

2026 QUEENSLAND CRICKET MASTERS OVER FIFTIES PLAYING CONDITIONS

These rules are written with the “Spirit of Veterans Cricket” in mind and all involved should keep this in mind when participating in veterans cricket. The Laws of the game and the spirit in which it is played far outweighs the importance of winning or losing at our age. Behaving in the right manner is as important off the field as it is on, with regional captains and coordinators expected to make decisions on team selections and nominations with this in mind. This competition exists to provide an opportunity for those above the age of fifty to still enjoy the great game of cricket in a safe and enjoyable environment.

1. The Cricket Australia Laws of Cricket apply in all circumstances except those variations mentioned in this document.

2. Team Lists

2.1 Before the Toss, which can be done at any time within 45 min of the start of play with at least 1 umpire in attendance, captains are to exchange team lists. These lists are then to be kept at the scorer’s table to assist with scoring.

2.2 Each team in Divisions 1 and 2 can consist of up to 12 players. In Divisions 3 and 4 teams can consist of 13 players to promote more participation where possible. There is no requirement to select 13 players by those regions happy to play 12. In division 1 Captains can nominate a non-batter for the match, this must be done at the coin toss. All other divisions 12 batters must be used before retired batsmen can be recycled. The 12th batsmen will obviously only be required if a batsman retires once reaching the compulsory retirement total. If a team in divisions 3 and 4 nominate 13 players the 13th player may only field and bowl, he is not permitted to bat.

2.3 If a batsman is injured during the match he is not deemed out until he is dismissed. If a batsman retires hurt and is unable to return to the crease he is deemed as not out and therefore the 12th player is not to be used in this instance. This is to ensure that batsman do not retire just to get a “scoring retirement” batter back at the crease. This has happened in the past and is against the “Spirit of Cricket”. In the circumstance where there is a serious health issue or injury, the captains and umpires may convene and make common sense decisions regarding a player’s status as “retired hurt” and “retired out”.

2.4 A batting innings is to continue until the following criteria are met:

- i. The 10th wicket falls
- ii. The winning score has been achieved

iii. maximum allowed overs have been bowled

2.6 Only 11 fielders are allowed to be on the field at any time. Teams with 12 and 13 players listed can rotate players as required but are to ensure umpires are made aware of player movements.

3. Age Requirements

3.1 To play in the over 50s competition, a player must turn 50 in the year of the competition.

3.2 In 2026 all teams are permitted to play two players who are turning 49 in the year of the competition. There is no requirement for regions to gain approval to play a registered underage player unless the player is less than 49 years old or is not registered at the time of the match. Regions that are found guilty of breaching this rule will be stripped of points for that match and possibly additional matches once an investigation takes place.

4. Umpires

4.1 Two official umpires will be allocated to each match where possible, in the event that two umpires are not available, the batting side must provide a square leg umpire. If no official umpires are available, the captains are to appoint non official umpires and are responsible for the conduct of the match.

4.2 After consultation with the captains, the umpires will have the final say on the start of play and are responsible for the safe conduct of the match. Umpires are to ensure that the match is played in safe conditions, considering, Rain, Lightning and Extreme Heat conditions. The Batting side is to assist the fielding side in the event that covers are called for by the umpires. This is to occur in a timely manner.

4.3 Captains are encouraged to compile a report on the umpires at the completion of each game, this will assist the umpire's coordinator to allocate the better umpires to finals games. These reports can be emailed to the Operations Manager or Umpire Coordinator.

4.4 Team Captains are to be proficient in the use of the Duckworth-Lewis-Stern system and have access to the Play Cricket Scorer DLS App for revised totals in each match.

5. Competition Structure

5.1 There will be 4 Divisions in the 50s competition in 2026, known as:

- i. Division 1- (Gill Chapman Shield)
- ii. Division 2- (Andrew Knight Shield)
- iii. Division 3- (Peter Sherman Shield)
- iv. Division 4- (Trent Ryan Shield)

5.2 It is expected that the 2026 Season will commence on Saturday the 11th of April. Regional Coordinators are to ensure team nominations are to be submitted to the Operations Manager NLT Friday 20th March. This is to allow the draw to be completed and grounds/umpires to be allocated. Regions submitting team nominations after this date risk their nominations being declined by the QVC Executive Committee.

5.3 The QVC Executive Committee has the right to decline or re-grade a team nomination if it is in the best interest of the entire competition.

5.4 If a bye becomes unavoidable in any division, teams will not be allocated points if there is an equal number of byes. In the rare event where a team has multiple byes or more byes than other teams then that team will be allocated points for that round.

5.5 Teams will be allocated 2 points for a win and 0 points for a loss, a washout will see both teams awarded 1 point each.

5.6 In all divisions, ladder positions will be determined by identifying the team with the superior NRR. The NRR is automatically calculated by Play HQ and will be checked weekly by the Operations Manager to ensure accuracy. Captains are to ensure match results are accurate in Play HQ NLT than 48 hours after completion for NRR to be calculated. If a team forfeits a match during the season then the winning team will be allocated the highest NRR for that round.

5.7 In the event that a team must withdraw once the season commences then all completed and remaining matches involving that team are to be regarded as forfeits.

5.8 There is to be no rescheduling of games due to inclement weather or poor playing conditions. Home teams are to do all in their power to ensure covers are used leading up to a match will not be allocated any points if a game is washed-out. It is understood that most regions do not control the grounds being used

5.9 Games will be played on alternate weekends to ensure ground and umpire availability. Division 1 and 3 will be over one weekend with divisions 2 and 4 on the alternate weekend. Players will not be restricted to a minimum number of games per round however player eligibility restrictions mentioned in paragraph 9 must be followed.

6. Finals

6.1 At the completion of the home and away season the top 4 teams in each division will compete in a final's series, (1 v 4 and 2 v 3) with the winners of the two semi-finals competing in the grand final. In the event of a washout of the semi-finals the higher ranked team will proceed. The grand final will have an additional day allocated in case of original day being washed out. If this additional day is also affected, then the higher placed team will be winners of that division.

7. Match Structure and Results

7.1 It is the responsibility of each region to ensure that all team lists are inputted into Play HQ NLT than midday on the Friday of each round. Failure to adhere to this could result in a penalty for multiple breaches. Teams are to be named for matches that have been washed out or forfeited to ensure qualification for finals is accurate

7.2 Each match is to commence at 10am. Where there is a delay to the start of a game, any game commencing before 10.30am will still be 45 overs, any start after this time, overs will be reduced for each innings. Total overs for each side will be decided by the umpires not team captains. Matches are to be completed by 5pm.

7.3 A minimum of 15 overs must be faced by both teams to constitute a match.

7.4 Drinks breaks are to be taken every 15 overs or less if both captains and umpires are in agreeance. In extreme heat conditions common sense should prevail when allowing players to remain hydrated.

7.5 Lunch is to be taken between innings unless both Captains and umpires agree to continue if innings one is completed early. Lunch should not exceed 30 min but again Captains and umpires can agree to shorten this break if time or weather is an issue.

7.6 The home team is responsible for the timely input of match results after completion. Details of any player who is designated, "fill in" or "private Player" are to be provided to the Operations Manager prior to the commencement of a match. Failure to do this may result in loss of points.

7.7 If a match is interrupted by weather or other factors, umpires are to revise the allocation of overs for both innings. If umpires are required to finish a match prior to 5pm due to weather or bad light, then DLS is to be utilised to calculate a result.

7.8 Both teams are to provide scorers for each match; the home team is responsible for the provision of a device for play hq live scoring. Both play hq and scorebook are to be used for each innings. In the event that live scoring is not possible then two

scorebooks are to be used, and the home team is responsible for input of accurate data into play hq in a timely manner.

7.9 Match timings are as follows:

Innings 1: 1000-1300

Lunch: 1300-1330

Innings 2: 1330-1630

8. Game structure

8.1 Wides. Umpires are responsible for the enforcement of the wide rule. In all divisions umpires are to utilise the guidelines provided by the curator on the wicket. If guidelines have not been provided umpires are to request them or ensure they discuss with the captains at the toss what their interpretation will be throughout the game. In lower divisions umpires and captains can agree to be more lenient on wide calls if they believe time will become a factor in the completion of the game. In saying that, team captains are responsible for the speed of over rate. If an umpire believes that the over rate is slow then they are to inform the captain prior to penalties being imposed.

Penalties for slow over rate are:

Bowling first: If team bowling first are behind in their over rate, they are only able to face the number of overs when batting that they were able to bowl in their allocated time.

Bowling second: If team bowling second are behind in their over rate then they must bring two 2 fielders in and are restricted to 3 fielders outside the 30m restriction area.

8.2 No Balls. IAW the laws of cricket no balls are to be called when determined by the umpire. The next ball of the batting innings to be a free hit also. No Ball is to be called when

- i. Bowlers front foot over steps the crease during delivery.
- ii. A delivery fails to land on the pitch when bowled.
- iii. A delivery that pitches and then passes above the batsman's head in his normal stance, is a no ball not a wide.
- iv. A full toss that passes the batsman above the waist in his normal stance.
- v. Fielding team infringes on the fielding restrictions in place.

8.3 Helmets. IAW Cricket Australia helmet policy.

8.4 Bowlers are permitted to bowl a maximum of 8 overs during a match. This rule has been included to ensure more than 5 bowlers will be used to complete a 45 over innings. If the number of overs is reduced from 45, then the table at Annex B to these playing conditions is to be used. Bowlers are permitted to bowl 1 delivery per over that passes between the batsmen's shoulder and top of the head, umpires are to indicate to the bowler and batsmen, that he has bowled his one short, pitched delivery per over. Any preceding deliveries that pass above the batsmen's shoulder are to be called a No Ball.

8.5 As stated batsmen are to retire when achieving 50 runs in all divisions. Runners can be used during a match when a player injures themselves in the conduct of that match. Where possible an out batsman is to be used as a runner. Retired batsmen can recycle in order of the captain's preference not in retirement order.

8.6 Fielding restrictions are as previous seasons, as in 15 over power play intervals. Overs 1-15 only 3 players allowed outside 30-yard inner circle. Overs 16-30 only 4 players and overs 31-45 five players are allowed. If the fielding team is deemed to have infringed, then a no ball is to be called, and a free hit awarded. Umpires and Captains are to be agree to powerplay structure in reduced over games.

8.7 All games are to be played on turf wickets, or where applicable, turf-hybrid wickets. Games are not to be played on synthetic wickets. Synthetic wickets are to only be used when a turf wicket is unavailable, and the visiting team has consented to do so prior to the day of the scheduled match. Changes to venue for any match are to be NLT 1800h on the Friday prior to the scheduled match. If changes are unable to be made prior to this time, then the match will be deemed a no result.

9. Player Eligibility for home and away and finals matches

9.1 If a team is unable to field 11 players from their own region, then players can be sourced from other regions. Players source from other regions will have restrictions and are not to be players from a higher division.

9.2 Any player who plays 3 games in a division cannot play in a lower division without approval from the 50s rules committee. No player can play in 2 divisions lower than a division they have competed in, unless there are reasonable circumstances.

9.3 The Core 6 requirement will not be in place this season with playing restrictions being as per the details in Para 9.6.

9.5 Any region who has multiple teams in the same division will have no restrictions in player movement within that division. For finals qualification, players only qualify for finals with the team that they have played the most games in.

9.6 Players who have had the privilege of being selected in the Nationals or representing their country over the period 2024 to 2026 will have the following restrictions when playing in the 2026 competition. A detailed list of these players is listed in Annex A to this document.

- i. Qld 50s Div 1 – cannot play below division 1
- ii. Qld 55s Div 1 - cannot play below division 2
- iii. Qld 50s Div 2 - cannot play below division 2
- iv. Qld 55s Div 2 - cannot play below division 2
- v. Qld 40s any division – cannot play below division 1
- vi. Aus 50s and 55s Reps - cannot play below division 1
- vii. Qld 50s and 55s Div 3 representatives cannot play below division 2

9.7 Any player who has had representative honours prior to 2024 do not have any formal restrictions however common sense is to be used by regional coordinators and team captains when nominating players for lower divisions. Blatant abuse of this is against the spirit of which we should be playing our game and will be subject to penalties from the 50s rules committee. If regional coordinators are in any doubt, then they are to contact the operations manager for advice before naming a player.

9.8 For players to be eligible to play finals they must have played a minimum of 4 games for that team during the season, including bye rounds and wash outs. Players are eligible to play in a division higher to the one they qualified in, even if their team is not participating in finals. This is to assist teams to field 12 players for finals matches that may be affected by injuries or unavailability, without using players who have failed to qualify for any team. Players who have not played the minimum games will not be eligible to play finals. Exemption to this rule can be granted if a request is submitted to the 50s rules committee in certain circumstances. However, this rule will be strictly enforced in 2026 due to issues in previous seasons.

9.9 Players who have not played the required number of games due to injury can be deemed eligible once an injury exemption request has been submitted to the 50s rules committee. Regional coordinators are to ensure that prior to nominating teams for the 2026 season that they have a sufficient number of players to support those teams for the entire season. Coordinators will be required to prove why a finals exemption request should be granted and not simply because they didn't have the numbers to support a team for the entire season.

10. 50S Rules Committee

10.1 In 2026 an official rules committee will be established to assist the Operations Manager with the policing of the competition. This will be a 3-man committee that will vote on rule violations and exemption requests throughout the season. Their decisions will be final and are to be respected. This Committee will be named once nominations are received and voted on by QCV executive committee.

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Annex A: Representative player restriction list.

Annex B; Reduced over match bowling restrictions.