Brisbane Women's Cricket

Playing Conditions

Open Women's
Stage 3 Girls

QUEENSLAND CRICKET

INTRODUCTION

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

- Open Women's Competition
- Stage 3 Girls Competition

Any queries relating to any of these competitions should be directed to the BWC administrator at the following address: QCCompetitions@qldcricket.com.au

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

Open Women's competition – This competition caters to players from community and premier clubs who are either not selected for Premier Grade cricket in a given week or are ineligible for the Stage 3 Girls competition. They help fill a participation gap by offering a competitive yet accessible playing environment for women developing toward Premier Grade level.

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

CONTENTS

INTRODUCTION 1
RULES OF PLAY 3
INDEX - REGULATIONS 6
INDEX – GENERAL PLAYING CONDITIONS 13
APPENDIX A – CODES OF BEHAVIOUR 24
APPENDIX B – EXCESSIVE HEAT POLICY 25
APPENDIX C — COMPETITION SPECIFICS 26
APPENDIX D – LIGHTNING RULES 27

RULES OF PLAY	
SUMMARY	Playing and competing
DESCRIPTION	BWC supports the development of women and girls in cricket, providing opportunities for players who are not regularly involved in grade cricket, social cricketers, and those aligned with Stage 3 development needs.
COACH	Accredited Community Coach – preferred
BALL	Home team is to supply 2 balls for the match – 1 for each innings. Teams can purchase and play with any of the balls listed below: • Pink 142g Kookaburra Senator 4-piece ball • Pink 142g Dukes Special Match 4-piece ball • Pink 142g RJR Pink Test Match 4-piece ball • Pink 142g RJR Test Special 4-piece ball • Pink 142g KD Precision 4-piece ball • Pink 142g Whack Test Leather 4-piece ball Same ball type must be used for both innings.
TIME	35 Over Games: • Each team has 140 minutes to complete their innings. • 30-minute interval between innings 30 Over Games: • Each team has 120 minutes to complete their innings. • 30-minute interval between innings 20 Over Games: • Each team has 80 minutes to complete their innings. • 15-minute interval between innings.
EQUIPMENT	Protector Pads Gloves British standard helmets are required while batting, wicket keeping up to the stumps, and fielding within 7 metres of the bat (in front of the popping crease). Note: any player 15 or under as at the start of the competition year (i.e. 1st September) are required to wear a helmet at all times when wicket keeping. A neck protector must be worn at all times while batting. Coloured clothing is permitted and preferred (not compulsory). Shoes must be 'sports' type. Cricket spikes must be worn on turf wickets but not on synthetic wickets. Club caps or sun hats are mandatory when fielding (optional during night matches). 2 sets of stumps with bails. Measuring tape or string to measure boundary and inner circle. Boundary markers and inner circle discs. Chalk, tape or paint to mark crease.

BOUNDARY	Boundary 50m measured from the centre of the pitch
INNER CIRCLE	23m measured from the stumps at each end of the pitch
PITCH TYPE & LENGTH	All BWC games are to be played on a standard pitch (20.12m length)
OVERS	Open Women's: • OneDay: 35 Overs • T20 Stage 3 Girls: • 30 Overs • 20 Overs
INNINGS	1 innings each
TEAM	Open Women's: • Number of players allowed on the field at any given time: 11 • Wickets to fall for innings close: 10 • Minimum number of players: 7 • Maximum number of players: 13 Stage 3 Girls: • Number of players allowed on the field at any given time: 9 • Wickets to fall for innings close: 8 • Minimum number of players recommended: 6 • Maximum number of players recommended: 11
BATTING	All batters in the Stage 3 competition must retire after they have faced the following number of legal deliveries: • 20 Overs: 30 legal deliveries • 30 Overs: 50 legal deliveries • 35 Overs: 50 legal deliveries Retired batters can return when all listed players have batted, in the order they retired. Retirement of batters in the Open Women's Competition is optional. All batters must face the minimum number of legal deliveries before they can retire: • 20 Overs: 15 legal deliveries • 30 Overs: 30 legal deliveries • 35 Overs: 30 legal deliveries If the team has more than the specified number of players, all players in the team MUST bat, however the innings is deemed as closed after the specified number of wickets have fallen or overs have been completed. If the batting team has no remaining 'not out' batters and fewer than the specified number of wickets have fallen, members of the batting team may bat for a second time in the order in which they were dismissed. A returning 'out' player may not be voluntarily retired and there is no limit to the number of deliveries they may face in continuation of their innings.
BOWLING	6 balls per over with a maximum of 8 balls to be bowled per over (including No Balls and Wides) except in the final over of an innings where 6 valid deliveries must be bowled. Maximum limit of overs bowled for an individual:

	• 20 Overs: 4 Overs • 30 Overs: 6 Overs • 35 Overs: 7 Overs A minimum of 5 bowlers must bowl.
FIELDING	Open Women's: • Players under the age of 15 are not allowed to field within 10 metres of the bat (except regulation off-side slips, gully and wicket keeper) Stage 3 Girls: • No fielders may field within 10 metres of the bat (except regulation off-side slips, gully and wicket keeper) The number of fielders permitted outside of the restriction circle are as follows: • During the 'Restricted Overs' period: Maximum 2 fielders • At other times: Maximum 4 fielders The 'Restricted Over' period is as follows: • 20 Overs: Overs 1-6 • 30 Overs: Overs 1-10 • 35 Overs: Overs 1-10 At the instant of delivery, there shall not be more than 4 fielders (Stage 3 & Open T20) or 5 fielders (Open One Day) on the leg side.
DISMISSALS	All modes of dismissal count

FEES	Comp Admin Fee: $35 per player
	
	Wicket Rates:
	
	• Turf: $300 plus GST
	• Synthetic: $150 plus GST
	
	Umpire Fees:
	
	• T20:
	  ○ Solo Umpire: $135.00 plus GST
	  ○ Two Umpires: $180.00 plus GST
	• OneDay:
	  ○ Solo Umpire: $217.50 plus GST
	  ○ Two Umpires: $290.00 plus GST
	
	Competing teams will share wicket fees equally. For balance tracking, the team providing the ground will be credited half the fee, and the away team will be charged half the fee.
	
	Competing teams will share umpire fees equally.
	
	Queensland Cricket will maintain a running balance for wicket and umpire fees and invoice clubs at season end.
	
	NOTE:
	
	• FORFEITS - Clubs must confirm a forfeit by Tuesday 5pm prior to the scheduled fixture to the Competitions Administrator. Where this confirmation does not meet this window, their share of the wicket fees will still apply.
	• WASHOUTS – Clubs must notify the Competitions Administrator at least two (2) hours before the scheduled start of play. Failure to provide notice within this timeframe may result in umpire fees being charged to compensate umpires who are already travelling to, or have arrived at, the venue.

INDEX - REGULATIONS

Regulation	Subject	Page
2	Age Qualifications	6
3	Player Eligibility	7
5	Wicket, Light and Umpire Fees	7
6	Registration	7
10	Team Lists	8
12	Players Dress and Equipment	8
13	Bowling Injury Prevention	
14	Match Reports	8
15	BWC Competitions	9
17	Finals – One Day and T20 Competitions	9
21	Disputes Referred (Appeals)	10

A. Regulations

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

2 Age Qualification

2.1 For the Open Women's competition there is no age restriction applied. However, teams are to act in good faith when selecting players eligible for age-grade competitions ensuring that they have the skillset and physical capabilities to compete at a senior level.

2.2 To automatically qualify for the Stage 3 Girls competition, players must be an eligible U14 player as per Queensland Junior Competition (QJC) guidelines.

2.2.1 As mentioned in the introduction, the Stage 3 Girls competition is intended for those that fit the Stage 3 mould. As such, we encourage teams to seek exemptions for players aged 14 and older (prior to September 1 of the competition year) who meet the following guidelines:

a) Not at a playing and skill level to participate in the Open Women's Competition.
b) Not in the top 10 average or aggregate for runs and wickets in the Open Women's Competition.
c) Not playing in Premier 1st Grade, or Premier 2nd Grade.
d) Not holding a leadership or dominant on-field role in the Open Women's competition and using the Stage 3 competition to play with friends.

e) Are focusing on developing a secondary skill (e.g. lower-order batting, reduced bowling, alternative bowling styles, or not bowling).

2.2.2 All player exemptions are to be directed towards the BWC Competitions Administrator. In any given season, a Competition Administrator can communicate directly with clubs on an alternate exemption process which supersedes this provision.

2.3 A team who fields a player who does not qualify or has not received an approved exemption may risk having the match forfeited in which they fielded the unqualified player, with the other team assigned the win and competition ladder points at the discretion of the Competition Administrator.

3 Player Eligibility

3.1 Open Women's Competition

3.1.1 As per the purpose of the competition outlined in the introduction, the competition is not designed for players of Women's Premier Cricket 1st Grade standard. Therefore, restrictions will be in place as follows:

a) Any player who has played 9 or more of their 12 most recent matches (including the prior season as applicable) in Women's 1st Grade will be ineligible.
b) Exemptions may be granted at the judgement of the Competition Administrator, if:
    (i) It is deemed the player has only been a 'fill-in' player for those matches and the player would otherwise ordinarily be playing Women's Premier Cricket 2nd Grade or below; and
    (ii) The player is unable to perform the primary skill that makes them Premier Cricket First Grade standard, e.g. a 1st Grade bowler who bats in the lower order may bat but not bowl.

3.2 Gender

3.2.1 Eligible players can be female as per their designated sex at birth, or

3.2.2 Female as per their gender identity nominated at the time of registration for the current competition.

5 Wicket & Umpire Fees

The competing Clubs shall be responsible for payment of the wicket and umpire fees chargeable for the various grounds on which competition matches are to be played. The amount of wicket and umpire fees and the method of computation thereof will be determined each season by Queensland Cricket. Until further notice resolution by Queensland Cricket, the fees are outlined in Appendix C.

5.1 Umpires shall be appointed by Queensland Cricket and shall be entitled to receive an allowance per match as approved by Queensland Cricket.

6 Registration

6.1 All players must be registered in PlayHQ prior to the commencement of play for them to be eligible to play.

6.2 Exception: A player may participate as fill-in for one match in PlayHQ. For any additional matches, the player must complete their registration through PlayHQ before taking the field.

6.3 Coaches and Team Managers are required to register (via PlayHQ) into their team with valid Blue Card details linked to their account.

6.4 No player shall represent more than one Club in any competition in any one season without Competition Administrator approval.

6.4.1 Players may apply to transfer to another club, provided the player applies before 31 October and informs their existing Club of the application prior to submission.

6.4.2 Players under the age of eighteen (18) years may apply to the Competition Administrator for special consideration at any time during the season if their residential circumstances change.

6.4.3 Clubs have five (5) business days to consent to a transfer application. If consent is not received within this timeframe, Queensland Cricket shall then process the transfer application.

6.4.4 Clubs may only challenge an application on the grounds of a player having unresolved financial commitments to the Club. Cricket skill and/or performance-related reasons shall not be grounds to challenge a transfer.

6.5 Regulation 6.4 does **not** apply to the Stage 3 Girls competition.

10 Team Lists

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

12 Players Dress and Equipment

12.1 Clothing:

12.1.1 All players must wear their club's uniform, including clothing and caps.

12.1.2 Players in joint-club teams may wear the playing uniform of their home club. In this circumstance, players on the same team may be wearing different club uniforms.

12.1.3 It is preferable, but not compulsory, to wear coloured club uniform clothing (a minimum of a coloured playing shirt is recommended).

12.1.4 Shoes must be 'sports' type. Cricket spikes must be worn when playing on turf wickets. Spikes are not to be worn on synthetic wickets.

12.1.5 Club caps or sun hats are mandatory when fielding (optional during night matches).

12.2 Helmets:

12.2.1 It is mandatory for a British Standard 7928:2013 compliant helmet to be worn when:

a) Batting;
b) Fielding within 7 metres of the bat (in front of the popping crease); and
c) When wicket-keeping up to the stumps

12.2.2 A neck protector must be worn at all times while batting.

12.2.3 Players who are 15 or under as of the 1st of September are required to wear a helmet at all times when wicket keeping.

a) It is the responsibility of the umpire (or coach if no umpire present) to ensure that helmets are worn when mandated, however it is the responsibility of the player, parent or guardian to ensure that the helmet is compliant with British standard 7928:2013.

13 Bowling Injury Prevention

13.1 Individual bowlers may bowl the following maximum total number of overs in an innings:

a) 20-over matches: 4 overs
b) 30-over matches: 6 overs
c) 35-over matches: 7 overs

13.2 A minimum of 5 players must bowl.

13.3 If the number of overs is reduced, maximum number of overs a player may bowl is to be reduced in proportion to the number of overs of play lost. If after play time is lost, a bowler has already bowled the reduced maximum number of overs per bowler (or more), that bowler may not bowl again in the innings.

13.4 A player's status in this procedure will be determined by their age on 31 August in the season in which the competition is played.

13.5 This procedure applies to bowlers of medium pace or faster (as determined by the umpires), noting that the location of the wicketkeeper is not a determining factor.

13.6 Bowlers under this procedure are restricted to the following maximum spell lengths:

a) Under 16 to Under 19 – 6 overs maximum per spell
b) Under 14 & Under 15 – 5 overs maximum per spell
c) Under 13 and younger – 4 overs maximum per spell

14 Match Reports

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

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

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

15 BWC Competitions

15.1 The Competition Administrator shall arrange for a competition fixture at the beginning of each season.

15.2 Match points shall be allotted as follows:

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

17 Finals

17.1 Team qualification for finals:

17.1.1 Qualification for finals shall be determined by the team's points position on the competition ladder at the conclusion of the preliminary rounds.

17.1.2 Where teams are tied on points, their position shall be determined by the number of wins in the preliminary rounds.

17.1.3 Where teams are tied on both points and the number of wins in the preliminary rounds, their position shall be determined by net run rate.

17.1.4 Teams which are bowled out for less than the allocated number of overs shall be deemed to have faced the allocated number of overs to calculate net run rate.

17.2 Player eligibility for finals:

17.2.1 Individual players must have played at least four matches within the particular BWC Competition to play for that team in the finals.

17.2.2 Exemption may be granted under extenuating circumstances. These requests are to be put in writing to the Competition Administrator for approval. Until approval is confirmed via email, the player will remain ineligible to play.

17.2.3 All matches count as one match played regardless of their length or whether they were completed.

17.3 Finals matches structure:

17.3.1 Definitions: SF: Semi-final, GF: Grand-final, CF: Consolation-final, W/L: Winner/Loser

17.3.2 Structure (Up to four teams, or six or more teams)

a) Semis: SF1 – 1v4; SF2 – 2v3
b) Finals: GF: W(SF1) v W(SF2)

17.3.3 Structure (five teams in the competition)

a) Semis: SF1 – 2v3; SF2 – 4v5; BYE: 1 (direct to final)
b) Finals: GF – 1 v W(SF1); CF – L(SF1) v W(SF2)

17.3.4 Consolation finals will be offered to teams not qualifying for the finals matches listed above.

17.4 Queensland Cricket will cover the umpire and ball costs for the Grand Final.

21 Disputes Referred (Appeals)

21.1 The rules in this document may not be varied by participants on or before match days without the approval of the Competitions Administrator.

21.2 All players and officials must be aware of the standards expected as per the Queensland Cricket Code of Behaviour. Should any player or official commit any breach of these Playing Conditions and Regulations, including the Code of Behaviour, a Breach of Code of Behaviour Report Form should be completed by the allocated umpires and submitted to Queensland Cricket. Matters of Dispute will be referred to the Queensland Cricket Conducts Commissioner.

21.3 Sanctions arising from the Code of Behaviour process will be enforced within all QC affiliated competitions and referred to player/official/member club's home association to be used at their discretion.

21.4 For disputes outside of Code of Behaviour that cannot be resolved, a detailed report must be submitted to the Competitions Administrator.

21.5 Disputes must be submitted in writing to the Competitions Administrator no later than 48 hours after the match in question.

21.6 An appeal must be submitted in writing to the Competitions Administrator within 24 hours of the dispute resolution being advised.

INDEX – GENERAL PLAYING CONDITIONS

Playing Condition	Subject	Page
1	Law 1- The Players	12
2	Law 2 – The Umpires	13
3	Law 3 – The Scorers	14
4	Law 4 – The Ball	14
5	Law 6 – The Pitch	15
6	Law 11 – Intervals	15
7	Law 13 – Innings	15
8	Law 15 – Declaration and Forfeiture	16
9	Law 16 – The Result	16
10	Law 20 – Dead Ball	18
11	Law 21 – No Ball	18
12	Law 22 – Wide Ball	20
13	Law 25 – Batters Innings; Runners	20
14	Law 28 – The Fielder	21
15	Law 17 – The Over	22

1 The Players

1.1 Membership and registration:

1.1.1 Participating clubs must be affiliated members of a Queensland Cricket or Queensland Junior Cricket affiliated association prior to 31 October each season.

1.1.2 Participating players must be registered by their clubs.

1.1.3 BWC does not form representative teams.

1.2 Number of Players

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

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

2 The Umpires

2.1 BWC anticipates that at least one umpire will be provided for all matches in the Open Women's competition. Despite this intention, umpires may not always be available.

2.2 If one official umpire is appointed by BWC, that umpire shall officiate from the bowler's end, and an umpire from the batting team shall officiate from square leg at the striker's end.

2.3 If no official umpires are appointed by BWC, each team shall provide an official umpire.

2.4 A volunteer umpire should be a person with suitable knowledge of the rules and etiquette of the game of Cricket.

2.5 Only one umpire from each team should officiate at any given time (except in extenuating circumstance and with the agreement of the opposing team).

2.6 It is recommended that the umpire from the batting team umpires from the bowler's end and that the bowler's team umpire stands at square leg.

2.7 Umpiring must be objective, unbiased and consistent between innings, particularly with respect to wide and no-balls.

2.8 Wide and no-balls must be adjudicated by umpires within the parameters defined in these rules.

2.9 Umpires must not coach the players.

2.10 Electronic communication between the umpire and scorers or teams is prohibited.

2.11 Fitness for play:

2.11.1 A gameday checklist must be completed and signed by representatives of each team prior to play and held by each club for at least seven years – a copy is available from Marsh Insurance.

2.11.2 The safety of players is paramount – safety first, play second.

2.11.3 Prior to the match, if both coaches in Stage 3 or both captains in Open Women's agree over the fitness of the ground, weather or light for play, then the officially appointed umpires (if present) should allow play to commence.

2.11.4 Prior to the match, if both coaches in Stage 3 or both captains in Open Women's disagree over the fitness of the ground, weather or light for play then the officially appointed umpires (if present) shall be the final judge of the fitness of the ground, weather and light for play.

2.11.5 Once the match has commenced, it is solely for the appointed umpires together to decide whether either conditions of ground, weather or light or exceptional circumstances mean that it would be dangerous or unreasonable for play to take place. The appointed umpires shall consider MCC Laws 2.7 and 2.8 with regards to Fitness for play and suspension of play in dangerous or unreasonable circumstances.

2.11.6 If there are no appointed umpires, decisions on fitness of the ground, weather or light shall revert to the coaches of the teams, as per the Playing Conditions above – i.e. if both coaches agree, then the decision on whether play shall commence / continue / cease shall be confirmed, however if both coaches disagree, then the status quo shall remain.

2.11.7 No time shall be added for lost playing time due to ground, weather or light.

3 The Scorers

3.1 Each team shall provide an official scorer.

3.2 Electronic scoring is required for each match, however, the use of one paper copy scorebook is recommended as a backup each match (EG: Home team electronic score, away team paper score).

4 The Ball

4.1 Home team to supply 2 balls for each match (1 for each innings)

4.2 The following balls may be used:

a) Pink 142g Kookaburra Senator 4-piece ball
b) Pink 142g Dukes Special Match 4-piece ball
c) Pink 142g RJR Pink Test Match 4-piece ball
d) Pink 142g RJR Test Special 4-piece ball
e) Pink 142g KD Precision 4-piece ball
f) Pink 142g Whack Test Leather 4-piece ball

5 The Pitch

5.1 All BWC matches are played on a standard pitch (20.1m length)

5.2 The following field set out shall be used:

a) Boundary: 50m, measured from the centre of the pitch.
b) Fielding restriction circle: 23m, measured from the stumps at each end of the pitch.

6 Intervals

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

Match Type	Innings Break (Minutes)
T20	15
One Day (Stage 3 Girls)	30
One Day (Open Women)	30

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

6.3 An individual player may be given a drink either on the boundary edge or at the fall of a wicket, on the field, provided that no playing time is wasted.

7 Innings

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

Match Type	Match Length (Overs)	Match Duration (Minutes)	Innings Duration incl. drinks break (Minutes)
T20	20	175	80
One Day (Stage 3 Girls)	30	270	120
One Day (Open Women)	35	310	140

7.2 Stoppages in play:

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

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

7.3 End of play:

7.3.1 Matches end when a result is achieved.

7.3.2 Unofficial play may continue after a result is achieved with the agreement of both team coaches or captains. E.g. a team batting second that passes the opposition's score may bat out the full number, or an agreed number of overs.

7.3.3 Once a result has been achieved in a match, scoring shall be closed.

7.4 Adjustments for slow over rates:

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

8 Declaration and Forfeiture

8.1 A win by forfeit may be claimed if a team is unable to commence play within 30 minutes after the scheduled starting time. Maximum competition points (excluding bonus points) for that match are awarded to the winning team.

8.2 In the event of a late start, the teams may agree to a reduced number of overs being played. The maximum over reduction for this reason shall be five overs per innings. The length of the match should not be shortened if play commences within 30 minutes of the scheduled start time.

8.3 Before claiming a forfeit, every attempt must be made to achieve a start of play.

8.4 Play may start before all members of a team are present.

8.5 All participants must be flexible in allowing for a delayed start caused by players being unable to reach the ground at the appointed time due to circumstances beyond their control. This rule is specifically intended to accommodate the difficulties of travelling through traffic on work and weekend days.

8.6 A forfeiting team remains responsible for its share of wicket fees to account for ground preparation costs and the lost opportunity to allocate the ground elsewhere.

8.7 Playing Condition 8.6 does not apply where the forfeiting team notifies the Competitions Administrator by 5pm Tuesday before the scheduled fixture.

9 The Result

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

9.1.1 No additional time shall be provided for time lost.

9.1.2 For a result to be achieved both sides must have had the opportunity to bat for at least 5 overs (T20 match) or 15 overs (One Day match); and

9.1.3 The match result shall be determined using the Duckworth-Lewis-Stern (DLS) calculation method. (Note that a DLS automated calculator available through PlayHQ livescoring app.)

9.2 Super Over:

9.2.1 For T20 finals only, a "super over" shall be played if a result has not been achieved at the conclusion of play. The super over shall be conducted as follows:

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

9.3 Abandoned Round:

9.3.1 Where adverse and severe weather has impacted on the round of fixtures, the Competition Administrator in coordination with Clubs will determine any abandoned games.

9.3.2 Abandoned games will receive points as detailed in Playing Regulation 15.2 Match Points.

10 Dead Ball

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

11 No Ball

11.1 Any ball that bounces 2 or more times before reaching the batter shall be called a no ball.

11.2 All no balls are followed by a "Free Hit" for whichever batter is facing it. If the delivery for the Free Hit is not a legitimate delivery (any kind of No Ball or Wide), then the next delivery will become a Free Hit for whichever batter if facing it.

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

For a Free Hit, the striker can only be dismissed under the circumstances that apply for a No Ball even if the delivery for the Free Hit is called a Wide.

Field changes are not permitted for Free hit deliveries unless:

a) There is a change of striker, or
b) The No Ball was the result of a fielding restriction breach, in which case the field may be changed only to the extent of correcting the breach.
c) The umpires believe a fielder is placed in a dangerous position for the Free Hit. In this instance, the umpires will allow the fielder/s that are in a dangerous fielding position for the Free Hit to move back in a straight line from their original position to (approximately) 15m from the batter. In the case of a wicket-keeper, a movement will only be allowed if there is a change of bowler, where they will be allowed to move to the position they would normally stand for that bowler.
d) For clarity, the bowler can change their mode of delivery for the Free Hit delivery. In such circumstances Law 21.1 shall apply.

11.3 Short-pitched deliveries:

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

11.3.2 A fast short-pitched ball is defined as a ball, which after pitching, passes or would have passed above shoulder height of the batter standing upright in their normal guard position.

11.3.3 The umpire at the bowler's end shall advise the bowler and the batter on strike when each fast short-pitched delivery has been bowled.

11.3.4 For the purpose of this regulation, a ball that passes clearly above head height of the batter, other than a fast short-pitched ball, that prevents them from being able to hit it with their bat by means of a normal cricket stroke shall be called a Wide and will also count as one of the allowable balls above shoulder height for that over.

11.3.5 In the event of a bowler bowling more than two fast short-pitched deliveries in an over, the umpire at the bowler's end shall call and signal No Ball on each occasion. A differential signal shall be used to signify a No Ball for a fast short-pitched delivery. The umpire shall call and signal No Ball and then tap the head with the other hand.

11.3.6 If a bowler delivers a third fast short-pitched ball in an over, the umpire, after the call of No Ball and when the ball is dead, shall caution the bowler, inform the other umpire, the captain of the fielding side and the batter at the wicket of what has occurred. This caution shall apply throughout the innings.

11.3.7 If there is a second instance of the bowler being No Balled in the innings for bowling more than two fast short-pitched deliveries in an over, the umpire shall repeat the above procedure and advise the bowler that this is their final warning for the innings.

11.3.8 Should there be any further instance by the same bowler in that innings, the umpire shall call and signal No Ball and when the ball is dead direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over nor be allowed to bowl the next over or part thereof.

11.3.9 The bowler thus taken off shall not be allowed to bowl again in that innings.

11.3.10 The umpire will report the occurrence to the other umpire, the batter at the wicket and as soon as possible to the captain of the batting side.

11.4 Full-pitched deliveries:

11.4.1 A "full-pitched" delivery is a ball which reaches the batter without bouncing first.

11.4.2 Any full-pitched delivery reaching the batter above waist height, when the batter is standing in an upright stance at the popping crease, shall be called no ball.

"Waist height" shall be the point at which the top of the batter's trousers would conventionally be when they are standing upright at the popping crease.

11.4.3 A full-pitched delivery, reaching the batter above waist height, and deemed dangerous by an umpire, will result in a 1st and final warning for the bowler.

11.4.4 A 2nd dangerous above the waist full-pitched delivery by the same bowler during the same innings will result in that bowler being immediately withdrawn from bowling.

12 Wide Ball

12.1 Wide deliveries shall be called as follows:

a) More than 30cm to the leg side of middle stump.
b) More than 90cm to the off side of middle stump.

12.2 For the purpose of this regulation, a ball that passes clearly above head height of the batter, other than a fast short-pitched ball, that prevents them from being able to hit it with their bat by means of a normal cricket stroke shall be called a Wide and will also count as one of the allowable balls above shoulder height for that over.

13 Batters Innings; Runners

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

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

a) 20-over matches: 30 legal deliveries
b) 30-over matches: 50 legal deliveries
c) 35-over matches: 50 legal deliveries

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

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

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

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

a) 20-over matches: 15 legal deliveries
b) 30-over matches: 30 legal deliveries
c) 35-over matches: 30 legal deliveries

13.6 A retired player does NOT count as a wicket fall for Duckworth-Lewis Stern calculations.

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

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

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

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

14 The Fielder

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

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

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

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

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

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

a) During the "Restricted Overs" period: maximum 2 fielders

b) At other times: maximum 4 fielders

14.5.2 The “Restricted Overs” period shall be:

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

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

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

15 The Over

15.1 6 balls shall be bowled per over.

15.2 A maximum of 8 balls may be bowled per over (including No Balls and Wides), except the final over of an innings where 6 valid deliveries must be bowled.

15.3 The bowling end will alternate each over, unless issues of ground, weather or light mean that it would be dangerous or unreasonable to do so. If it would be safe to bowl from one end only, then this is permitted with the agreement of both captains.

APPENDIX A – CODES OF BEHAVIOUR

Players will conduct themselves in a manner that upholds the values of the game as per the “Spirit of Cricket” guidelines contained within the Laws of the Game. Umpires will report to Queensland Cricket any breaches of these values and any such reported player will be dealt with under the Queensland Cricket Code of Behaviour.

In the 2017 code of the Laws of Cricket, Law 42 gives umpires the power to "sin bin" or send a player off for serious misconduct issues. This Law shall not apply in this competition.

All players, coaches, parents and attendees are required to abide by the Queensland Cricket Code of Conduct at all times.

APPENDIX B – EXCESSIVE HEAT POLICY

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

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

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

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

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

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

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

APPENDIX C — COMPETITION SPECIFICS

Items listed in Appendix C are specific to the Brisbane Women's Cricket competitions and are cross referenced within the generic playing conditions listed above.

Competition Name and Host City / Country

Brisbane Women's Cricket, South East Queensland, Australia

Applicable Grades:

- Open Women's Competition
- Stage 3 Girls Competition

Dates (to and from) that the Competition is being held

September 13, 2026 to March 7, 2027

Competition Administrator

Andrea Pullar (QC)

The standard umpire match fee shall be:

- T20:
    - Solo Umpire: $135.00 plus GST
    - Two Umpires: $180.00 plus GST
- OneDay (35 Overs):
    - Solo Umpire: $217.50 plus GST
    - Two Umpires: $290.00 plus GST

The applicable umpire fee above will be split equally between the two competing teams. Queensland Cricket will track a running balance of all umpire fee balances throughout the season and will invoice clubs at season end, avoiding match-by-match invoicing.

Wicket Fees:

Wicket fees for the competition are set at $300 plus GST for turf wickets and $150 plus GST for synthetic wickets. The total wicket fee for each match will be split equally between the two competing teams. Queensland Cricket will track a running balance of all wicket fee balances throughout the season and will invoice clubs for any net amount outstanding at season end. For the purposes of tracking each teams' balance, the team providing the ground will be credited half the wicket fee rate while the away team will be charged half the wicket fee rate. If a team plays an equal number of games at their home as they are away, they will have a balance that breaks even.

APPENDIX D – LIGHTNING RULES

LIGHTNING SAFETY 40-30 RULE

Applies to All Competitions

Play will be suspended in Dangerous or Unreasonable Conditions. The following will apply in addition to Law 2.8 (2017 Code 4th ed):

G1 [40/30 Rule] If thunder follows a lightning flash by 40 seconds or less, play must cease immediately.

G2 Players and umpires must leave the field immediately and must not return until 30 minutes after the initial lightning flash.

G3 If during the suspension of play thunder follows a lightning flash by 40 seconds or less, the 30 minute suspension period is to recommence.