



RULES FOR QUEENSLAND VETERANS CRICKET GAMES 2019

The Spirit of Cricket is expected to be observed always.

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

Laws of Cricket 2017 Code (2nd Edition - 2019) 4.

Culture of the Competition. Whilst the structure of the competition provides for a competitive approach, the committee believes this should not result in over-competitiveness or over-shadow what they believe is the competitions main purpose – to provide an opportunity for cricketers of all standards despite their advancing years, to continue to participate in a sport we all love.

1. The Laws of Cricket apply except for variations mentioned herein.

2. Team Lists: Before the toss, captains will exchange team lists of all players. The team lists should be seen by the umpire(s) and remain near the scorers. Each team may consist of twelve (12) players – in such event, the designated twelfth man shall be permitted to bowl but not bat. However, Captains, prior to the toss, can agree to both sides batting all twelve (12) players, but the 12 players must bat before any retired batsman is recycled. The bowling team need take a maximum of ten (10) wickets, so for the 12th player to bat, there must be at least one 'retired' batsman. (The designated 12th man will not bat unless both Captains have agreed to play 12 batsman). Captains are encouraged to agree to bat 12 to allow full participation by all players.

3. Age. To play in any game a player must have reached 50 years of age for Over 50's or 60 years of age for Over 60's during the year of the competition, although no more than two (2) players per team, aged either 48 or 49 for Over 50's and 58 or 59 for Over 60's, are permitted to play, without restriction on those players. Any 58 or 59-year-old that has played in the Over 50's Competition is not permitted to play in the Over 60's Competition without prior approval from the Executive Committee.

4. Umpires. Two official umpires are to be allocated to each match wherever possible. If only one official umpire is available, he is to stand at each bowling end. If no official umpire(s) are available, then both captains shall agree on non-official umpire(s). After consulting both captains, umpires have the final say on whether play will start, continue, resume or cease due to rain, unsafe ground conditions or extreme heat. When heavy rain is imminent, or when lightning is approaching, umpires should use their discretion to ensure

covers (when available) are installed promptly on turf pitches if play must cease. (See Rule 23).

5. Competition Structure:

There will be two (2) divisions, known as Division 1 and Division 2 for both Over 50's and Over 60's.

Each Division will play matches weather permitting, as per the QVC playing schedule.

6. Competition Points/Placings. Points will only be awarded for a Win 2 points or a Tie 1 point. Drawn games in the event of a washout, or poor playing conditions, will be allocated 1 point per team. Games may be rescheduled at the discretion of the QVC Committee, depending on time frames, available grounds, etc.

- The match is completed when a result is achieved.
- In all Divisions, the placing for teams' level on points will be decided by identifying the one with the higher wickets/runs quotient. Note: A compulsory retired batsman will not be deemed dismissed for calculating wickets lost in an innings.

The quotient is to be calculated as follows:

- (a) Runs scored divided by wickets lost
- (b) Runs scored by opposition team divided by wickets taken
- (c) Divide a) by b) to determine team quotient.)

7. Players. Only eleven fielders can be on the field at any one time. Fielders on the team list may rotate at any time, after notifying the nearest umpire. (Refer also to Rule 2 – Team Lists).

8. Commencement Time. Each Match is to commence at 10.00 am unless there has been a prior arrangement with each of the opposing Regional Co-ordinators. (See Rule 21 for match starts delayed beyond 10.00 am due to inclement weather. Play can commence up to 30 minutes early, if Captains and Umpires agree.

9. Finishing Time. The normal expected completion time is no later than 4:30pm. However, if light and playing conditions permit an adequate level of safety for players, play may be extended to 5:00 pm, with the intention to get a match result. If games are not completed by that time the match result will be decided as if the match were a rain affected match, and the Duckworth Lewis method of Target Score calculation will decide the result. (See rule 28).

10. Innings. Each Innings is to be a maximum of 45 overs in Over 50's and Over 60's in all Divisions.

11. Drinks Breaks. To be taken at agreed intervals, with reference to the prevailing temperature. Extra drinks for batsman can be supplied between overs if so requested.

12. Lunch Interval. The interval should normally start once the first 45 overs have been bowled or on the completion of first innings after an interruption. The interval can be up to 30 minutes by agreement.

13. Batting: Batsmen must retire on the stroke of scoring 50 runs in Over 50's and 40 runs in Over 60's Division 1. In Division 2 for Over 60's, batsmen must retire on the stroke of scoring 40 runs, or after Forty (40) balls have been faced. In all Divisions, subject to dismissal

of all other batsmen, retired batsmen must return to the crease in the order that they retired.

Any batsman retiring due to genuine injury or illness with the umpire's agreement, before scoring 50 runs in Over 50's, 40 runs in Over 60's Division 1 or 40 runs/or facing 40 balls in Over 60's Division 2, may return to continue his innings as per normal 'retired hurt' rules.

14. Bowling: In Over 50's a bowler may bowl a maximum of nine (9) overs and in Over 60's Division 1 and Division 2, a bowler may bowl a maximum of eight (8) overs.

- If the number of overs to be bowled in an innings is reduced, the maximum number of overs to be bowled by any bowler will be proportionately reduced in all Divisions. (Refer to Rule 20 in the case of matches requiring a reduction in overs to be bowled)

15. No-Ball. A No Ball is to be called for any delivery that lands or bounces off the prepared turf or synthetic pitch in front of the batsman.

16. Unfair Deliveries. An Unfair Delivery is:

- Any delivery that clearly passes above the batsman's shoulder, as judged from where the batsman takes his stance as if he had been standing erect;
- Any full-toss delivery that clearly arrives or would have arrived above waist height as judged from where the batsman takes his stance as if he had been standing erect.

Either the umpire at the bowler's end or the square leg umpire is to instantly call and signal **no-ball** for any unfair deliveries.

17. Wide Delivery: If the bowler bowls a ball, not being a No Ball, the umpire shall adjudge it a wide if, according to the definition below, the ball passes wide of where the striker is standing, and which also would have passed wide of the striker standing in a normal guard position.

Definition: The ball will be considered as passing wide of the striker unless it is sufficiently within reach for him/her to be able to hit it with the bat by means of a normal cricket stroke.

In Addition: *Leg Side Wide:* *Any ball that passes outside the batsman's legs and outside the protected area line (measured 12 inches / 30.48 cms) from the middle stump is to be called a wide.*

18. Substitute Runners: Injured batsmen will be entitled to have a runner if injured during the match in progress.

19. Only five (5) fieldsmen can field at any time within 15 metres of the boundary line/fence. If an umpire is concerned that the Spirit and Culture of Seniors' cricket is not being observed, the umpire should notify the fielding captain and, if 'stacking' occurs again, a no-ball will be called.

20. Ovals, Clothing and Equipment.

a. Coloured or white team shirts and trousers are permitted with approval of the committee.

b. Only red four-piece balls supplied by the Committee will be used in Championship matches.

c. The Oval playing size is to be measured to a maximum 55 metre half circle from the stumps at each end to form the ends, and then joined by straight boundaries on the off and on sides.

21. Playing Time – Delayed Matches. Provided play commences no later than 10.30 am, each innings should still be 45 overs per team. The lunch may be shortened by agreement. Where play cannot begin until after 10.30 am, each team's innings is to be reduced by one over for every 7.5 minutes lost beyond 10.30 am. The lunch may be shortened by agreement. For the result to be achieved each team must bat a minimum of twenty (20) overs, otherwise the result will be deemed a draw. (Refer also to Rule 28 – Target Score Calculations if overs are reduced, and rule 29, Interrupted Innings)

22. Adverse Weather. During adverse weather conditions the aim is to provide maximum playing time wherever possible without endangering individual safety.

- Extra drink breaks may be added, with agreement of both Captains, in the event of unusually hot conditions.
- In the event of extremely hot conditions only, the Captains may decide to vary the innings structure of each game for the first innings alternating for each team, before the lunch break. In such an event, each innings will continue after the lunch break and play continues until all ten (10) wickets have fallen or until a result is achieved, up to the maximum of 45 overs per team.

23. Available Pitch Covers. Are to be used as required. During play the batting team is responsible for speedy delivery of the covers when rain is imminent, and both teams must assist with the covering. Both teams must also assist with removal of the covers and any required overnight covering.

24. Lightning Rule. Umpires must call for play to cease once they are satisfied that thunder is heard less than thirty seconds after its related lightning flash. Once play ceases at one oval, play must cease on all adjoining ovals. Covers should not be placed if umpires are obliged to halt play due to lightning even if rain is expected. Nobody is to be on the oval while the lightning rule is in effect.

25. Backup Synthetic Pitches. To be used subject to availability, whenever play on a turf pitch is unlikely to commence before 11.30am. If rain or unsafe ground conditions prevent any match which commenced on turf from being fully played out, it may be completely restarted on the alternate Synthetic Pitch, provided less than twenty (20) overs of the first team's innings have been bowled. The restarted game will be reduced to twenty (20) overs for each team's innings. If more than twenty (20) overs have been bowled, the match shall not be restarted and will be called a draw.

26. Scoring. Two scorers are required for all matches. The home and away teams shall supply scorebooks. If available, the home team will supply a computer tablet with the Mycricket Live Scoring App and scorer to score. If the Mycricket Live Scoring App is NOT available or fails during the match, two scorebooks must be used.

27. Match Results. The Home teams' designated mycricket delegate shall enter or download from the Live Scorer App, the match scores and player statistics in to Mycricket as soon as practical after completion of the match. Note: Draw or Tie results must be entered.

28. Target Score Calculations. The Duckworth Lewis method of target score calculation is to be used in all games. It is the responsibility of Captains/Regional Co-ordinators to ensure they, or someone in their team has access to and knowledge of a Duckworth Lewis App.

NOTE: The Duckworth Lewis System will only apply when there has been a reduction of overs after the start of play and/or there is insufficient time to bowl the remaining overs, taking into consideration that play can continue until 5:00pm.

If the commencement of the game is delayed and the number of overs reduced for each team, Duckworth Lewis does not come into play as both teams have the same number of overs from the start of the game.

29. Interrupted Innings.

(1) Team Batting First – adverse conditions causing a late start and/or interruption to the innings of the side. Thereafter, the umpires will reduce the overs for both teams by one (1) for each 7.5 minutes lost in all divisions. Example – 60 minutes divided by 7.5 = 8 overs lost from the first team's innings.

(2) Team Batting Second: The umpires will reduce the overs by one (1) for each 4 minutes lost in all divisions. Example –30 minutes lost divided by 4 = 8 over reduction. Should there be no interruptions since commencement at 10.00 am prior to the team batting second, the overs will not be reduced until after 30 minutes of lost time has elapsed.

NOTE: there will come a point in time when it will be mathematically impossible for the team batting second to receive 20 overs. The umpires will announce that the game will be declared abandoned should play not resume by such time.