



2025 PLAYING CONDITIONS FOR OVER 50'S QUEENSLAND VETERANS CRICKET SOUTH EAST QLD REGION COMPETITION

These Rules are written in the "Spirit of Veterans Cricket" and the QVC Management Committee expects all players and administrators to follow them with that in mind.

"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 (3rd Edition - 2022)

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 competition's 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:

2.1 Before the toss, which can be done anytime within 30 minutes of the scheduled start time, captains will exchange team lists of all players. The team lists must be seen by the umpire(s) and remain near the scorers. No player can play for more than one match per round.

2.2 Each team may consist of 12 players. All 12 players are permitted to bowl, and wicket keep. In Division 1 only, the captain may nominate a non-batter and only then are 11 players permitted to bat. In all other Divisions the 12th player must bat but only if there has been 1 retired batter by way of scoring of 50 runs. Retired hurt is not to be considered a retired batter.

2.3 The 12th player must bat before any retired batter is recycled if there are 12 nominated batters.

2.4 In Divisions 2, 3 & 4, no team can recycle a retired batter unless there have been two (2) retirees if the batting team has 12 players. If the batting team has 11 players or less, retired batters may only recycle when all other batters have batted, including batters who may have retired hurt, unless the retired hurt batsman is unable to resume his innings.

2.5 In any match where a team of 12 players has a non-batting player, that player must be nominated before the toss and noted in the team lists when provided by the Captain.

2.6 Regardless of whether there have been any recycled batters, the last-wicket partnership may continue until:

- The last wicket falls
- The winning score has been achieved, or
- Completion of the allowed overs for the innings have been bowled.

2.7 The bowling team needs to take a maximum of 10 wickets to dismiss the batting team.

2.8 In Divisions 2, 3 or 4 if one team only has 11 players, the team with 12 players may nominate a non-batter. Batters who reach 50 runs will be allowed to recycle until 10 wickets are taken or the completion of the allotted overs of the innings is reached.

2.9 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.

3. Age:

- 3.1 To play in the Over 50's competition, a player must have reached 50 years of age or be turning 50 during the calendar year of the competition.
- 3.2 Notwithstanding, in any game, each team may be permitted to play two under-age players who must be turning 49 years old during the calendar year of competition.
- 3.3 There will no longer be a requirement for teams to seek prior approval to play a registered under age player, however any side found guilty of contravening the above rules will be automatically stripped of points for each and every breach.
- 3.4 Underage players playing lower than division 1 must be pre-approved by the management committee.

4. Umpires:

- 4.1 Two official umpires are to be allocated to each match wherever possible. If only one official umpire is available, that umpire is to stand at each bowling end. If no official umpire(s) are available, then both captains shall agree on non-official umpire(s).
- 4.2 After consulting both captains, umpires have the final say on whether play will start, continue, resume, or cease due to rain, lightning, unsafe ground conditions or extreme heat. When heavy rain is imminent, or when lightning is approaching, umpires should use their discretion to ensure covers (if available) are installed promptly on turf pitches if play must cease. (See Rule 22).
- 4.3 At the completion of play, both captains are to complete the QVC Umpire Report, rating the umpires on their performance, and knowledge of Veterans Cricket rules. This report is to be emailed to nelmawright@icloud.com within 48 hours.

5. Competition Structure:

- 5.1 A QVC Competition Committee will be responsible for adjudicating any disputes or questions that arise during the season.
- 5.2 There will be 4 Divisions known as:
 - Division 1 – Gill Chapman Shield
 - Division 2 – Andrew Knight Shield
 - Division 3 – Peter Sherman Shield
 - Division 4 – Trent Ryan Shield
- 5.3 Regional Coordinators must notify QVC of the number of teams they intend to nominate in each division. It is expected there be a minimum aggregate of Sixteen (16) players committed to play the majority of games for the season available for each nominated team.
- 5.4 The QVC Management Committee retains the ability to decline or re-grade a team nomination if it believes it is in the best interests of the overall competition.
- 5.5 If a bye becomes unavoidable, points will be allocated to the Bye side (on the assumption that all teams will have one bye each). There are no NRR implications for a Bye.
- 5.6 The following points shall be awarded in all divisions:
 - Win/Win on forfeit – 2 points, Win on Forfeit and the maximum NRR for the round will apply.
 - Losing/Forfeiting team – 0 points
 - Bye – 2 points
 - Tied or Abandoned Result – 1 point each.
- Reference to Rule 22 must also be completed for results in Division 1 matches, i.e. covers.
- 5.7 The match is completed when a result is achieved.
- 5.8 In all divisions, placing for teams' level on points at the conclusion of fixtures will be decided by identifying the team with the higher Net Run Rate (NRR). The NRR, which is automatically calculated on Play HQ, is as follows: The average runs per over scored by a team in the competition minus the average runs per over scored against that team in the competition. In the event of a team being all out in less than its full quota of overs in a match, the calculation of its NRR 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 it was dismissed. NRR for forfeit is to be the maximum NRR of the round in that grade.
If teams end the season on equal points and NRR, the team that won the fixture between the two teams that season shall finish higher on the table. If this game did not proceed or was a no result then the team that finished the season with the higher batting run rate is deemed to finish higher.
Batting run rate = runs scored/overs faced. If a team is bowled out it is considered to have faced all scheduled overs for that game.
- 5.9
 - a) In the event any team withdraws from the competition mid-season, all games that team previously played, as well as remaining games will be regarded as forfeits, with 2 points awarded to their opposition.
 - b) In the event a team needs to withdraw mid-season, that region's lowest graded team must be the team that is withdrawn.

6. Rescheduling of Games:

6.1 There will be no rescheduling of home & away games due to weather, or poor playing conditions. Games not able to be played will be considered an Abandoned Result, with points shared.

6.2 Games may only be rescheduled in the following situations:

- a) Incorrect information on Play HQ
- b) Double booking of a ground.

7. Finals:

7.1 At the completion of home & away rounds, the top four sides in each Division will play Semi-Finals, (1 v 4, 2 v 3) with the two winning sides contesting the Grand Final. In the event of any semi-final being unable to be played or completed, the higher placed team will progress to the Grand Final.

7.2 In any grade that has the competition split into Pool Play the top four sides in each pool at the end of the home & away rounds will play Semi-Finals, (1 v 4, 2 v 3) with the two winning sides contesting that pool's Grand Final. In the event any finals are unable to be played or completed, the team finishing higher on the ladder side will progress.

7.3 The weekend following the Grand Final will be set aside in case the original date is unplayable due to weather or unforeseen circumstances, if possible.

7.4 In the event play does commence on the originally scheduled Grand Final date, Rule 9.2 will be enforced. (If both teams don't get to face 15 overs on the original day, the match is to be replayed the following weekend if scheduled before the scheduled start of play in the Grand Final. If no reschedule was made before the scheduled Grand Final commencement time, then the team finishing higher on the ladder will be deemed as Premiers).

8. Match Commencement Time:

8.1 Each match is to commence at 10am unless, before the weekend of the match, there has been an arrangement made with both the opposing Regional Coordinators, with umpires to be notified accordingly.

8.2 Provided play commences no later than 10:30am, each innings will be 45 overs per team.

8.3 Where play commences after 10:30am, each team's innings is to be reduced by one over for every 8 minutes lost beyond 10:30am.

9. Finishing Time:

9.1 The scheduled cessation time is 5.00pm.

9.2 Each team must bat a minimum of fifteen (15) overs, unless dismissed All Out, otherwise, the result will be an Abandoned Result. See Rule 27- Target Score Calculations if overs are reduced, and Rule 28 – Interrupted Innings.)

9.3 If games are not completed by 5.00pm, the Duckworth Lewis Stern method of Target Score calculation will decide the result. (See Rule 27)

10. Drinks Breaks:

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

11. Lunch Interval:

11.1 Lunch is taken whenever the first innings is completed if the innings is completed within 30 minutes of the scheduled lunch break of 1pm. Otherwise, there will be a 10- minute change of innings with lunch taken at the scheduled time.

11.2 The duration of the lunch interval shall be a maximum of 30 minutes but can be reduced to 15 minutes in a reduced-over match.

12. Batting:

12.1 In all divisions, batters must retire after scoring 50 runs. (Unless Rule 2.6 applies).

12.2 In all divisions, retired batters may be recycled at the batting team Captains' discretion, subject to Rules 2.3 & 2.4. This includes batters retired hurt.

12.3 Any batters retiring due to genuine injury or illness (with the umpire's agreement) before being compulsorily retired under Rule 12.1, must return on or before the fall of the ninth wicket, and before any compulsory retired batter is recycled. If that batter is unable to return to the crease, he will be deemed as out when determining if any other compulsorily retired batter can be recycled.

13. Bowling:

13.1 A bowler may bowl a maximum of nine (9) overs.

13.2 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. (See Rule 28 in the case of matches requiring a reduction in overs to be bowled).

14. 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 batters.

14.1 In the event of a No Ball being called the batting side will be awarded a "free hit" from the next legal delivery. A batsman cannot be dismissed on the free hit, unless being run out or obstructing the field. Should a non-legal ball be bowled then the free hit shall be called again. The field cannot be adjusted if the batsman who received the no-ball is on strike for the free hit delivery.

15. Unfair Deliveries:

An Unfair Delivery is any delivery that clearly passes above the batter's shoulder, as judged from where the batter takes their stance as if they had been standing erect. - Any full-toss delivery that clearly arrives or would have arrived above waist height as judged from where the batter takes his stance as if they 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. (Rule 14.1 will then apply)

16. Wide Deliveries:

The Laws of Cricket shall apply – with the following changes

i. Any delivery that passes outside the offside wide marker will be called a wide, regardless of whether the striker has brought the ball within reach.

ii. 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:

- the ball passes between the striker and the stumps or
- the striker is attempting to play or has aborted an attempted switch hit or reverse sweep. In this scenario, a delivery passing the striker outside the Off-Side Wide Guideline on the leg side shall be considered a wide.

17. Substitute Runners:

Injured batters will be entitled to have a runner if injured during the match in progress. The runner must be a batter who has already batted and been dismissed. If no wickets have fallen the batting Captain can nominate any batter to act as runner, this cannot be the designated non-batter. Injured batters may return at the fall of any wicket.

18. Fielding Restrictions:

Definition of Fielding Restriction Area - 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 27.5m (30 yards). The ends of each semi-circle shall ideally be joined to the other by a straight line. If not, then the semi-circle can take the form of a series of dots forming the semi-circle, or soft flat markers. In the unlikely event that the semicircle cannot be drawn, the umpires will use their judgement basing the circle on the estimated halfway point to the boundary. Application of Restrictions - 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 Powerplay Overs) are set out in the following paragraphs. Subject to there being no interruptions to play, the Powerplay Overs shall be taken as follows:

- **Powerplay 1** - no more than three (3) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 45 overs, these are overs 1 to 15

- **Powerplay 2** - no more than four (4) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 45 overs, these are overs 16 to 30

- **Powerplay 3** - no more than five (5) fieldsmen shall be permitted outside this fielding restriction area. In an innings of 45 overs, these are overs 31 to 45

Restriction of Leg Side Fieldsmen - At the instant of delivery no more than five (5) players shall be fielding on the leg side of the wicket. At all times there can be no more than 2 fieldsmen behind square leg.

Powerplay Infringement - In the event of an infringement of the above Playing Conditions, either umpire shall call and signal 'No ball' at the instant of delivery. The free hit rule is to be utilized for any No Ball for this infringement.

Powerplays in Reduced Over Games - In circumstances when the number of overs of the batting team is reduced, the number of Powerplay Overs shall be reduced proportionally.

19. Ovals, Clothing and Equipment:

19.1 Appropriately coloured or white team shirts and trousers are permitted with approval of the QVC committee.

19.2 Specified and approved ball: The ball to be used for this competition is the RJR Test Special and the colour of the ball must be pink.

19.3 Use of Hybrid Wickets: Due to technological advances, the access to “hybrid wickets” has increased; these wickets will be deemed suitable for play instead of a turf wicket.

19.4 Marking of grounds: The boundary is to be clearly marked by.

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 27.5m (30 yards). The ends of each semi-circle shall ideally be joined to the other by a straight line. If not, then the semi-circle can take the form of a series of dots forming the semi-circle, or soft flat markers.

19.5 Marking of wickets: Wickets are to be marked as per normal cricket laws and to include the “danger area” markers and the “offside wide lines” at both ends and sides of the stumps.

20. Helmets:

See Appendix A: CA Helmet Policy.

20.1 WICKET-KEEPING: The wicketkeeper must always wear a helmet when wicketkeeping up to the stumps.

20.2 FIELDING: A fielder must always wear a helmet when fielding in a position closer than seven (7) metres from the batter’s position on the popping crease on a middle stump line, with the exception of any fielding position behind square of the wicket on the off side.

20.3 The umpires shall not permit the match to continue during any period in which any batter, wicketkeeper standing up to the stumps or fielder within the prescribed area fails to wear a helmet as per the above.

21. Heat:

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

21.2 Extra drink breaks may be added, with the agreement of both Captains, in the event of unusually hot conditions.

21.3 In the event of extremely hot conditions, 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.

22. Available Pitch Covers:

22.1 Where covers are available, it is mandatory that pitches be covered the night before all scheduled Over 50 matches. In the event a home side fails to take all reasonable steps to cover the pitch, they will only receive 1 point should they subsequently win the game. Should the away side win the match they shall be awarded 2 points as per normal regulations. The determination of whether the pitch has been covered shall be decided by the umpires before the toss, and the points awarded will be determined by the Competition Committee after all facts are considered.

22.2 During play, the batting team is responsible for the speedy delivery of the covers when rain is imminent, and both teams must assist with the covering.

22.3 Both teams must also assist with the removal of the covers when required.

23. Lightning Rule:

23.1 Umpires must call for play to cease once they are satisfied that thunder is heard less than 30 seconds after the related lightning strike.

23.2 Once play ceases at one oval, play must cease on all adjoining ovals.

23.3 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.

24. Backup Synthetic Pitches:

24.1 Synthetic pitches, if available on the scheduled day, are only to be used whenever play on a turf pitch is unlikely to commence before 11:30am.

24.2 Moving to a synthetic pitch must be with the consent of both captains.

24.3 If rain or unsafe conditions prevent any match that commenced on turf/hybrid wicket from being fully played out, it may be completely restarted on an alternate synthetic pitch, provided less than fifteen (15) overs of the first team's innings have been bowled. The restarted game will be reduced as per the normal "time lost" per over calculation. If more than fifteen (15) overs have been bowled, the match shall not be restarted and will be declared a draw.

25. Scoring:

Two scorers are required for all matches. The home and away teams shall supply scorebooks and if available the designated home team will supply a computer tablet with the Play HQ Live Scoring App. Where there is Live Scoring available, the teams must still use one scorebook as backup. Each team is required to have competent Live Scorers available if a nonplaying Live Scorer is not present. If the Play HQ Live Scoring App is NOT available or fails during the match, two scorebooks must be used.

26. Match Results:

26.1 It is each Regions responsibility to enter their teams on Play HQ by 12pm Friday before the match.

26.2 If any player has requested to remain "private" on PlayHQ, their full name must be advised to the Operations Manager within 24 hours of being selected in any game. This is for accountability purposes and to assist the selectors of the various age divisions in selecting representative teams, as well as final qualifications.

26.3 If games are abandoned, the teams for each side must still be entered on Play HQ. In the case of a forfeit, teams, (even if not a full team) must still be entered on Play HQ within 48 hours of the commencement of a game. Games under these circumstances will be counted for the non-forfeiting side to determine finals eligibility in the division.

26.4 The Home team's designated Play HQ delegate shall enter the match scores and player statistics into Play HQ within 72 hours of the completion of the game. (Note: Tied, Abandoned or Forfeited results must be entered).

27. Target Score Calculations:

The Duckworth Lewis Stern 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 an agreed Duckworth Lewis Stern App. NOTE: The Duckworth Lewis Stern 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 finishes at 5pm. If the commencement of the game is delayed and the number of overs reduced for each team, Duckworth Lewis Stern does not come into play as both teams have the same number of overs from the start of the game.

28. Interrupted Match:

If, due to suspension of play after the start of the match, the number of overs in the innings of either team must 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.

28.1 When there is either a late start or an interruption in play that causes a loss of overs to the team batting first, the umpires will reduce the overs for both teams by one over (1) for each 8 minutes lost. Example – 48 minutes lost divided by 8 = 6 overs lost from both teams' innings.

28.2 Subject to 28.3, if there is an interruption in play of the team batting second, the umpires will reduce the remaining overs by one (1) for each 4 minutes lost. Example – 32 minutes lost divided by 4 = 8 over reduction, part overs do not count in the number of reduced overs. Example 30 minutes lost is 7 over reduction.

28.3 If play commences on time at 10am and there are no interruptions prior to the team batting second, the overs will not be reduced until after 30 minutes of lost time has elapsed.

28.4 When there is insufficient time for the team batting second to receive 15 overs, the umpires will abandon play, and the game will be a no result.

29. Player Availability in Fixture Games:

29.1 If a team is unable to field 12 players from its own region, players can be sought from any other Regional Coordinator for replacement players. As far as possible, regions should offer loan players to other regions to ensure a 12 v 12 game and must do so within the spirit of the game at the forefront. The replacement players from other regions cannot bat higher than position 6 in the batting order and cannot bowl more than 6 overs in the bowling innings. The replacement player must be from the same Division or a lower Division.

29.2 If a region has two (2) or more teams in the same division, players may switch between teams in the same division. For finals qualification, the team a player played the most games for is the team he qualifies, for as long as he has played the minimum games to qualify for finals as per 31.1. If he played the same number of games for multiple teams, he is eligible to play for the first team he played in that season.

29.3 Any player who has played two (2) games in any division can only play in the next lower division; no player can drop two divisions without express approval from the Operations Manager.

29.4 Representative Selection Restrictions

(i) Queensland Division 1 and 2 players selected for the previous National Championships for either Over 40's or Over 50's players cannot play below Division 1 without express approval from the Operations Manager.

(ii) Queensland Division 1 Over 55 National players selected for the previous National Championships cannot play lower than Division 2 without express approval from the Operations Managers.

(iii) Australian representatives selected within twelve months prior to season are restricted to the following:

Over 40's & 50's representatives cannot play lower than Division 1.

Over 55's & 60's Representatives cannot play lower than Division 2.

Without express approval from the Operations Manager.

30. Core Player Nomination:

30.1 Regional Co-ordinators from ALL sides in Divisions 1, 2 & 3 will need to provide a list of the 6 Core Players to the Operations Manager prior to the commencement of Round 1. These Core Players cannot be changed during the season with Operations Manager approval.

30.2 Core 6 players will be able to play in a lower division, but may not bat higher than 6 in the batting order and may not bowl more than 6 overs.

30.3 Core 6 players can play up a division without restrictions.

30.4 During home & away rounds, non-Core players will be free to move up, down and sideways without being subject to 30.2 batting or bowling restrictions.

1030.5 No player can play for more than one team per round.

30.5 The Competition Committee retains the right to impose batting or bowling restrictions on any player if they deem a side has or is openly abusing this freedom.

31. Player Eligibility for Finals:

31.1 Individuals must have been selected to play in a minimum of three (3) games during fixtures to qualify for finals in that particular team. (Rule 26.3 applies)

Exceptions to this rule are:

i. Any player may be selected in a Division above their "qualified grade";

ii. Should a Region have consecutive Divisions playing in finals that Region may select players below their qualified Division, if the higher qualified team is fully selected with qualified players for that higher Division. Any player selected in a Division for a semi final is eligible to play in the Final for that Division.

31.2 If a region has two or more teams in a division, and only one (1) participates in finals, and that team is not able to be selected by qualified players for that team, players from the other team in that Division may only be selected if players from lower divisions are unavailable and then upon approval by the Competition committee. Players selected from the grade below would not need any approval.

31.3 Games not played: Any player named in a team as per 26.1 is deemed to have played that game for Finals qualification if that game does not proceed or is a "no result" due to weather or forfeit. However, he is not able to play in a different game in that round.

32. National Championship Selection

32.1 To be eligible for selection for the National Championships a player must have played three (3) games in QVC/Cooper Finlay Competitions during the current season. Any player on international duty during the Cooper Finlay is considered to have played the two Cooper Finlay matches.

32.2 Any over aged player is eligible to nominate for selection in any lower age group.

32.3 Selection Guideline: Over aged players may be considered for state selection if they would be selected to play in Division 2 or above in the lower age group.

32.4 Any exceptions to the above (ie. injury with medical evidence, national service, over 40's and above games played in Queensland regional competitions) will require application to the Competition Committee.

32.5 Games not played: Any player named in a team as per 26.1 is deemed to have played that game for National Championship selection eligibility if that game does not proceed or is a "no result" due to weather or forfeit.

32.6 Any player who does not reside within the outer boundaries of the current QVC Regions that compete in South East Queensland QVC competition but still resides within Queensland is exempt from 32.1 above. These players are eligible to be selected in any Queensland team if they follow the normal nomination process.

33. Application for exemption to QVC Rules:

33.1 Regional Coordinators must apply in writing, advising of circumstances and relevant statistics, to the QVC Competition Committee if they believe there are valid reasons to request an exemption to any QVC Rules.

33.2 Requests will only be considered if there are extenuating circumstances.

15 February 2025.