



2026 RULES FOR OVER 60'S QUEENSLAND VETERANS CRICKET 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, captains will exchange team lists of all players. The team lists should be seen by the umpire(s) and remain near the scorers.

2.2 Each team shall consist of **twelve (12)** players. The 12th person shall be permitted to bowl and can bat **if there has been one (1) retiree**.

2.3 **Every player** named in a side must bat before any retired batter is recycled.

2.4 **With the exception of Rule 12.2**, no team may recycle a retired batter unless there have been **two (2) retirees**.

2.5 Any subsequent retirees (after the 2nd retired batsman) can also **potentially be recycled**, until a maximum of 10 wickets fall.

2.6 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 nearer umpire.

3. Age:

3.1 To play in the Over 60's competition, male players must have reached **60** years of age or be turning 60 during the year of the competition.

3.2 Teams with **genuine** player shortages **may seek permission** from the Operations Manager to play an under-age player who must be turning **59** years old during the calendar year of the competition.

3.3 If an under-age player subsequently plays a game in the Over 50s competition, that player is **not** permitted to return to play in the Over 60s unless approved by the Operations Manager

3.4 Female players must have reached **40** years of age or be turning **40** during the year of the competition to play in men's QVC fixture games.

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, 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 22).**

4.3 Umpires are **NOT TO BE INVOLVED** in discussions or disputes between opposing sides regarding rules that are **unique** to QVC. All such discussions must be amicably resolved by opposing captains in strict adherence to QVC rules. In the event of an unresolved dispute, either captain may make a written submission to the **Operations Manager** for adjudication by the Competition Committee.

4.4 It is the responsibility of the home team to ensure umpires are paid in the agreed manner on the day of the match.

4.5 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 to adjudicate any disputes or questions that arise during the season.

5.2 There will be 3 Divisions known as:

Geoff Dymock Shield (Division 1)

Kerry Emery Shield (Division 2)

Kratzmann Shield (Division 3) (Pool A & Pool B)

5.3 Regional Coordinators must notify the Operations Manager of the number of teams they **intend to nominate** in each division. It is **essential** there be a minimum aggregate of **sixteen (16)** players available for each nominated team.

5.4 The QVC 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 The following points shall be awarded in all divisions:

Winning team, including on a forfeit – **2** points

Losing/Forfeiting team – **0** points

Bye, Tied, Drawn or Abandoned Result – **1** point each

5.6 The match is completed when a result is achieved.

5.7 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.

5.8 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. In the event of an abandoned game, 1 point will be awarded to the opposition.

5.8 b) In the event a region needs to withdraw a team mid-season, that region's **lowest graded team** must be the team that is withdrawn.

5.9 Midweek fixtures will be sanctioned if date and venue agreed to by both regions **before the start of the season**. Midweek social games can be arranged at any time.

6. Rescheduling of Games:

6.1 There will be **no rescheduling of home & away games** due to weather, Covid or poor playing conditions. Games not able to be played will be considered drawn, 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 for Season 2026:

7.1 At the completion of home & away rounds, the top **four** sides in **Division 1** 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 **Division 2**, the top **two** sides at the end of the home & away rounds will contest the Grand Final.

7.3 In **Division 3** the top **two** sides in each pool will play **Semi-Finals**, (1 in Pool A v 2 in Pool B, 1 in Pool B v 2 in Pool A) 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.

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

7.5 In the event play does commence on the originally scheduled Grand Final date, **Rule 9.2** will be enforced. (If both teams do not get to face 20 overs on the original day, the match is to be replayed the following weekend).

7.6 If the same occurs the following weekend, the match is abandoned, and the higher placed team will be named premiers.

8. Match Commencement Time:

8.1 Each match is to commence at 10am unless, prior to 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 7.5 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 twenty (**20**) overs, (unless a result occurs within 20 overs) otherwise the result will be a draw. (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.

Note: For the 2026 season lunches will not be provided at matches unless there is a direct negotiation between teams about cost and type of meal. Provision of lunches may be particularly suitable where teams are traveling from long distances or where local catering options are not available. Players and umpires will now be responsible for bringing their own lunch to matches.

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 **Division 1 only**, batters must retire **immediately** they have faced **50 balls**, with **no run limit**. In **Divisions 2 & 3**, batters must retire **immediately** they have faced **40 balls**, with **no run limit**.

12.2 In **all divisions**, regardless of whether there have been any retired batters, the **final wicket partnership** can continue until the fall of a wicket, or the allotted number of overs has been bowled.

12.3 In all divisions, retired batters may be recycled **in any order at the batting captain's discretion**.

12.4 Once a recycled batter returns to the crease there is **no limit** on the number of balls he may face.

12.5 Any players injured during the game, or 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**. If an injured batter is unable to resume, he will be considered "out" for the purpose of recycling

13. Bowling:

13.1 A bowler may bowl a maximum of eight (8) overs.

13.2 In **Division 3 only**, including wides and no balls, there will be a maximum of eight (8) deliveries in any over, except in the **final scheduled over** of each innings, where the batsmen must be given the opportunity to face six (6) legitimate deliveries

13.3 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.

15. Unfair Deliveries:

An Unfair Delivery is:

- a) 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.
- b) 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.
- c) 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.

16. Wide Deliveries:

a) 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**.

b) As a guideline to the umpires, wide line crease markings shall be marked at each end of the pitch.

17. Substitute Runners:

Injured batters will be entitled to have a runner only if they are injured **during the match in progress**.

18. Fielding Restrictions:

18.1 Only five (5) fieldsmen can field at any time within 15 metres of the boundary line/fence.

18.2 At the instant of delivery no more than five (5) fieldsmen shall be fielding on the leg side of the wicket. Only two (2) fieldsmen can field behind square leg.

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 Only **red** four-piece balls supplied by the QVC Committee will be used in all QVC Competition regional fixtures.

19.3 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.

20. Helmets:

British Standard Helmet Policy

20.1 BATTING: A batter must **always** wear a British Standard 7928:2013 compliant helmet.

20.2 WICKET-KEEPING: The wicketkeeper must **always** wear a helmet or **approved face mask** when wicketkeeping up to the stumps.

20.3 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, except for any fielding position behind square of the wicket on the off side.

20.4 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 fails to wear the correct protective head gear.

21. Heat:

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

22. Available Pitch Covers:

22.1 Covers are to be used as required.

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 If thunder follows a lightning flash within forty (40) seconds but more than thirty (30) seconds, play must **cease immediately**. Players and officials must leave the field immediately but **may cover the wicket** and make necessary preparations for the thunderstorm.

23.2 If thunder follows a lightning flash by thirty (30) seconds or less, players and officials must leave the field and **must not** return for any reason until 30 minutes after the suspension commences.

23.3 If during the suspension of play, thunder follows a lightning flash by thirty (30) seconds or less, the thirty (30) minute suspension period is to recommence.

23.4 Umpires will reinspect as often as appropriate and shall advise both captains of resumption times when agreed upon.

23.5 In the event of multiple matches being played at the same venue, should one ground leave the field under this policy, an air horn type siren is to be sounded at the request of the umpires by the Home Club. Upon the sounding of this siren, all matches at the venue are to cease immediately.

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 which commenced on turf from being fully played out, it may be completely restarted on an 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 declared a draw.

25. Scoring:

Two scorers are required for all matches. The home and away teams shall supply scorebooks and if available the home team will supply a computer tablet with the Play HQ Live Scoring App. Where there is Live Scoring available, the teams may choose to use one scorebook only. **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 within **24** hours of the commencement of a match.

26.2 Regional Coordinators must **request permission** from the Operations Manager if there is a valid reason why any player's name **cannot** be displayed on Play HQ. Designations such as "**fill in**" or "**private player**" are otherwise **not permitted**. This is for accountability purposes and to assist the selectors of the various age divisions in selecting representative teams.

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 24 hours of the commencement of a game. Games under these circumstances **will be counted** to determine Grand Final eligibility in the division selected.

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: Drawn, 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:

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 **7.5** minutes lost. Example – 60 minutes divided by 7.5 = 8 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 – 30 minutes lost divided by 4 = 8 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 20 overs, the umpires will abandon play, and a **draw** will result.

29. Player Availability in Fixture Games & Semi Finals:

29.1 If a team is unable to field 12 players from its own region, players should be sought from the Regional Coordinator of their opponents. If this is not possible, replacement players can be sought from other regions with the permission of the opposing Regional Co-ordinator. As far as possible, regions should offer loan players to other regions to ensure a 12 v 12 game, but must do so with spirit of the game to the forefront.

29.2 After playing **four (4)** games in a **higher division**, players can only play in a **lower division** subject to the **following restrictions**:

- 1) Can score a maximum of **25 runs** or face a maximum of **25 balls** (whichever comes first).
- 2) Can bowl a maximum of **four (4)** overs.
- 3) Can keep wicket for a maximum of **15** overs.
- 4) **Cannot** bowl and keep wicket in the same innings.

29.3 If a region has **two (2)** or more teams in the **same** division, players may **switch** between teams in the same division, but once a player has played **four (4)** games in the one team, they **cannot crossover** for the remainder of the home & away rounds (including semi-finals).

29.4 A player who has played **two (2)** games in Division 1 **cannot play** in Division 3 without express approval from the Operations Manager.

29.5 Current **Australian Over 60 & 65** representatives **cannot play** below Division 1 without express approval from the Operations Manager.

29.6 Players aged **70 or older** will **not** be subject to **29.2 & 29.3**.

29.7 Abandoned games **DO NOT** count towards player eligibility under **29.2**.

29.8 Games played as a **Fill-in** player for **other regions**, regardless of which division, **DO NOT** count towards player eligibility under **29.2**.

29.9 The penalty for sides intentionally breaching **Rules 29.2-4** will be the **loss of one competition point**, regardless of the outcome of the game in question.

30. Player Eligibility for Grand Finals:

30.1 Individuals must have been **selected** to play a minimum of **three (3)** games during the season, to qualify for a Grand Final. **Selection** in any game that is subsequently abandoned or forfeited, regardless of whether play actually commences, **will count** towards Grand Final eligibility.

30.2 If regions have **two (2)** teams in a division, and only **one (1)** makes the Grand Final, that team may include a maximum of **two (2)** players from the other divisional team not in the final. (**Rule 29.3** does **not apply** in this situation.)

30.3 Players from a lower division **can be promoted** if they comply with **Rule 30.1**.

30.4 Once a player plays **four (4)** games in a higher division they are **ineligible** to play a Grand Final in a lower division, **unless** a region has teams contesting Grand Finals in **consecutive divisions**, in which case a maximum of **two (2)** players may drop down to the next lower division.

30.5 A player who has played in Division 1 during the season **cannot play** in Division 3 without express approval from the Operations Manager.

30.6 Current **Australian Over 60 & 65** representatives **cannot play** below Division 1 without express approval from the Operations Manager.

31. National Championship Selection:

31.1 To be eligible for selection for the National Championships a player must have been selected to play **three (3)** games in QVC/Cooper Finlay Competitions during the current season.

31.2 Regional players from competitions other than QVC will be exempt from 31.1 and may be considered for selection on a case-by-case basis.

32. Application for exemption to QVC Rules:

32.1 Regional Coordinators must apply **in writing**, advising of circumstances and relevant statistics, to the Operations Manager (**stowardjeff@gmail.com**) if they believe there are valid reasons to request an exemption to any QVC Rule.

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

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