against that team throughout the competition.
- ii) In the event of a team being all out in less than its full quota of overs, the calculation of its net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.
- iii) Only those matches where results are achieved will count for the purpose of net run rate calculations. Where a match is abandoned, but a result is achieved under Duckworth/Lewis or the Duckworth-Lewis-Stern method, for net run rate purposes Team 1 will be accredited with Team 2's Par Score on abandonment off the same number of overs faced by Team 2. Where a match is concluded but with Duckworth/Lewis or the Duckworth-Lewis-Stern method having been applied at an earlier point in the match, Team 1 will be accredited with 1 run less than the final Target Score for Team 2 off the total number of overs allocated to Team 2 to reach the target.
- iv) In matches where play is delayed or interrupted, and the match becomes less than the original number of scheduled overs, the Team Run Rate for the team batting second will be the rate achieved in its innings, with such rate being based on the number of overs as set in One Day Playing Conditions Clause 13.2.2 and the target score as set in One Day Playing Conditions Clause 16.2.

3.6 Law 21: No Ball

3.6.1 Law 21.10 – Ball Bouncing Over Head Height of Striker

Law 21.10 shall be replaced by the following:

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 batter standing upright in their normal guard position.
- [B]** The umpire at the bowler's end shall advise the bowler and the batter on strike of the 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 batter, other than a fast short pitched ball as defined in [A] above, that prevents the batter from being able to hit it with their bat by means of a normal cricket stroke shall be called a Wide and will also count as an allowable ball above shoulder height for that over (subject to [D], [E] and [F] below).
- [D]** In the event of a bowler bowling more than one fast short, pitched delivery in an over as defined in [A] and [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 side, the batter 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 [D] above and advise the bowler that this is his final warning for the innings.
- [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 umpire will report the occurrence to the other umpire, the batter at the wicket and as soon as possible to the captain of the batting side.
- [H]** The umpires will then report the matter to Cricket Ipswich which shall take whatever action is considered appropriate against the captain and bowler concerned.
- [I]** This regulation is not a substitute for Dangerous and Unfair Bowling that umpires may apply at any time.

Law 21 shall apply with the following additions:

1. Free Hit After a No Ball

- [A]** The delivery following a No Ball called shall be a free hit for whichever batter is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of No Ball or Wide), then the next delivery will become a free hit for whichever batter is facing it.
- [B]** 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 batter is on strike for the free hit delivery.
- [C]** The bowler's end umpire will indicate the free hit delivery by (after the No Ball signal) extending one arm straight upwards and moving it in a circular motion.

3.7 Law 22: Wide Ball

Law 22 shall apply subject to the following

3.7.1 Law 22.1 – Judging a Wide

- [A]** Umpires are instructed to apply a strict and consistent interpretation regarding this Law in order to prevent negative bowling wide of the wicket
- [B]** Any offside or leg side delivery that in the opinion of the umpire does not give the batter a reasonable opportunity to score shall be called a Wide.
- [C]** As a guideline to the umpires for the calling of wides, the crease markings detailed in the Wide Marking Appendix shall be marked in white at each end of the pitch.
- [D]** A delivery passing the striker on the offside outside the Offside Wide Line shall be a Wide provided they maintain a normal batting position and have not brought the ball within reach. If, in the opinion of the umpire, the striker has brought the ball within reach, the Offside Wide Line shall be disregarded, and the umpire shall apply a general interpretation consistent with the normal operation of Law 22.
- [E]** Any delivery that passes the striker outside the return crease shall be a Wide regardless of whether he has brought the ball within reach.
- [F]** A delivery passing the striker's stumps on the leg side without any contact with the striker's bat or person shall be a Wide unless.
 - i) the ball passes between the striker and the stumps.
 - ii) the striker moves toward the offside and, in the umpire's opinion, the ball would have made contact with the striker in a normal batting position.
 - iii) the striker is attempting to play, or has aborted an attempt to play, a reverse sweep or switch hit. In this scenario only a delivery passing the striker outside the Offside Wide Line on the leg side shall be a Wide.

3.8 Law 28: The Fielder

Law 28 shall apply with the following additions:

3.8.1 Restrictions on the Placement of Fielders

- [A]** At the instant of delivery, there may not be more than 5 fielders on the leg side.
- [B]** In addition to the restriction contained in A 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 (hereinafter referred to as the Fielding Restriction Overs (FROs)) are set out in the following paragraphs.
- [C]** The following fielding restrictions shall apply:
- 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 semicircles shall be 30 yards (27.43 metres). The semi circles shall be linked by two parallel straight lines drawn on the field. 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 white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter. During the Fielding Restriction Overs (as set out below), only the number of fielders set out in the table below shall be permitted outside this fielding restriction area at the instant of delivery. (See Field Marking Appendix).
- At the instant of delivery in First Division:
- i) FRO 1 - no more than two (2) fielders shall be permitted outside this fielding restriction area. In an innings of 45 overs, these are overs 1 to 9 inclusive.
 - ii) FRO 2 - no more than four (4) fielders shall be permitted outside this fielding restriction area. In an innings of 45 overs, these are overs 10 to 36 inclusive
 - iii) FRO 3 - no more than five (5) fielders shall be permitted outside this fielding restriction area. In an innings of 45 overs, these are overs 37 to 45 inclusive
- At the instant of delivery in all other Divisions including First Division Unscheduled:
- iv) FRO 1 - no more than two (2) fielders shall be permitted outside this fielding restriction area. In an innings of 40 overs, these are overs 1 to 8 inclusive.
 - v) FRO 2 - no more than four (4) fielders shall be permitted outside this fielding restriction area. In an innings of 40 overs, these are overs 9 to 32 inclusive
 - vi) FRO 3 - no more than five (5) fielders shall be permitted outside this fielding restriction area. In an innings of 40 overs, these are overs 33 to 40 inclusive
- [D]** In the event of an infringement of any of the fielding restrictions in this playing condition, the umpire at the striker's end shall call and signal No Ball.
- [E]** At the commencement of the second and third Fielding Restriction Overs of an innings, the umpire shall signal such commencement to the scorers by rotating his arm in a large circle.
- [F]** In circumstances when the number of overs of the batting team is reduced, the number of Fielding Restriction Overs 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.
- [G]** Where, in an interrupted innings, on resumption 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.

First Division Competition:

Innings Duration	FRO 1	FRO 2	FRO 3
	2 fielders outside circle	4 fielders outside circle	5 fielders outside circle
15	3	9	3
16	3	10	3
17	4	10	3
18	4	11	3
19	4	11	4
20	4	12	4
21	4	13	4
22	5	13	4
23	5	14	4
24	5	14	5
25	5	15	5
26	5	16	5
27	6	16	5
28	6	17	5
29	6	17	6
30	6	18	6
31	6	19	6
32	7	19	6
33	7	20	6
34	7	20	7
35	7	21	7
36	7	22	7
37	8	22	7
38	8	23	7
39	8	23	8
40	8	24	8
41	8	25	8
42	9	25	8
43	9	26	8
44	9	26	9
45	9	27	9

Fist Division Unscheduled, Second Division, Third Division and Fourth Division Competition:

Innings Duration	FRO 1	FRO 2	FRO 3
	2 fielders outside circle	4 fielders outside circle	5 fielders outside circle
15	4	7	4
16	4	8	4
17	5	8	4
18	5	8	5
19	5	9	5
20	5	10	5
21	6	10	5
22	6	10	6
23	6	11	6
24	6	12	6
25	7	12	6
26	7	12	7
27	7	13	7
28	7	14	7
29	8	14	7
30	8	14	8
31	8	15	8
32	8	16	8
33	9	16	8
34	9	16	9
35	9	17	9
36	9	18	9
37	10	18	9
38	10	18	10
39	10	19	10
40	10	20	10

4. TWENTY-20 PLAYING CONDITIONS

All matches shall be played in accordance with the current Laws of Cricket, including Experimental Laws as recognised for the time being by Cricket Australia and as amended by the Board of Cricket Ipswich. The board of cricket Ipswich reserves the right to amend any rules, regulations or playing conditions as it considers appropriate in the best interest of Cricket Ipswich and its members.

These playing conditions apply for all Twenty20 matches in the following competitions. Where competitions are individually identified, such playing conditions are to apply to that competition only.

First Division, Second Division, Third Division and Fourth Division

The Regulations, Playing Conditions and One Day Playing Conditions shall apply except where varied below.

4.1 Law 1: The Players

Law 1 shall apply with the following additions:

4.1.1 Player Eligibility

Refer to Regulations [Management] Regulation 6.

4.2 Law 4: The Ball

Law 4 The fielding side shall provide a playable ball (in the opinion of the umpires) for each innings. For other matters regarding the ball, refer to General Playing Condition 4.1.

4.3 Law 11: Intervals

Law 11 shall apply subject to the following amendments:

4.3.1 Law 11.4 – Changing Agreed Times of Intervals

Law 11.4 shall apply as modified:

- [A] If the innings of the team batting first is completed prior to the scheduled time for the interval, the interval shall take place immediately and the innings of the team batting second will commence correspondingly earlier.
- [B] In circumstances where the side bowling first has not completed the allotted number of overs by the scheduled or re-scheduled cessation time for the first innings, the umpires shall reduce the length of the interval by the amount of time that the first innings overran. The minimum time for the interval will be 10 minutes.
- [C] On all occasions where play is delayed or interrupted the umpires will reduce the length of the interval to 10 minutes.

4.3.2 Law 11.8 – Intervals for Drinks

Law 11.8 shall apply as modified:

No drinks intervals are permitted. 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 proper cricket attire.

4.4 Law 12: Start of Play, Cessation of Play

Law 12 shall apply with the following additions:

4.4.1 Duration of Match

[A] Matches will consist of one innings per side: each innings being limited to 20 overs.

[B] A minimum of 10 overs per team shall constitute a match.

[C] Matches will consist of 1 hour 20 minutes playing time per innings.

4.4.2 Hours of Play

The Hours of Play shall be determined by the Senior Community Cricket Committee.

2.1 Hours of Play – Finals Matches

The hours of play for Semi-Finals and Finals shall be determined by the Senior Community Cricket Committee.

4.4.3 Over-Rate Penalties

[A] All sides are expected to have completed their overs within 1 hr 20 minutes playing time. In the event of a side failing to do so, the batting side will be credited with 6 runs for every over that has not been bowled by the scheduled or rescheduled cessation time. This will apply to both innings of the match. If the side batting second is credited with runs in this way and this consequently takes their score past that of the side batting first, then the match shall be deemed to be won by the side batting second. All penalties in this regard will be imposed at the end of the innings. (Refer also to General Playing Condition 12 Clause 4 [H] relating to circumstances of an extenuating nature).

[B] If the innings is terminated before the scheduled or re-scheduled cut-off time, no over-rate penalty shall apply. If the innings is interrupted, the over-rate penalty will apply based on the re-scheduled cessation time for that innings.

[C] The umpire shall inform the fielding team captain when taking the field for the first time and on every subsequent occasion if play is interrupted by the weather, the scheduled cessation time for that innings. The umpire at the bowler's end will inform the fielding captain, the batter, and his fellow umpire of any time allowances as and when they arise. This matter will not be subject to retrospective negotiation. In addition, in all delayed or interrupted matches (as per Twenty20 Playing Condition 13 Section 1.2), the fielding team will be given one over's leeway.

[D] In all reduced overs matches both teams will be given one over's leeway in addition to any time that the umpires might allow for stoppages. Allowances prior to a stoppage are carried forward for the purposes of the application of this Playing Condition only - they do not influence the recalculated number of overs or the scheduled close of either innings.

4.5 Law 13: Innings

Law 13 shall apply subject to the following:

4.5.1 Length of Innings

4.5.1.1 Uninterrupted Match [i.e., The match is neither delayed nor interrupted]

[A] Each team shall bat for 20 overs unless all out earlier.

[B] If the team fielding first fails to bowl the required number of overs by the scheduled time for the cessation of the first innings, play shall continue until the required number of overs has been bowled and Twenty20 Playing Condition 12.3 shall apply. The team batting second shall receive its full quota of 20 overs irrespective of the number of overs it bowled in the scheduled time for cessation of the first innings.

[C] If the team batting first is dismissed in less than 20 overs, the team batting second shall be entitled to bat

for 20 overs.

- [D] If the team fielding second fails to bowl 20 overs by the scheduled time for the cessation of the second innings, the hours of play for the match shall, subject to conditions of ground, weather and light, be extended until the required number of overs has been bowled or a result has been achieved, and Twenty20 Playing Condition 12.3 shall apply.

4.5.1.2 In a Delayed or Interrupted Match

4.5.1.2.1 Delay or Interruptions to the Innings of the Team Batting First

- [A] When playing time has been lost the revised number of further overs to be bowled in the match shall be based on a rate of 4 mins per over in the total remaining time available for play. When calculating the length of remaining playing time available for the match the duration of the interval between innings will be considered as per Twenty20 Playing Condition 11.4 [C].
- [B] Should calculations regarding numbers of overs result in a fraction of an over, the fraction shall be ignored. In the event of a suspension occurring in the middle of an over, the number of total overs to be bowled in the match will be calculated as if the over in progress at the time of the interruption had been completed. The innings of the team batting first will continue from the point of the interruption.
- [C] The revision of the number of overs should ensure, whenever possible, that both teams can bat for the same number of overs. If the total number of overs in the match thereby calculated results in an odd number of total overs in the match, then one over shall be added, and the new total divided in half. The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.
- [D] To constitute a match, a minimum of 10 overs must be bowled to the side batting second, subject to the innings not being completed earlier.
- [E] A fixed time will be specified for the commencement of the interval, and the close of play for the match, by applying a rate of 4 mins per over in respect of each over already bowled and/or scheduled to be bowled in each innings. All relative delays, interruptions in play, and the duration of the interval will be considered.
- [F] If this calculation produces a close of play time that is earlier than the original time for cessation of play, then one additional over should be allocated to each team, with the interval and close of play times being recalculated accordingly.
- [G] If there is more than one interruption to the innings of the side batting first, the above calculations should always be based on the original scheduled close of play, rather than the rescheduled close resulting from the previous interruption.
- [H] If the team fielding first fails to bowl the revised number of overs by the specified time, play shall continue subject to conditions of ground, weather and light until the required number of overs has been bowled or the innings is completed, and Twenty20 Playing Condition 12.3 shall apply.

4.5.1.2.2 Delay or Interruptions to the Innings of the Team Batting Second

- [A] When playing time has been lost (see above) and, as a result, it is not possible for the team batting second to have the opportunity of receiving its allocated, or revised allocation of overs in the playing time available, the number of overs shall be reduced at a rate of 4 mins per over in respect of the aggregated lost playing time. Should the calculations result in a fraction of an over the fraction shall be ignored.
- [B] In addition, should the innings of the team batting first have been completed prior to the scheduled, or rescheduled time for the commencement of the interval, then any calculation relating to the revision of overs shall not be effective until an amount of time equivalent to that by which the second innings started early has elapsed.
- [C] In the event of a suspension occurring in the middle of an over, the number of total overs lost will be calculated as above and the innings of the team batting second will continue from the point of the interruption.
- [D] A rescheduled time for the close of play will be fixed by applying a rate of 4 minutes per over in respect of each over already bowled and/or re-scheduled to be bowled in the innings. The timing and duration of all relative delays and interruptions in play with respect to the second innings will be considered in specifying this time. This calculation must not cause the match to finish earlier than the original time for cessation of

play. If required, the original time shall be extended to allow for one extra over for the team batting second.

- [E] To constitute a match, a minimum of 10 overs must be bowled to the team batting second subject to the innings not being completed earlier. The team batting second shall not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.
- [F] If the team fielding second fails to bowl the revised overs by the scheduled or re-scheduled close of play, the hours of play shall be extended subject to conditions of ground, weather and light until the overs have been bowled or a result achieved, and Twenty20 Playing Condition 12.3 shall apply.

Note: For any match interrupted after the start of play, see the provisions of Twenty20 Playing Conditions Clause 16.2 [Calculation of Target Score]

4.5.2 Extra Time

No extra time shall be permitted to make up for any time lost.

4.5.3 Number of Overs Per Bowler

- [A] No bowler may bowl more than 4 overs in an innings.
- [B] In a delayed or interrupted match, where the overs are reduced for both sides or for the side bowling second, no bowler may bowl more than one-fifth of the total overs allowed (unless such a number has been exceeded before the interruption), except that where the total overs are not divisible by five, an additional over shall be allowed to the minimum number of bowlers necessary to make up the balance. - e.g., after 8 overs, rain interrupts play, and the innings is reduced to 12 overs. Both opening bowlers have bowled 4 overs. Two bowlers can bowl 3 overs, and three bowlers can bowl 2 overs. Bowlers 1 and 2 have already exceeded this limit. They count as the two bowlers who were allowed the extra over (3 as opposed to 2) and so any other bowlers are limited to 2 overs.
- [C] When an interruption occurs mid-over and on resumption the bowler has exceeded the new maximum allocation, they will be allowed to finish the incomplete over.
- [D] In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

4.6 Law 16: The Result

Law 16 shall apply subject to the following:

4.6.1 Overs

- [A] A result can be achieved only if both teams have had the opportunity of batting for at least 10 overs subject to the provisions of Twenty20 Playing Condition 13 Section 1.2, unless one team has been all out in less than 10 overs or unless the team batting second scores enough runs to win in less than 10 overs.
- [B] All matches in which both teams have not had an opportunity of batting for a minimum of 10 overs shall be declared No Result.

4.6.2 Delayed or Interrupted Matches – Calculation of the Target Score

If, due to suspension of play after the start of the match, the number of overs in the innings of either team has to be revised to a lesser number than originally allotted (minimum 10 overs), then a revised target score (to win) should be set for the number of overs which the team batting second will have the opportunity of facing. The target score shall be calculated by two club officials or the scorers (or player scorers as the case may be). The target score shall be confirmed by the umpires and communicated and agreed to by both captains prior to the recommencement of the match. This revised target is to be calculated using the Duckworth-Lewis-Stern Method.

Note: Where possible Scorers should assist players and club officials with the calculation of target scores.

4.6.3 Points

4.6.3.1 Preliminary Matches

Refer to Regulation 14 for Competition Points in Twenty20 matches.

4.6.3.2 Net Run Rate

- [A]** A team's net run rate is calculated by deducting from the average runs per over scored by that team throughout the competition, the average runs per over scored against that team throughout the competition.
- [B]** In the event of a team being all out in less than its full quota of overs, the calculation of its net run rate shall be based on the full quota of overs to which it would have been entitled and not on the number of overs in which the team was dismissed.
- [C]** Only those matches where results are achieved will count for the purpose of net run rate calculations. Where a match is abandoned, but a result is achieved under Duckworth/Lewis or the Duckworth-Lewis-Stern method, for net run rate purposes Team 1 will be accredited with Team 2's Par Score on abandonment off the same number of overs faced by Team 2. Where a match is concluded but with Duckworth/Lewis or the Duckworth-Lewis-Stern method having been applied at an earlier point in the match, Team 1 will be accredited with 1 run less than the final Target Score for Team 2 off the total number of overs allocated to Team 2 to reach the target.

4.6.3.3 All Other Matches – A Tie or a Draw

A Tie

In matches in which both teams have had the opportunity of batting for the agreed number of overs, subject to the provisions of Twenty20 Playing Condition 13 Clause 1.2, 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.

4.7 Law 21: No Ball

4.7.1 Law 21.10 – Ball Bouncing Over Head Height of Striker

Law 21.10 shall be replaced by the following:

A bowler shall be allowed to bowl one fast short, pitched deliveries 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 batter standing upright in their normal guard position.
- [B]** The umpire at the bowler's end shall advise the bowler and the batter on strike when each fast short, pitched delivery has been bowled.
- [C]** In addition, for the purpose of this regulation, a ball that passes clearly above head height of the batter, other than a fast short pitched ball as defined in [A] above, that prevents the batter from being able to hit it with their bat by means of a normal cricket stroke shall be called a Wide and will also count as an allowable ball above shoulder height for that over (subject to [D], [E] and [F] below).
- [D]** In the event of a bowler bowling more than one fast short, pitched deliveries in an over as defined in [A] and [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 side, the batter 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 deliveries in an over, the umpire shall repeat the procedure in [D] above and advise the bowler that this is his final warning for the innings.
- [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 umpire will report the occurrence to the other umpire, the batter at the wicket and as soon as possible to the captain of the batting side.
- [H] The umpires will then report the matter to Cricket Ipswich which shall take whatever action is considered appropriate against the captain and bowler concerned.
- [I] This regulation is not a substitute for Dangerous and Unfair Bowling that umpires may apply at any time.

Law 21 shall apply with the following additions:

1. Free Hit After a No Ball

- [A] The delivery following a No Ball called shall be a free hit for whichever batter is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of No Ball or Wide), then the next delivery will become a free hit for whichever batter is facing it.
- [B] 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 batter is on strike for the free hit delivery.
- [C] The bowler's end umpire will indicate the free hit delivery by (after the No Ball signal) extending one arm straight upwards and moving it in a circular motion.

4.8 Law 22: Wide Ball

Law 22 shall apply subject to the following

4.8.1 Law 22.1 – Judging a Wide

- [A] Umpires are instructed to apply a strict and consistent interpretation regarding this Law to prevent negative bowling wide of the wicket
- [B] Any offside or leg side delivery that in the opinion of the umpire does not give the batter a reasonable opportunity to score shall be called a Wide.
- [C] As a guideline to the umpires for the calling of wides, the crease markings detailed in the Wide Marking Appendix shall be marked in white at each end of the pitch.
- [D] A delivery passing the striker on the offside outside the Offside Wide Line shall be a Wide provided they maintain a normal batting position and have not brought the ball within reach. If, in the opinion of the umpire, the striker has brought the ball within reach, the Offside Wide Line shall be disregarded, and the umpire shall apply a general interpretation consistent with the normal operation of Law 22.
- [E] Any delivery that passes the striker outside the return crease shall be a Wide regardless of whether he has brought the ball within reach.
- [F] A delivery passing the striker's stumps on the leg side without any contact with the striker's bat or person shall be a Wide unless.
 - i) the ball passes between the striker and the stumps.
 - ii) the striker moves toward the offside and, in the umpire's opinion, the ball would have made contact with the striker in a normal batting position.
 - iii) the striker is attempting to play, or has aborted an attempt to play, a reverse sweep or switch hit. In this scenario only a delivery passing the striker outside the Offside Wide Line on the leg side shall be a Wide.

4.9 LAW 24 Fielder's Absence; Substitutes

Law 24 shall apply with the following amendments:

4.9.1 Law 24.1 – Substitute Fielders

- [A]** A wicketkeeper shall only be replaced by a substitute if he/she has been injured or become ill and that this occurred during the match.
- [B]** Once the match has commenced substitute fielders shall not be permitted unless a player sustains an injury during the game.

4.9.2 Law 24.2 – Fielder Absent or Leaving the Field of Play

- [A]** If a fielder fails to take the field with their side 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 their absence, and the fielder shall not thereafter come onto the field during a session of play without the consent of the umpire [See Law 24.4]. The umpire shall give such consent as soon as practicable. If the player is absent from the field for longer than eight minutes:
 - i) The player shall not be permitted to bowl in that innings after their return until they have been on the field for at least that length of playing time for which they were absent.
 - ii) The player shall not be permitted to bat unless or until, in the aggregate, they have returned to the field and/or their side's innings has been in progress for at least that length of playing time for which they have been absent or, if earlier when their side 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 fieldsman already being off the field at the commencement of an interruption in play through ground, weather or light conditions, they shall be allowed to count any such stoppage time as playing time, provided that they personally inform the umpires when they are fit enough to take the field had play been in progress.

4.10 Law 28: The Fielder

Law 28 shall apply with the following addition:

4.10.1 Restrictions on the Placement of Fielders

- [A]** At the instant of delivery there shall not be more than five fielders on the leg side.
- [B]** For the first 6 overs only of each innings, only two fielders are permitted to be outside the fielding restriction circle.
- [C]** For the remaining overs of each innings only five fielders are permitted to be outside the fielding circle at the instant of delivery.
- [D]** In circumstances where the number of overs for the team batting first are reduced, the number of overs in regard to the restrictions in [B] above shall be reduced proportionately in a ratio of 6:20 (30%) in accordance with the table below for both the first and second innings. Fractions are to be ignored in all calculations re the number of overs (if on resumption the number of overs for fielding restrictions has already been exceeded this should take effect immediately).

Total overs in innings	No. of overs for which fielding restrictions in 28.1 above will apply
10-13	3
14-16	4
17-19	5
20	6

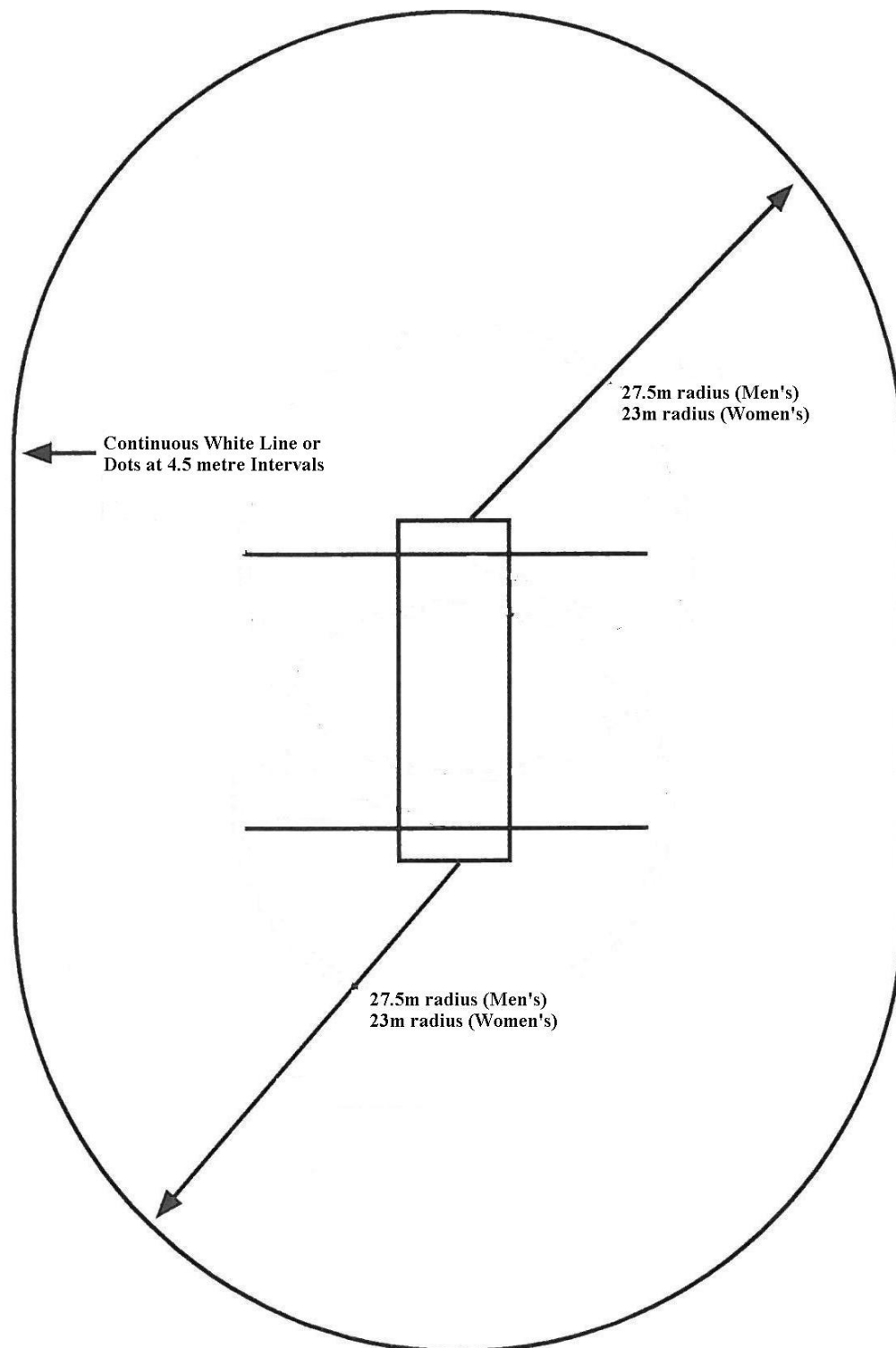
4.11 Law 40: Timed Out

Law 40 shall apply as outlined below:

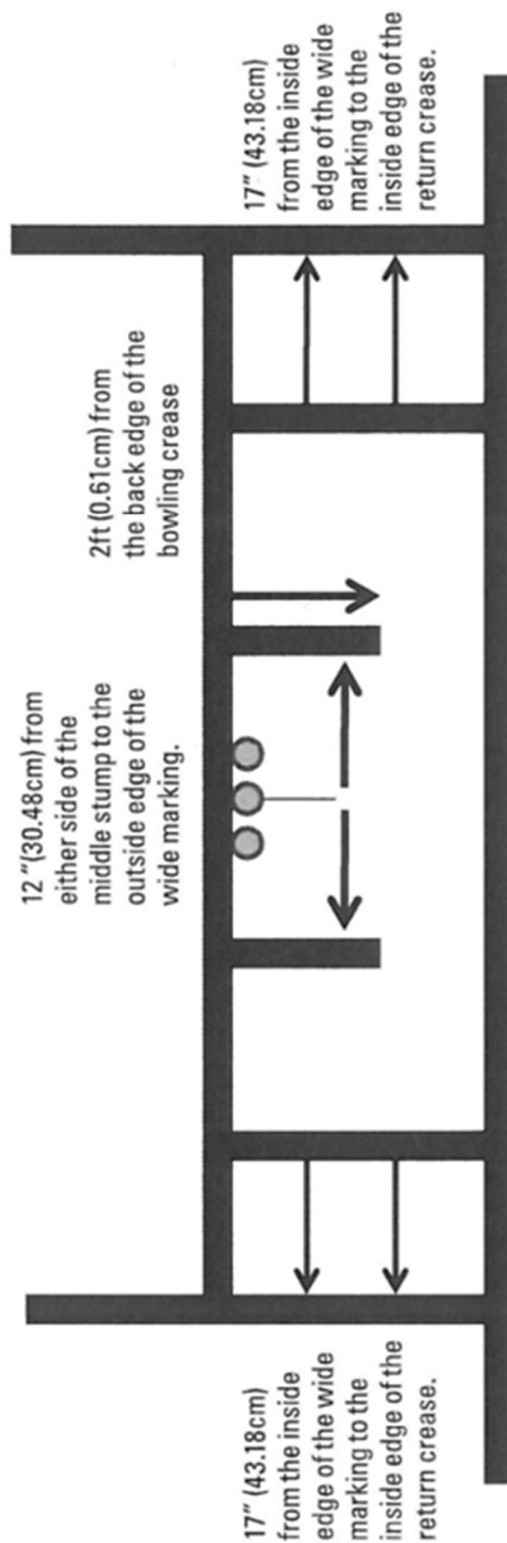
Law 40 will apply except that the incoming batter must be in position to take guard or for their partner to be ready to receive the next ball within 1 minute 30 seconds of the fall of the previous wicket. The incoming batter is expected to be ready to make his way to the wicket immediately a wicket falls and is expected to jog to the wicket.

5. APPENDIX

5.1 Field Marking Appendix (One Day and T20 Matches)



5.2 Wide Marking Appendix (One Day and T20 Matches)



5.3 Policies Appendix - Behaviour

Traditionally, Cricket has been the one sport to maintain and promote the highest levels of conduct and sportsmanship. While always a competitive sport, its continued strength and its image relies on the acceptance of the umpire's decision and a preparedness to play within the "spirit of the game".

ALL PLAYERS AND OFFICIALS SHOULD BE WELL AWARE OF THE STANDARDS EXPECTED AND CONSEQUENTLY ANY PLAYER OR OFFICIAL WHO BREACHES THIS CODE CAN EXPECT LITTLE SYMPATHY IF FOUND GUILTY.

It is the responsibility of everyone associated with Cricket Ipswich - Club Officials, Team Captains and especially the Players - to ensure the level of conduct and sportsmanship traditionally inherent in the Game is observed.

5.3.1 CODE OF BEHAVIOUR

Note: *This policy applies to all competitions.*

This Code applies to any player or official representing Cricket Ipswich, including participating in any competition, tour or training camp, from the time of departure from the player's or official's usual private residence prior to the tour or camp until return to that residence after the tour or camp.

"Official" means the manager or a member of the coaching, medical or fitness staff of a team; the selectors of a team; any other person acting in an official capacity for Cricket Ipswich or a Senior Community Cricket Club in relation to a team; or an umpire of a match.

5.3.1.1 CODE OF BEHAVIOUR

[A] The captains are always responsible for ensuring that play is conducted within the spirit of the game as well as within the Laws.

[B] This Code applies to all registered players and officials. Sections 1[b][v], 1[b][vii], 1[b][viii] of this Code apply at any time. Sections 1[b][i], 1[b][ii], 1[b][iii], 1[b][iv], 1[b][vi] apply whether participating or spectating at any match or event under the auspices of Cricket Australia or Cricket Ipswich, including matches sanctioned by Cricket Ipswich Affiliates. This Code applies in addition to and not in substitution for the ICC Code of Conduct and the Cricket Australia Code of Behaviour, Racial and Religious Vilification Code and the Anti-Harassment Policy, [the Codes]. Specifically:

- i) Players and officials must not abuse cricket equipment or clothing, ground equipment or fixtures and fittings.
- ii) Players and officials must not assault or attempt to assault an umpire, a player, an official or spectator.
- iii) Players and officials must not react with dissension, either towards an umpire, his decision, or generally, following an umpiring decision.
- iv) Players and officials must not use crude or abusive language or otherwise engage in conduct detrimental to the spirit of the game. An umpire would be expected to caution the player and advise the captain of his concern before reporting any player for this type of behaviour.
- v) Players and officials must not indulge in conduct detrimental to the game.
- vi) Players and officials must in no way use crude or abusive hand signals.
- vii) Players and officials must not engage in any form of racial or religious abuse or harassment as defined in the Cricket Ipswich Racial and Religious Vilification Code, the Cricket Australia Racial and Religious Vilification Code or Anti-Harassment Policy.
- viii) Without limiting any other rule, players and officials must not make public or media comment which is detrimental to the interests of the game.

Note: *Public comment includes comment on Club websites and other electronic media*

5.3.1.2 CONDUCTS COMMISSIONERS

- [A]** The Cricket Ipswich Board of Directors will appoint at least four persons to the position of Cricket Ipswich Conducts Commissioner who will be responsible for receiving, investigating, and dealing with any alleged breach of the Code of Behaviour.
- [B]** Any alleged breach of the Code of Behaviour will in the first instance be heard and determined by a Cricket Ipswich Conducts Commissioner unless the Commissioner decides to refer the matter to a Conducts Committee hearing.
- [C]** The Commissioner will conduct a hearing, when possible, to be held on a Tuesday evening:
- i) in private unless all parties to the report and the Commissioner agree otherwise; and
 - ii) in other respects, as the Commissioner determines.
 - iii) with as little formality and technicality as reasonable; and
 - iv) as quickly, as proper consideration of the report or complaint permits.
- [D]** The Commissioner:
- i) may conduct the hearing by telephone or other conference facility.
 - ii) may themselves and may permit the person alleged to have breached the Code and the person who lodged the report to examine and cross-examine witnesses.
 - iii) may appoint another person to assist with the hearing; and
 - iv) may allow the person alleged to have breached the Code to be assisted by another person [such as a Club representative].
- [E]** All people attending a hearing before the Commissioner must:
- i) dress in a manner acceptable to the Commissioner.
 - ii) behave with due decorum.
 - iii) comply with the directions of the Commissioner as to the way the hearing will be conducted; and
 - iv) any person who fails to comply may be ejected from the hearing room and sanctioned under this Code
- [F]** The Commissioner may impose any penalty thought fit in accordance with this Code or may refer the matter to a Conducts Committee hearing. Where a player or official rejects a penalty offered by a Commissioner the matter shall be referred to a Conducts Committee.
- [G]** In the event that a hearing cannot be completed before the start of a relevant match the Commissioner may make such interim ruling as deemed appropriate including the interim suspension of a Player pending completion of the hearing.
- [H]** The Commissioner shall ensure that a completed Findings Sheet is lodged with Cricket Ipswich.
- [I]** Any person aggrieved by a finding of the Commissioner or as to the penalty imposed may appeal to the Cricket Ipswich Board by giving notice to the Secretary within 24 hours of the decision by the Commissioner.

5.3.1.3 CONDUCTS COMMITTEE

- [A]** The Cricket Ipswich Board of Directors will act on the panel as suitable persons, including Conducts Commissioners who may be called to sit on a Conducts Committee.
- [B]** Each Conducts Committee will consist of three persons selected from this Panel, one of whom must be a Conducts Commissioner, which will hear matters brought before them by Cricket Ipswich's Conducts Commissioners.
- [C]** The Conducts Committee shall hear appeals from a decision of a Commissioner. Such appeal may be by way of re-hearing, but the onus shall be on the appellant to show error in the decision, the subject of the appeal.
- [D]** The Commissioner who made the original decision may appear to assist at the hearing of the appeal.
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- [E]** Members of the Conducts Committee shall not be representative of the Club or Clubs involved in the Hearing.
- [F]** The Conducts Committee may conduct a hearing or may decide based on written submissions, including the Findings Sheet and summary of outcomes from the original decision.
- [G]** The Conducts Committee will conduct hearings, when possible, to be held on a Thursday evening:
- i) in private unless all parties to the report and the Commissioner agree otherwise.
 - ii) in other respects, as the Conducts Committee Chairman determines.
 - iii) with as little formality and technicality as reasonable; and
 - iv) as quickly, as proper consideration of the report or complaint permits.
- [H] [h]** The Conducts Committee:
- i) may conduct the hearing by telephone or other conference facility.
 - ii) may itself and may permit the person alleged to have breached the Code and the person who lodged the report to examine and cross-examine witnesses through the Chairman.
 - iii) may appoint another person to assist it; and
 - iv) may allow the person alleged to have breached the Code to be assisted by another person [such as a Club representative].
- [I]** All people attending a hearing before the Conducts Committee must:
- i) dress in a manner acceptable to the Conducts Committee.
 - ii) behave with due decorum.
 - iii) comply with the directions of the Conducts Committee Chairman as to the manner in which the hearing will be conducted.
 - iv) any person who fails to comply may be ejected from the hearing room and sanctioned under this Code.
- [J]** All parties except the Conducts Committee must leave the room when the Conducts Committee is deliberating on its decision.
- [K]** The Conducts Committee may impose any penalty it thinks fit in accordance with this Code.
- [L]** In the event that a Conducts Committee hearing cannot be completed before the start of a relevant match the Conducts Committee may make such interim ruling as it deems appropriate including the interim suspension of a player pending completion of the hearing.
- [M]** The Conducts Committee Chairman shall ensure that a completed Findings Sheet is lodged with the Chief Executive Officer of Cricket Ipswich. The Chief Executive will distribute copies of the Findings Sheet to the accused player/official, the Clubs involved, the Umpires Association and the Conducts Commissioner or any other relevant party.
- [N]** Any player or official who was a party to a hearing before the Conducts Committee has a right of appeal against the decision of the Conducts Committee to the Cricket Ipswich Appeals Tribunal.

5.3.1.4 METHOD OF HANDLING BREACHES OF THE CODE OF BEHAVIOUR

- [A]** An alleged breach of the Code of Behaviour may be reported by:
- i) Either or both umpires.
 - ii) The Secretaries of the Clubs participating in the match in which the alleged breach occurred.
 - iii) A player participating in the match in which an alleged breach occurs.
 - iv) A Cricket Ipswich Conducts Commissioner.
 - v) Any member of the Senior Community Cricket Committee; or
 - vi) The Chief Executive Officer of Cricket Ipswich.

[B] For umpires there are two processes for reporting an alleged breach of the Code of Behaviour:

- i) Level 1 Offences: Where the umpires don't consider that the alleged breach exceeds Level 1, they will speak to the player regarding his/her behaviour, the incident will be noted on the umpire's Report Form and the player will receive a caution. The umpire[s] must also inform captains of the caution of his/her player as soon as practical, either on the field or at the close of a day's play. The umpire[s] must complete the prescribed umpire's Report Form and forward a copy of the Report, together with any further written submission to the Senior Community Cricket Officer of Cricket Ipswich by 4.30 pm Monday after the completion of the match.

Note: *If a player receives two such cautions in a season, they will be reported by the Senior Community Cricket Officer and have the matter heard by a Conducts Commissioner. All Level 1 cautions will also be subject to Clause [h] below.*

- ii) Serious Breaches (Levels 2 & 3 Offences): Where an umpire is considering or wishes to report an alleged breach of the Code of Behaviour (Level 2 or 3), the umpire[s] must inform captains of the lodgement or pending lodgement of a report of his/her player as soon as practical, either on the field or at the close of the day's play. The umpire[s] must complete the prescribed umpire's Report Form and forward a copy of the Report, together with any further written submission to the Senior Community Cricket Officer of Cricket Ipswich by 4.30 pm Monday after the completion of the match.

Note: *Umpire[s] must nominate the grade of offence on the report.*

[C] The Chief Executive Officer of Cricket Ipswich may lodge a report or instigate an investigation within 48 hours of becoming aware of any facts, which can substantiate a breach under this Code.

[D] Where a player or official as outlined above wishes to report an alleged breach of the Code of Behaviour, he shall forward a written submission to the Chief Executive Officer of Cricket Ipswich by 4.30 pm Monday after the completion of the match. The Chief Executive Officer shall refer the matter to a Cricket Ipswich Conducts Commissioner[s] for further investigation and determination.

[E] The Cricket Ipswich Conducts Commissioner may refer any matter to the Cricket Ipswich Conducts Committee for determination.

[F] There are three [3] levels of Grading of Offences to apply:

Level 1: The Commissioner may invoke any of the following options:

- i) official reprimand
- ii) a suspended sentence
- iii) a one [1] match suspension
- iv) offer a penalty to a player or official that pleads guilty or,
- v) refer the report to the Conducts Committee who may impose any penalty as it sees fit.

Level 2: The Commissioner may invoke any of the following options:

- i) official reprimand
- ii) a suspended sentence
- iii) a two [2] match suspension
- iv) offer a penalty to a player or official that pleads guilty or,
- v) refer the report to the Conducts Committee who may impose any penalty as it sees fit.

Level 3: The Commissioner may offer a penalty to a player or official that pleads guilty or refer the matter to a Conducts Committee who may impose any penalty as it sees fit.

[G] If found guilty of a second Level 1 offence/caution, a player would ordinarily expect to receive a minimum

one [1] multi-day match suspension [or equivalent]. If found guilty of a Level 2 offence, a player would ordinarily expect to receive a minimum two [2] multi-day match suspension [or equivalent].

- [H] The Conducts Commissioner may vary the level of offence [higher or lower]
- [I] A breach of the Code of Behaviour will be graded and the penalty determined within the three [3] levels as outlined.
- [J] For level 2 or level 3 offences, the Commissioner or Conducts Committee has discretion to determine whether a suspension applies for representative matches
- [K] The findings of the Conducts Commissioner or Conducts Committee should clearly define the suspension, be it for one day match[es], two-day match[es] or a time frame.
- [L] Each of the rules for behaviour has a guideline. The guidelines are intended as an illustrative guide only and in the case of any doubt as to the interpretation of the Rule, the provisions of the Rule itself shall take precedence over the provisions of the guidelines. The guidelines should not be read as an exhaustive list of offences or prohibited conduct.
- [M] In considering a penalty to be imposed in each case, the Conducts Commissioner or the Conducts Committee must first consider whether the player or official has previously been found guilty of any offences under the Code of Behaviour (or any predecessor regulations that may have applied) within a period of eighteen months prior to the date on which the proven offence took place.

5.3.1.5 GUIDELINE OFFENCES

Level 1 Offences

The Offences set out at 1.1 to 1.7 below are Level 1 Offences. Players and, where applicable, officials must not:

1.1 Abuse cricket equipment or clothing, ground equipment or fixtures and fittings

Includes actions outside the course of normal cricket actions such as hitting or kicking the wickets and actions which intentionally or negligently result in damage to the advertising boards, boundary fences, dressing room doors, mirrors, windows and other fixtures and fittings.

1.2 Show dissent at an umpire's decision by action or verbal abuse

Includes excessive, obvious disappointment with an umpire's decision or with an umpire making the decision and obvious delay in resuming play or leaving the wicket.

This Rule does not prohibit the bowler involved in the decision or a team captain from asking an umpire to provide an explanation for a decision or a Team official from making a formal complaint.

1.3 Use language that is obscene, offensive, or insulting and/or the making of an obscene gesture

This includes swearing and offensive gestures which are not directed at another person such as swearing in frustration at one's own poor play or fortune.

This offence is not intended to penalise trivial behaviour. The extent to which such behaviour is likely to give offence shall be considered when assessing the seriousness of the breach.

1.4 Engage in excessive appealing

Excessive shall mean repeated appealing when the bowler/fielder knows the batsman is not out with the intention of placing the umpire under pressure. It is not intended to prevent loud or enthusiastic appealing. However, the practice of celebrating or assuming a dismissal before the decision has been given may also come within this Rule.

1.5 Point or gesture towards the pavilion in an aggressive manner upon the dismissal of a batsman

Self-explanatory.

1.6 Breach any regulation regarding approved clothing or equipment

This includes regulations regarding bat logos and regulations regarding other logos or advertising which may be worn or displayed.

1.7 Disobey an umpire's instruction during a match.

Includes any repeated failure to comply with the instruction or directive of an umpire during a match.

Level 2 Offences

The Offences set out at 2.1 to 2.8 below are Level 2 Offences. Players and, where applicable, officials must not:

2.1 Show serious dissent at an umpire's decision by action or verbal abuse

Dissent should be classified as serious where the dissent is expressed by a specific action such as the shaking of the head, snatching cap from umpire, pointing at pad or inside edge, other displays of anger or abusive language directed at the umpire or excessive delay in resuming play or leaving the wicket.

This Rule does not prohibit the bowler involved in the decision or a team captain from asking an umpire to provide an explanation for a decision or a Team official from making a formal complaint.

2.2 Engage in inappropriate and deliberate physical contact with other players or officials in play

Without limitation, players will breach this regulation if they deliberately walk or run into or shoulder another player, official or match official.

2.3 Charge or advance towards the umpire in an aggressive manner when appealing.

Self-explanatory.

2.4 Deliberately and maliciously distract or obstruct another player or official on the field of play

Without limitation, players will breach this rule if they deliberately attempt to distract a striker by words or gestures or deliberately shepherd a batsman while running or attempting to run between wickets.

2.5 Throw the ball at or near a player or official in an inappropriate and/or dangerous manner

This Rule will not prohibit a fielder or bowler from returning the ball to the stumps in the normal fashion.

2.6 Use language that is obscene, offensive or of a seriously insulting nature to another player, official or spectator.

This refers to language or gestures which are directed at another person. See comments under Rule 1.3 above in relation to the seriousness of the breach.

2.7 Attempt to manipulate a Match regarding the result, net run rate, bonus points or otherwise. The captain of any team guilty of such conduct shall be held responsible.

Prohibited conduct under this rule will include incidents where a team bats in such a way as to either adversely affect its own, or improve its opponent's, bonus points, net run rate or quotient.

2.8 Seriously breach any regulation regarding approved clothing or equipment.

See guideline for Rule 1.6 above. Without limitation, a breach will be considered serious if it is done in bad faith or where it has serious commercial consequences (e.g. display of logo of competing CA or State sponsor)

Level 3 Offences

The Offences set out at 3.1 to 3.7 below are Level 3 Offences. Players and, where applicable, officials must not:

3.1 Intimidate an umpire or referee whether by language or conduct.

Includes appealing in an aggressive or threatening manner.

3.2 Threaten to assault another player, Team official or spectator

Self-explanatory.

3.3 Use language or gestures that offend, insult, humiliate, intimidate, threaten, disparage, or vilify another person based on that person's race, religion, colour, descent or national or ethnic origin

Self-explanatory.

3.4 Physically assault another player, umpire, referee, official or spectator

Self-explanatory

3.5 Engage in any act of violence on the field of play

Self-explanatory

3.6 Change the condition of the ball in breach of Law 41.3

Prohibited behaviour includes picking the seam or deliberately throwing the ball into ground for the purpose of roughening it up and the application of moisture to the ball, save for perspiration and saliva.

3.7 Make public or media comment detrimental to the interests of the game

Prohibited conduct under this rule includes:

Denigrating or criticising any player, official, team, Cricket Australia, Cricket Ipswich or any Commercial Partner of Cricket Australia, Cricket Ipswich, or the respective Senior Community Cricket Clubs.

Denigrating or criticising any player, umpire or official by inappropriately commenting on any aspect of his or her performance, abilities, or characteristics.

Commenting on the likely outcome of or criticising the outcome of a hearing, report or any appeal; or

Criticising any evidence, submission, or comment made by any person at the hearing of a report or any appeal.

Note: 3.7 includes comment on Club websites and other electronic media. Each Club shall be responsible for advising Cricket Ipswich of the Club Official that is responsible for monitoring their website.

5.4 CRICKET IPSWICH APPEALS TRIBUNAL

- [A]** The membership of the Appeals Tribunal shall be determined by the Cricket Ipswich Board of Directors at its first meeting following the Annual General Meeting.
 - [B]** Members of the Tribunal must be fit, and proper persons as determined by the Board but must not be current members of the Board.
 - [C]** A member of the Tribunal need not be a member of Cricket Ipswich, its affiliates, or associated clubs.
 - [D]** The Tribunal shall consist of five members. Three members will sit on each hearing of the Tribunal, one of whom shall Chair the Tribunal.
 - [E]** The chairperson for each hearing shall be appointed from their number by the members of the Tribunal or if they cannot agree, shall be appointed by the Board.
 - [F]** A member of the Tribunal must not sit on a hearing/determination involving a player from the same club or affiliate as the Tribunal member.
 - [G]** Subject to (I), the Appeals Tribunal shall be responsible for receiving all appeals from decisions of the Conducts Committee, Senior Community Cricket Committee and from Affiliates Codes of Conducts processes.
 - [H]** Any appeal against the decision of the Conducts Committee must be lodged within 7 Days of the Hearing with the Chief Executive Officer, Cricket Ipswich. The suspended player or players shall not be permitted to participate in the Grade or other Competitions until the penalty has been met or an appeal against such finding and/or severity of the sentence has been adjudged by the Appeals Tribunal.
 - [I]** The Appeals Tribunal shall hear and determine each appeal by reference only to all documentary and written evidence presented to the hearing before the Conducts Committee together with the Findings Sheet and summary of outcomes from that hearing and shall receive from all interested parties written submissions only with respect to the evidence and submissions presented before that initial hearing.
 - [J]** Subject to [I] the appeal shall not constitute a re-hearing.
 - [K]** Subject to [m], there shall be no right of appearance before the Appeals Tribunal by any of the parties or their representatives who appeared before the initial hearing of the Conducts Committee or Senior Community Cricket Committee.
 - [L]** Any new or additional evidence shall be received by the Appeals Tribunal only at the discretion of the Appeals Tribunal.
 - [M]** Where the matter under appeal is regarded by most of the Appeals Tribunal as sufficiently serious, leave may be given by the Chairman of the Appeals Tribunal to permit appearance by any or all of the interested parties and/or their representatives.
 - [N]** The Appeals Tribunal shall be furnished with all information and documentation relevant to the hearing of the Appeal including information on prior offences, the Register of Penalties and Findings Sheet/s. The Secretary of the Conducts Committee from which the appeal originates should furnish this information to Cricket Ipswich. The papers should be bound in chronological order with a List of Contents appended.
 - [O]** Unless special circumstances are demonstrated, the appellant's Affiliate body and/or Club should present any appeal made to the Appeals Tribunal.
 - [P]** The Appeals Tribunal may order a re-hearing if, in their opinion, sufficient anomalies exist in the process followed by a Conducts Committee. At its discretion, the Appeals Tribunal may designate the membership of the Conducts Committee to re-hear the case.
 - [Q]** The Appeals Tribunal shall, in each case, be the final arbiter and its decision final.
 - [R]** Should an appeal subsequently be upheld any suspension or penalty previously served shall nevertheless be deemed to be valid.
 - [S]** An appeal may be withdrawn at any time, except that once the hearing of the appeal has commenced the appeal may be withdrawn only with the Appeals Tribunal's approval.
 - [T]** As a matter of procedure only, a report of each determination of the Appeals Tribunal shall be provided to the Board for its noting but the failure to provide such a report shall not affect the final and binding nature of each decision of the Tribunal.
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5.5 INTOXICATED PLAYER POLICY

Note: *This policy applies to all competitions.*

A player under the influence of alcohol or a drug poses a potential risk to themselves and to other players, spectators and officials. An intoxicated player is not permitted to participate in a QCA. sanctioned match. Umpires have the authority to exclude the participation of intoxicated players from a match and will exercise that authority where appropriate to facilitate the continued safe conduct of matches.

Position Statement

The players of a match of cricket have an obligation to be in a condition suitable for effective and safe play. Cricket Ipswich wants to promote sobriety in the game and all players, and their clubs are to support this policy.

Scope

All participants (players and umpires) in matches under the management of Cricket Ipswich.

Aims

1. Improve player safety and sobriety.
2. Reduce the risk of injury to players, officials, and spectators.
3. Assist umpires to determine the standard required of players.

Associated Documents

“The Laws of Cricket” Marylebone Cricket Club 2019

“Regulations governing Senior Community Cricket Competition Matches” QCA.

Principles

The following principles apply to the application of this policy: -

1. Umpires have a discretion to apply the policy.
2. The use of a direction is likely to be a rare event.
3. Incidents to which the policy will apply are likely to be obvious.
4. Mere intoxication is not considered to be an automatic breach of this policy or the Code of Behaviour.

Definitions

‘Intoxicated’ – visibly or demonstrably adversely affected by alcohol, drugs, or other agents, (whether prescribed or not) or any other condition, to a degree that would -

1. Apparently affect the overall ability to play and behave in a normally acceptable manner on the field of play; or
2. Endanger their own safety or others, or
3. Cause to bring the game into disrepute.

5.5.1 APPLICATION

General – Opinion, Explanation and Direction

If an umpire forms the opinion that a player is intoxicated the umpire shall advise the player and the player’s captain or club of that opinion and require the player, captain, or the club to explain why the player should be allowed to participate in that day’s play.

If an umpire is not satisfied with the explanation the umpire will maintain the opinion that the player is intoxicated and direct the player to be stood down from the match [“a direction”].

On receipt of a direction from an umpire, the captain or the Club shall stand down the intoxicated player from

the match for the duration of that day's play.

A failure to stand down the intoxicated player after a direction shall render both a player and a Club liable to such sanctions as are stated in this policy and any other sanction as determined by the governing body responsible for the match.

Umpire's Direction given prior to play

Where a direction is given prior to the exchange of teams and the toss for choice of innings, the Club so affected shall be entitled to nominate a replacement player with full playing rights for the duration of that day's play.

Until the nominated replacement arrives a substitute player may field under the twelfth man rule. [Law 24]

Umpire's Direction given after play commences

Where a direction is given after the exchange of teams and toss for choice of innings, the intoxicated player shall not take the field or shall leave the field immediately and a Club representative shall be notified.

An intoxicated player not taking the field or leaving the field may not participate in the match for the duration of that day's play. The Club so affected shall not be entitled to a replacement player, although a substitute may field, if required, for the duration of that day's play. The twelfth man rule will apply. [Law 24]

An intoxicated player who is a batsman leaving the field, or not commencing his innings shall be recorded as "Retired – Out" and shall not bat again for the duration of that day's play. [Law 25.4.3]

Match duration of more than one day

In matches of more than one day, any intoxicated player stood down under this policy may return to the match on the next scheduled day of play with full playing rights, provided they present themselves in a condition suitable for effective participation in the match and no further playing restriction has been imposed on the player, either by the player's Club or the governing body responsible for the match.

No Umpires – Captains' Responsibility

If no official umpires attend the match, the captains shall assume the role of the umpires for the purposes of this policy. If a captain is one of the concerned players, the affected team shall nominate a senior player to act in the captain's place.

5.5.2 SANCTIONS

Player – Exclusion

If the intoxicated player accepts the direction, then the only penalty is exclusion from the day's play.

If the intoxicated player refuses the direction and insists on playing, then that action is to be regarded as a breach of the Code of Behaviour, and a report must be made by the umpire.

Club and Team - Forfeit

If the intoxicated player refuses to adhere to the direction, the player's Club and team captain must show responsibility and follow the umpires' direction and exclude the player from the day's play.

If the intoxicated player's Club and team captain do not support the direction, the umpire will enter a forfeit by the intoxicated player's team as the outcome of the match, and a report will be made by the umpires on the Club, captain, and player.

5.5.3 APPEAL

The intoxicated player, or Club can appeal under the Cricket Ipswich Appeals Tribunal procedures.

5.6 RACIAL AND RELIGIOUS VILIFICATION CODE

Note: *This policy applies to all competitions.*

5.6.1 Purpose of Code

The purpose of this Code is to:

1. Recognise the commitment of the Cricket Ipswich ("QC") to the elimination of racial and religious vilification of player, umpire or official.
2. Establish a framework for handling complaints made by players, umpires and officials who believe they have been subjected to racial or religious vilification by another player, umpire or official.

5.6.2 Conduct Covered by The Code

A player, umpire or official under the jurisdiction or auspices of QC will not at any time engage in any conduct, act towards or speak to any other player, umpire or official in a manner which offends, insults, humiliates, intimidates, threatens, disparages or vilifies the other player, umpire or official on the basis of that player, umpire or official's race, religion, colour, descent or national or ethnic origin ("the conduct").

5.6.3 The Interrelationship of This Code with Other Rules and Regulations Governing the Sport

This Code does not restrict any other action which may be taken in relation to the conduct covered by this Code under the Australian Cricket Board and International Cricket Council ("ICC") Code of Conduct.

5.6.4 Human Rights and Equal Opportunity Legislation

This Code does not restrict or prohibit any player from pursuing all other legal rights they may have in relation to racial and religious vilification.

5.6.5 Lodging a Complaint

Where a player, umpire or official ("the Complainant") believes he/she has been subjected to vilification under this Code, or an officiating umpire in a match ["the umpire"] believes another player, umpire or official has breached the code, the complainant or umpire may lodge a complaint with the Senior Community Cricket Officer of QC by 5pm on the first business day following the completion of the match in which the breach is alleged to have occurred.

5.6.6 What Must a Complaint Contain

A Complaint must:

- 6.1 be in writing.
- 6.2 outline the circumstances of the allegations made; and
- 6.3 if possible, be accompanied by any supporting documentation including witness statements or video evidence.

5.6.7 The Role of the Senior Community Cricket Officer

7.1 The Senior Community Cricket Officer shall upon receipt of a complaint:

- 7.1.1 inform the person alleged to have contravened the Code ("the Respondent") of the complaint and provide that person with both a copy of the complaint and an opportunity to respond in writing.

7.1.2 advise the Chief Executive Officer of QC, both team captains, the Secretary of the Club and or Association as applicable, the Secretary of the Umpires Association, the QC Commissioner, as appointed by the Cricket Ipswich Board of Directors, of the complaint.

7.1.3 investigate the allegations made in the complaint as he/she deems fit, which may include, but is not limited to:

7.1.3.1 compiling a list of witnesses.

7.1.3.2 obtaining a written statement from any available witness.

7.1.3.3 obtaining a report from the Club, Association and or Umpires Association officials, if applicable

7.1.3.4 obtaining a **report** from the officiating umpires and match referees, if applicable; and

7.1.3.5 obtaining video or other evidence.

7.2 The investigation should be completed within 48 hours of receipt of the complaint, unless the Senior Community Cricket Officer, at his/her discretion, extends the time for investigation in the interests of fairness to all parties.

7.3 When the investigation is completed, the Senior Community Cricket Officer shall arrange for the complaint to be referred to conciliation; or

7.4 The Chief Executive of Cricket Ipswich may delegate to an officer of the QC any of the Senior Community Cricket Officer's powers or functions under this Code.

5.6.8 Conciliation Procedure

8.1 The Conciliator

Any conciliation referred to in clause 7.3 of this Code will be conducted by a nominee of the Cricket Ipswich Board of Directors.

8.2 The Conciliation

8.2.1 The Complainant and the Respondent, should attend the conciliation. Both Team Captains, or Vice-Captain if either are a party to the complaint, and a member of the Complainant and Respondent's Executive Committee.

8.2.2 The Senior Community Cricket Officer must lodge with the Conciliator prior to conciliation:

8.2.2.1 a copy of the complaint.

8.2.2.2 the Respondents' response to the complaint; and

8.2.2.3 any evidence relevant to the complaint obtained during the investigation.

8.2.3 Both parties and all those attending the conciliation must participate in good faith.

8.2.4 The Conciliator must adhere to and ensure the conciliation is conducted with reference to the principles of natural justice and procedural fairness.

8.2.5 The Complainant is the person who determines the course of redress to be pursued at any conciliation.

8.2.6 Except as stated in clause 8.3.4, both parties to the complaint and any other person aware of the details or circumstances of the conciliation, including the Senior Community Cricket Officer, QC Officials, Club and Umpires Executive Committees, Umpires and Players, must at all times keep the particulars of the complaint and the conciliation confidential.

8.2.7 Except as stated in clause 8.3.4, no person referred to in clause 8.2.6 shall publicly comment on or disseminate any personal information concerning the complaint at any time prior to, during or after the conciliation.

8.2.8 Should a player, umpire or official breach Clause 8.2.6, the Conducts Committee may fine the offender, suspend him/her or otherwise deal with him/her at its discretion.

8.2.9 Any other person in breach of clause 8.2.6 shall be subject to a penalty to be determined by the QC Commissioner.

8.3 Resolution of the Complaint

8.3.1 If the complaint is resolved at the conciliation, the complaint will be deemed withdrawn and the Complainant cannot take any further action in respect of the complaint under this code.

8.3.2 Resolution of the complaint may be formalised by way of a verbal agreement or a formal written agreement signed by the parties.

8.3.3 The Conciliator must inform the Senior Community Cricket Officer the complaint has resolved.

8.3.4 Where a complaint is resolved, the parties may agree with the consent of the ACB, to make a public statement concerning the resolution of the complaint.

8.4 If Conciliation is Unsuccessful.

Where the complaint has not been resolved successfully by conciliation, or where the conciliator believes that the complaint is not capable of successful resolution:

8.4.1 The Complainant, after notifying the Conciliator, may withdraw the complaint in which case no further action will be taken; or

8.4.2 The Conciliator must inform the Senior Community Cricket Officer that the conciliation has not been successful.

5.6.9 The Time Limit for Conciliation

An attempt to conciliate a complaint must occur within 72 hours of the Conciliator receiving notification from the Senior Community Cricket Officer of the complaint.

5.6.10 Referral to Conducts Committee

Upon notification of the failure of conciliation under Clause 8.4.2 the Senior Community Cricket Officer must refer the complaint to the Conducts Committee who will then hear the complaint in accordance with Clause 12.

5.6.11 Evidence of the Conciliation

If a complaint is not successfully resolved and is referred to the Conducts Committee, no evidence will be given to or be accepted by the Conducts Committee in relation to anything said or done in any conciliation carried out pursuant to Clause 8.2.

5.6.12 The Conducts Committee

12.1 The Conducts Committee will:

12.1.1 receive all material arising from the investigation from the Senior Community Cricket Officer upon referral of the complaint.

12.1.2 hold a hearing after considering the availability of the persons affected.

12.1.3 advise its decision to both parties on completion of the Hearing and to the other affected parties within 24 hours of the hearing.

12.2 Hearings conducted by the Conducts Committee into complaints will not be open to members of the public.

12.3 All persons required at the hearing shall attend punctually at the time and place designated.

12.4 The Conducts Committee may hear and decide the complaint in a manner to be determined by it.

12.5 After hearing the evidence, the Conducts Committee may

12.5.1 find the complaint or any part of it not proven.

12.5.2 find the complaint or any part of it proven and if so:

12.5.2.1 refer to the Association's code of conduct register to ascertain any previous breach by the player, umpire or official; and

12.5.2.2 direct the Respondent to attend an education program at the Respondent's cost; and

12.5.2.3 then determine a penalty which may include but which is not limited to:

12.5.2.3.1 the respondent to prepare a written apology.

12.5.2.3.2 a monetary fine; or

12.5.2.3.3 suspension.

5.6.13 Representation

Parties may only be represented by a member of its Executive Committee, under this Code

5.6.14 Appeal

Any player, umpire or official found to be in breach of the Code has the right of appeal against the decision of the Conducts Committee to an Appeals Committee, as appointed by the Cricket Ipswich Board of Directors. Any appeal against the decision of the Conducts Committee must be lodged within 48 hours of the hearing with the Chief Executive Officer, Cricket Ipswich. The player or umpire are not permitted to participate in any competition until the penalty has been met or an appeal against such finding and or severity of the sentence has been adjudged by the Cricket Ipswich Board of Directors.

5.7 SUPER OVER PROCEDURE

1. Subject to ground, weather, or light conditions the Super Over will take place on the scheduled day of the match at a time to be determined by the Umpires. In normal circumstances it shall commence 10 minutes after the conclusion of the match. The interval between innings shall be 5 minutes.
2. 30 minutes of extra time (taken from the start of the Super Over) is allocated to complete the Super Over. Should play be delayed prior to or during the Super Over, once the playing time lost exceeds the 30 minutes, the Super Over shall be abandoned. See clause 15.
3. The Super Over will take place on the pitch allocated for the match (the designated pitch).
4. The umpires shall stand at the same end as they stood during the match.
5. In both innings of the Super Over, the fielding side shall choose which end to bowl from. Whilst neither team is required to nominate either the batsmen or bowlers prior to each innings, once the opening batting pair enters the field of play, they are not permitted to be changed. Similarly, once a determination is made by the bowling team as to which end, they will bowl from and the opening batsmen take their respective positions at each end of the pitch, they are not permitted to change ends. For clarity, this playing condition is designed to ensure that the fielding side may determine its bowling strategies based on which batsmen are opening, and then the batsmen can choose ends based on the bowling strategies.
6. The nominated players in the main match shall participate in the Super Over. Should any player (including the batsmen and bowler) be unable to continue to participate in the Super Over due to injury, illness or other wholly acceptable reasons, the Laws and Playing Conditions for the main match shall apply.
7. Each team's over is played with the same fielding restrictions as apply for the last over in the match.
8. The team batting second in the match will bat first in the Super Over.
9. Each team shall use their match ball for the Super Over. If the ball needs to be changed during the Super Over, then the Playing Conditions for the main match shall apply. The ball to be used is at the discretion of the officiating Umpires.
10. Each team shall bat for one over unless all out earlier.
11. In the event of the teams having the same score after the Super Over has been completed, if the original match was a tie under the D/L method, see Clause 13 below immediately applies. Otherwise, the team whose batters hit the greatest number of boundaries combined from its two innings in both the main match and the Super Over shall be the winner.
12. If the number of boundaries hit by both teams is equal, the team whose batters scored more boundaries during its innings in the main match (ignoring the Super Over) shall be the winner.
13. If still equal, a count-back from the final ball of the Super Over shall be conducted. The team with the higher scoring delivery shall be the winner. If a team loses all wickets during its over, then any un-bowled deliveries will be counted as dot balls. Note that for this purpose, the runs scored from a delivery is defined as the total team runs scored since the completion of the previous legitimate ball, i.e., including any runs resulting from a Wide ball, a No ball or penalty runs.
14. If a Super Over cannot be completed due to ground, weather, or light conditions the team that finished higher on the points table at the conclusion of the preliminary matches shall be declared the winner.
15. Clause 2 example:

Hours of Play

2.00pm - 3.20pm Session 1

3.20pm - 3.35pm Interval

3.35pm - 4.55pm Session2

30 minutes extra time available for Super Over.

The main match finishes at 4.55pm. The Super Over is scheduled to start at 5:05pm with 30 minutes extra time available. It starts on time but is interrupted at 5.10pm. Play must resume by 5.40pm otherwise the Super Over is abandoned.

5.8 PROCEDURE FOR OPERATION ON SUSPECT BOWLING ACTIONS

5.8.1 INTRODUCTION

- 1.1 The aim of these procedures is to ensure that all bowlers playing cricket in Queensland have actions that comply with Law 21.2.
- 1.2 These procedures:
 - 1.2.1 Detail the process for dealing with players bowling with a doubtful action in all competitions affiliated with Cricket Ipswich
 - 1.2.2 Provide for an additional mechanism for the reporting of players suspected of bowling with illegal bowling actions at Queensland Country Regional Championships and Under-Age Carnivals
- 1.3 Nothing contained herein shall override an umpire's responsibility and discretion to apply Law 21.

5.8.2 UMPIRES

- 2.1 Umpires have a duty to ensure the game is played within both the Laws and the Spirit of the game. Umpires must police Law 21.2 "Fair Delivery – The Arm", by notifying Cricket Ipswich if they observe any bowler in a match situation who, in their opinion, possesses an action that may contravene these, Laws.
- 2.2 Cricket Ipswich has instructed umpires as follows:
 - 2.2.1 There are three categories of delivery:
 - a) Fair Delivery
 - b) Illegal Delivery (Blatant Throw) and
 - c) Doubtful Delivery

Illegal Delivery:

If an umpire believes a bowler has bowled a delivery that is clearly illegal (i.e., *deliberately, and blatantly thrown*), the umpire shall call "no-ball" and report the bowler on the Doubtful Bowling Action Report Form. To be considered an illegal delivery, the ball must be delivered with a markedly different action to the bowler's normal deliveries.

Doubtful Delivery:

If an umpire believes a bowler has bowled with an action that may be illegal, the umpire *should not* "call" the bowler but record the bowler's name on the Doubtful Bowling Action Report Form. The Doubtful Bowling Action Report Form will offer the umpire two options.

Report: If an umpire believes that a bowler has bowled a ball with an action that is *illegal*, the umpire should "*Report*" that bowler on the Doubtful Bowling Action Report Form.

Mention: If an umpire is suspicious that a bowler has bowled a ball with an action that *may be illegal*, the umpire should "*Mention*" that bowler on the Doubtful Bowling Action Report Form.

Note: Umpires, in deciding whether to call or report a player under these regulations, should use the naked eye viewing the action live and/or on television at normal speed. Slow motion television replays should only be used to confirm initial suspicions.

- 2.3 If, in any of the competitions detailed in 1.2.1, a player is called by an umpire for throwing in accordance with Law 21.2 or is suspected by the umpire(s) for bowling with an action which contravenes Law 21.2 as read with Law 21.3 (a "Doubtful Bowling Action"), the following procedure shall apply.
- 2.4 "Umpire" in this procedure means a Cricket Australia accredited Umpire. Only a Cricket Australia accredited Umpire may "Mention" or "Report" a player under this procedure.

5.8.3 REPORTING PROCEDURE

- 3.1 At the conclusion of the match the umpires shall write a report (the Doubtful Bowling Action Report) detailing their concerns about the bowling action of the Player, including whether those concerns relate to the Player's bowling action generally or whether they relate to one or more specific types of delivery.
- 3.2 The umpires will notify the player, the Player's coach (if applicable), at the end of the days play on which the report is made, or the Player is called and email Cricket Ipswich a copy of the report form within 72 hours of the conclusion of the match.
- 3.3 Cricket Ipswich will then write to the Secretaries of the Player's Club & Association to advise that the Player has been Mentioned or Reported, to include a copy of the Doubtful Bowling Action Report, and to describe the implications of this Mention or Report for the Player with respect to Cricket Ipswich's Doubtful Bowling Action Procedures.
- 3.4 If a player is called for throwing, Reported or Mentioned by the umpire/s officiating in that match the following procedure will apply:
 - 3.4.1 A first mention it is important the Club coach works with the bowler to rectify any doubtfulness in the bowler's action. Cricket Ipswich will take no action at this stage.
 - 3.4.2 A second mention of a bowler's action within the same season will automatically elevate the bowler to the next level in the procedure.
 - 3.4.3 A first report will place the bowler at LEVEL 1. The Club coach works with the bowler to rectify any doubtfulness in the bowler's action. Cricket Ipswich will assist the Club coach with coaching methods and drills to assist in the rehabilitation of the bowler.
 - 3.4.4 A second report will place the bowler at LEVEL 2. At this level, a Cricket Ipswich representative will attend a training session and take video evidence of the bowler's action. The Cricket Ipswich representative will then provide video analysis of the action with recommendations for remedial work to be done on the bowler's action. At this stage there will be an 8 week "intervention period" following the analysis to allow the remedial work to be undertaken. During this intervention period the player will be permitted to bowl in matches. They may still be reported; however, such reports will not increase the bowler's level. When the 8-week intervention period is completed the Cricket Ipswich representative will attend another session and review the bowler's action. (Any further work completed by Cricket Ipswich shall be charged to the club at \$165.00 plus GST per session). At no stage does the Cricket Ipswich "clear" the bowler's action.

Should the bowler/club decide not to co-operate or participate in this part of the procedure the player will immediately be classified as Level 4 and will be suspended from bowling for 12 months.

- 3.4.5 A third report will place the bowler at LEVEL 3. At this stage, the bowler will not be permitted to bowl in any cricket matches for a period of 8 weeks from the date of the third report. This will allow any remedial work to be continued without the pressure of bowling in a match.
- 3.4.6 A fourth report will place the bowler at LEVEL 4. At this stage, the bowler will not be permitted to bowl in any cricket matches for a period of 12 months from the date of the third report.

"The procedure is ongoing, and players do not return to Level 1 each season. Each mention will progress the procedure, irrespective of time. Each report (or two mentions in one season, as the case may be) will progress the procedure, irrespective of time". This is the same for Junior and Senior players treated.

SUBSEQUENT MENTION:

If a player suspended from bowling at Level 4 resumes bowling after the specified suspension period, and he is mentioned* again, he is immediately at Level 4 and suspension from bowling will apply forthwith.

* THIS ENTIRE PROCESS DOES NOT PRECLUDE ANY UMPIRE FROM CALLING A BOWLER FOR THROWING, AT ANY TIME, IF THE UMPIRE IS IN NO DOUBT.

Throughout the process clubs and coaches are to act in the best interests of the player and cricket in general with the overall welfare of the player and the game being the prime considerations.

5.9 HELMET POLICY ENFORCEMENT PROCEDURES

The following Enforcement Procedures provide further detail around Senior Community Cricket Regulation 23 Helmet Policy for Senior Community Cricket (Junior & Senior Cricketers)

5.9.1 Batting

1. After the fall of a wicket or the retirement of a batter, the incoming batter must, unless Time has been called, be able to take guard, or for the other batter to be ready to receive the next ball within 3 minutes of the dismissal or retirement and be wearing a helmet as required by Regulation 23.
2. If this requirement is not met the umpires(s)/Team Captains are to direct the batter to comply with Regulation 23.
3. If, having entered the field of play not wearing a helmet, a batter leaves the field in order to comply with Regulation 23, there shall be no loss of time/overs to the match solely due to this delay.
4. If a batter does not to comply with this direction:
 - 4.1 The umpire shall call time, if necessary
 - 4.2 The umpires shall summon and inform the offending players captain of his/her refusal to comply with clause 1.
 - 4.3 The umpire shall award 5 penalty runs to the fielding team
 - 4.4 The umpires together shall report the occurrence as soon as possible after the match to the Executive of the offending player's team and the Senior Community Cricket Committee (via email to the Senior Community Cricket Officer. The Senior Community Cricket Committee shall take such further action against the player, the captain, any other individuals concerned and, if appropriate, the team.
5. If after the action in clause 4 the batter continues to not comply with clause 1 then:
 - 5.1 The batter will be given out, Timed Out
 - 5.2 In the event of a Timed-Out dismissal, the bowler does not get credit for the wicket.
6. In the event of an extended delay in which either no batter comes to the wicket wearing a helmet or a batter fails to wear a helmet as required by Regulation 23 and fails to leave the wicket having been given out in accordance with clause 5, the umpires shall adopt the procedure of Law 16.3 (Umpire(s) awarding a match). For the purposes of that Law the start of the action shall be taken at end of clause 4.
7. Further to clause 4.4, the umpires shall also report the occurrence of clause 5.1 to the Executive of the offending player's team and the Senior Community Cricket Committee (via email to Senior Community Cricket Officer).
8. For the purpose of this law no time/overs shall be lost to the game after the completion of any of the actions described in Clauses 3-5.

5.9.2 Wicketkeeping

1. At any time as required by Regulation 23 a wicketkeeper must wear a helmet.
2. Should a wicketkeeper fail to wear a helmet at any time as required by the QLD Senior Community Cricket Regulations or as directed by an umpire(s), the umpire(s) shall not permit the game to continue until the wicketkeeper does one of the following:
 - 2.1 Wears a helmet.
 - 2.2 Moves his/her position to one that does not require him/her to wear a helmet
 - 2.3 The fielding team changes wicketkeeper to a different player who is complying with clause 1
3. In the event of an extended delay in which the wicketkeeper fails to wear a helmet and fails to comply with clauses 2.1 - 2.3, the umpire(s) shall adopt the procedure of Law 16.3 (Umpire(s) awarding a match).
4. Further, each wicketkeeper that fails to comply with clause 1 shall be reported to the Executive of the offending player's team and to the Senior Community Cricket Committee (via Senior Community Cricket

Officer) by the umpire(s). The Senior Community Cricket Committee shall take any action it deems appropriate against each offending wicketkeeper.

5.9.3 Fielding

1. Should a fielder fail to wear a helmet at any time as required by the Regulation 23 or as directed by an umpire(s), the umpire(s) shall not permit the game to continue until the fielder does one of the following:
 - 1.1 Wears a helmet.
 - 1.2 Moves his/her position to one that does not require him/her to wear a helmet.
 - 1.3 The fielding team changes the fielder in the position, to a different player who is complying with clause 1.
2. In the event of an extended delay in which the fielder fails to wear a helmet and fails to comply with clauses 1.1 -1.3, the umpire(s) shall adopt the procedure of Law 16.3 (Umpire(s) awarding a match).
3. Further, each fielder that fails to comply with clause 1 shall be reported to the Executive of the offending player's team and to the Senior Community Cricket Committee (via Senior Community Cricket Officer) by the umpire(s). The Senior Community Cricket Committee shall take any action it deems appropriate against each offending fielder.

5.10 MINIMUM AGE EXEMPTIONS

1. This policy allows for exceptional circumstances when a player under 14 years of age should be allowed to participate in Senior Community Cricket.
2. Clubs should only apply for players that have been assessed by the Club Coach as clearly being capable to perform to a high standard in Senior Community Cricket Competitions.
3. Approval is required before participating in any Senior Community Cricket match. The timeframes for approval are subject to the availability of Cricket Ipswich staff.

MINIMUM AGE EXEMPTIONS			
FULL NAME:			
DATE OF BIRTH:			
SENIOR COMMUNITY CLUB:			
EVIDENCE TO SUPPORT THAT THE PLAYER IS CAPABLE OF PERFORMING TO A HIGH STANDARD IN SENIOR COMMUNITY CRICKET COMPETITIONS (PLEASE ATTACH ANY SUPPORTING DOCUMENTATION):			
HEIGHT (CM):		WEIGHT (KG):	
CRICKETERS SKILL SET:	(BAT/BOWL/KEEPER)		
REGIONAL & STATE REP HISTORY:	(SQUADS OR TEAMS MADE)		
REQUEST TO PLAY:		FIRST/SECOND DIVISION	THIRD/FOURTH DIVISION
ASSESSED BY CLUB COACH:		SIGNATURE:	
SUBMITTED BY:			
POSITION WITH CLUB:		DATE:	
CRICKET IPSWICH OFFICE USE ONLY			
ASSESSED BY:			
RECOMMENDATION:			
	APPROVED/NOT APPROVED:		
SIGNATURE:			

5.11 DUAL REGISTRATION

The objective of dual registration is to allow players to play in two (2) 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 Association deems a local or domestic rule of any Affiliated Association is in conflict with this By Law, then Cricket Ipswich 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:

- [A]** All players who take out dual registration shall register on the appropriate registration form, a copy of which shall be kept by each Affiliated Association involved. (See attached Dual Registration Form).
- [B]** All Dual Registration Forms shall be forwarded to and registered with Cricket Ipswich.
- [C]** No player shall take out more than one dual registration in any one cricket season.
- [D]** Dual registration shall be permitted only to players registered exclusively in Affiliated Associations of Cricket Ipswich.
- [E]** A player shall not be allowed a dual registration to include registration in another State or Territory Cricket Association, except with Cricket Ipswich's approval. In respect to NSW teams competing in the Cricket Gold Coast competition, a blanket request is required.
- [F]** Dual registration shall be permitted only with the agreement of each Affiliated Association involved, unless overruled by Cricket Ipswich on appeal.
- [G]** Any player who has dual registration 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.
- [H]** If a dual registration occurs after the season commences, unless exceptional circumstances exist and with the approval of Cricket Ipswich, the Association with which the player first registers shall become the primary Association.
- [I]** Unless exceptional circumstances exist and with the approval of Cricket Ipswich, the nomination of primary and secondary Associations shall not be changed for the duration of the cricket season.
- [J]** The primary Affiliated Association so indicated, shall have first call on that player for representative team selection at all times.
- [K]** 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.
- [L]** Where applicable the Affiliated Association that nominates a player for a representative team shall be responsible for ensuring a copy of the relevant Dual Registration Form is attached to the nomination form and to certify that the conditions therein have been met.
- [M]** A player accepting dual registration shall pay to each Affiliated Association in which he or she is registered, the fees so levied.
- [N]** A Player who registers for dual registration 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.
- [O]** Affiliated Associations are permitted to set Club quotas on the number of Dual registrations.

5.11.1 FEES

The player shall be responsible for the payment of all player registration, affiliation and other fees required to be paid to the Primary and Secondary Associations.

5.11.2 DUAL REGISTRATION FORM

- The applicant is responsible for making the initial application to the relevant Primary Association.
- Once approved, the applicant is then responsible for making application to the relevant Secondary Association.
- Upon receipt of such advice, Cricket Ipswich will decide and advise the relevant parties (hard copy approvals by request).
- Dual registration is valid only for the cricket season in which the application is approved.
- The Secondary Association retains the right to levy or not levy a fee for the approved applicant
- The official signing must indicate position held in Association / Club.

NOTIFICATION OF DUAL REGISTRATION

Applicant: (please use BLOCK letters)

Surname:	First Name:
Signature:	Date:
Primary Association:	Officials Name:
Position Held:	Signature:
Primary Club Name:	Officials Name:
Position Held:	Signature:
Secondary Association:	Officials Name:
Position Held:	Signature:
Secondary Club Name:	Officials Name:
Position Held:	Signature:

The applicant aforementioned wishes to formally apply for dual registration with the above Associations.

The applicant agrees that the Primary Association has the right of first refusal for selection in any Representative Teams, and subject to any agreement to the contrary (such agreement must be annexed hereto), agrees that his/her first priority will be with the Primary Association

Office Use Only

Approved:	Signature:	Advised Primary:
Not Approved:		Advised Secondary:

5.12 MID SEASON TRANSFER REQUEST

This form applies to Regulation 6 (Players – Registration):

6[D] No player shall represent more than one Club in any competition in any one season without Senior Community Cricket Committee approval. Players under the age of eighteen [18] years may apply to the Senior Community Cricket Committee for special consideration if their residential circumstances change. Other players may apply to the Senior Community Cricket Committee with the permission of their current Club. All applications are to be made on or before 31 December of each season.

Note: The player should discuss the request with his/her current Club directly before communication occurs between the Club office bearers. In the event that the player's current Club does not grant permission for the player [18 years or older] to transfer during the season, the request will not be considered by the Senior Community Cricket Committee

Full Name:	PlayHQ Id:
Date of Brith:	
Current Senior Community Club:	
Transfer Club:	
Signature:	Date:

If the player is under the age of 18 years, then the signature and form must be submitted by a parent or guardian.

Current Senior Community Club Approval
Signature:
Position:
Date:

**In accordance with Regulation 7 (Unfinancial Members), club members must be financially clear of their previous club before joining any other Senior Community Cricket Club.*

Change to Residential Circumstances
The Senior Community Cricket Committee will consider applications for players under the age of 18 years to transfer clubs due to changes in their residential circumstances.
Please indicate if applicable: (attach any supporting documentation)

Cricket Ipswich Office Use Only	
Approved:	Not Approved:
Signature:	Date: