

**INDEX – JODIE FIELDS SHIELD PLAYING CONDITIONS**

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## **Played Under Management of QC**

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, as amended by the Board of Queensland Cricket on advice of the Premier Cricket Committee as set out in these regulations and playing conditions.

Regulations and playing conditions relating to the Premier Cricket Competition to apply, except the following:

- General Playing Condition 1.3 – Replacement Players
- General Playing Condition 14 – Follow-on
- General Playing Condition 11.8 – Drinks on Field
- General Playing Condition 12 Section 1 – Hours of Play
- General Playing Condition 12 Section 2 – Duration of Matches
- General Playing Condition 12 Section 3 – Unscheduled One Day Match
- General Playing Condition 12 Section 4 – Fixture matches Over Rates

## **Law 1 THE PLAYERS**

[A] A team shall consist of 12 players in a One Day match and Twenty20 match.

[B] 11 fielders only shall be on the field at any one time in a One Day match and Twenty20 match.

[C] A Club shall not commence a match, unless it has a minimum of seven [7] players in a One Day match or Twenty20 match [as listed in accordance with General Playing Conditions Clause 1.2] in attendance at the time set down for commencement of play. Once play has commenced a Club can continue the match with any number of players not exceeding twelve [12] in a One Day match or Twenty20 match.

[D] One player in each side shall not be permitted to bat. Unlimited interchange of fielders without restrictions from the players nominated to take part in the match shall be allowed. Should a player be injured and not be able to take their place in the field, the replacement fielder must in the first instance be one of the nominated players.

**Note:** Refer to Regulation 8 [D] regarding players participating in The Katherine Raymont Shield and The Jodie Fields Shield on the same day.

## **Law 11 INTERVALS**

Law 11 shall apply subject to the following:

### **11.4 Changing Agreed Times of Intervals**

- [A] If the innings of the team batting first is completed prior to the scheduled time for the interval, the interval shall take place immediately and the innings of the team batting second will commence correspondingly earlier.
- [B] In Twenty20 and One Day matches where the side bowling first has not completed the allotted number of overs by the scheduled or re-scheduled cessation time for the first innings, the umpires shall reduce the length of the interval by the amount of time that the first innings overran. The minimum time for the interval will be 10 minutes in a Twenty20 match or 20 minutes in a One Day match.
- [C] On all occasions where play is delayed or interrupted in a Twenty20 match the umpires will reduce the length of the interval to 10 minutes. Where play is delayed or interrupted in One Day matches, the umpires will reduce the length of the interval in accordance with One Day Playing Conditions 11.2 [A].

### **11.8 Intervals for Drinks**

#### **Twenty20 matches:**

No drinks intervals are permitted. 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. No other drinks shall be taken onto the field without the permission of the umpires.

#### **One Day matches:**

One drinks break shall be allowed in each innings of 40 overs, and shall normally be taken after one hour and 15 minutes. In the case of extreme heat, an extra drinks break may be taken with the agreement of the umpires and both captains.

**Any player taking drinks onto the field shall be dressed in proper cricket attire.**

## Law 12 START OF PLAY; CESSATION OF PLAY

Law 12 shall apply with the following additions:

### [A] Hours of Play

#### Twenty20 matches:

##### Match 1

10:00am	-	11:20am	<i>Session 1</i>
11:20am	-	11:35am	<i>Interval</i>
11:35am	-	12:55pm	<i>Session 2</i>

#### One Day matches:

First Session	Interval	Second Session
11:00am – 1:30pm	1:30pm – 2:00pm	2:00 pm – 4:30 pm

[B] In normal circumstances, play shall commence at the time specified in clauses [A] or [b] above and continue with only one interval until the completion of the game.

[C] Should play be interrupted in a One Day match, the umpires shall be empowered to extend play. If no more than 60 minutes of play is lost; the extension of play shall equal the amount of time lost. If more than 60 minutes of play is lost, the extension of play shall not exceed 60 minutes.

## Law 12.2 Cessation of Play

The game finishes as soon as the team batting second is either all out for less than or equal to the score of the team batting first, or passes the score of the team batting first.

**Note: In the event of a match concluding early, the Clubs may play another limited overs match, up until the scheduled cessation time. Premiership points will not apply.**

## Law 13 INNINGS

Law 13 shall apply with the following additions:

### 13.1 Duration of Matches

[A] Matches will consist of one innings per side and each innings will be limited to the time specified in Jodie Fields Shield Playing Condition 12 Clause 1, or the allotted number of overs, whichever comes first.

[B] The allotted number of overs shall be 20 (Twenty20 match), 40 (One Day match), or the number determined by the application of clauses 13.2 and 13.3 below.

### 13.2 Length of Innings

#### 13.2.1 Delayed or Interrupted Matches

##### 13.2.1.1 General

[A] In the event of a delayed start or interruption to play, the umpires shall be empowered to extend play according to Jodie Fields Shield Playing Condition 12 Clause 1[C] and to rearrange the playing time so as to maximise the amount of time available for play, and in so far as possible to minimise the differences in time and overs available for each innings. The umpires shall advise both captains of the number of overs and of the allotted time calculated for each innings.

[B] The minimum number of overs is 10 for a Twenty20 match or 15 for a One Day match.

##### 13.2.1.2 Delayed or Interruption to the Innings of the Team Batting First

In the event of a delayed start or interruption to play during the innings of the team batting first, the umpires shall first consider the possibility of extending play under the provisions of Jodie Fields Shield Playing Condition 12 Clause 1 [C] and reducing the interval under the provisions of Jodie Fields Shield Playing Condition 11.4 [B]. If this does not provide an adequate solution, the umpires shall reduce the number of overs to be bowled by each side, that number remaining the same for each team. The number of overs to be bowled in each innings shall be reduced by one over for every eight (complete) minutes of the \*net time lost. The amount of time allocated for each innings shall be reduced by half of the \*net time lost.

##### 13.2.1.3 Delay or Interruption to the Innings of the Team Batting Second

[A] In the event of an interruption to play which prevents the team batting second from receiving the same number of overs as the team batting first despite the provisions of Jodie Fields Shield Playing Condition 12.1 [C] and Jodie Fields Shield Playing Condition 11.4 [B], the umpires shall reduce the number of overs to be faced in the second innings by one over for every four (complete) minutes of \*net time lost.

- [B] Net time lost is the time lost after taking into account the possibility of extending play, and rearranging playing times and intervals. (Eg. In a Twenty20 match, if 90 minutes' play is lost at the beginning of a match, and the umpires reduce the lunch interval to 10 minutes, the net time lost is only 25 minutes - 90 minutes, less 60 minutes extension under Jodie Fields Shield Playing Conditions Clause 12.1, fewer 5 minutes gained from reduction in the interval)
- [C] The overs to be received by the team batting second shall not be reduced by reason of the team batting first being dismissed in less than the allotted number of overs.

### 13.3 Slow Play

- [A] In an uninterrupted match, if the team bowling first does not bowl its allotted number of overs in the allotted time, the full number of allotted overs shall be bowled out, but that bowling team will only be allowed to face, in its innings, the actual number of overs that had been started by the expiration of the allotted time, except as provided for in [B] below. The over in progress at the conclusion of the allotted time shall be deemed to have been completed within the allotted time.
- [B] If the team bowling second does not bowl its allotted overs before the expiration of the allotted time, it shall complete its allotted number of overs, and complete one additional over for every over not commenced by the expiration of the allotted time.
- [C] Where additional overs are required to be bowled, the provisions of Jodie Fields Shield Playing Conditions 16 Clause 1 still apply.

**Example 1:** Team A bats first and scores 100 in 20 overs. The innings is completed in the allotted time. Team B is 8/90 from 19 overs at the end of its allotted time. Team A must bowl a further over to make up its allotted 20 overs, then an additional over as a penalty. So Team B has two overs left to score the necessary 11 runs to win.

**Example 2:** Team A bats first and receives 19 overs in the allotted time. In the 20 overs it eventually receives, it scores 75 runs. Team B therefore has 19 overs to score 76 runs to win. However, Team A bowls slowly and, by the end of the allotted time, has only bowled 18 overs, at which time Team B has scored 5/63. Team A must bowl one more over to complete its 19 overs, and then **an additional one over penalty**, giving Team B two overs to score the 13 for victory.

- [D] In a reduced over match under Jodie Fields Shield Playing Condition 13.2, the penalties for slow play as provided for in Jodie Fields Shield Playing Conditions 13.3 [A] and [B] shall still apply.
- [E] Umpires are instructed to apply the penalties for slow play unless they are convinced that extraordinary circumstances, beyond the control of the bowling team, have contributed to the slowness of play. Delays caused by injury, loss or replacement of the ball or deliberate time wasting by the batting team may be taken into account in the consideration of the reduction of any penalty.

## Law 16 THE RESULT

Law 16 shall apply subject to the following:

### 16.5 All Other Matches – A Tie or a Draw

#### [A] Tie

If the scores are equal, the result is a tie and no account will be taken of the number of wickets lost by either side. If there is a tie in a Semi-Final or Final, the teams shall compete in a Super Over to determine the winner. Jodie Fields Shield Playing Condition 17 [A] shall not apply for the super over. (See appendix: Super Over procedure).

#### [B] Minimum Overs

- (i) A result can only be achieved if both teams have batted for at least ten (10) overs in a Twenty20 match or fifteen (15) overs in a 40 over match, except that any result is not invalidated by either team being dismissed in fewer than its allotted overs, or the team batting second scoring enough runs to win in fewer than its allotted overs.
- (ii) If, due to suspension of play after the start of the match, the number of overs in innings of either team has to be revised to a lesser number than originally allotted (minimum 10 overs in T20 and 15 overs in One Day match), 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 the 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 the Duckworth/Lewis Calculator on the MyCricket Live Score app

## [C] Slow Play

- [i] In matches where both teams have had the opportunity of batting for the same number of overs, and in matches where the application of slow play penalties under Jodie Fields Shield Playing Conditions 13.3 [A] and [B] is the only reason for a difference in the number of overs each side has had the opportunity to face, the team scoring the higher number of runs is the winner.
- [ii] If a penalty for slow play is invoked under the provisions of Jodie Fields Shield Playing Conditions 13.3 [A] and [B], the number of overs that each team is deemed to have received will be the number of overs which would have been received if no penalties had been applied to that team, for the purposes of calculating run rate (eg. Team A bats 20 overs, but is only required to bowl 19 to team B who have been penalised one over for slow play. Team A bowls even more slowly than Team B, and at the end of time has only bowled 17 overs. Team A is thus penalised 2 overs since Team B has up to 21 overs to score the necessary runs for victory. Team A is deemed to have received 20 overs, and Team B is deemed to have received 19 overs for the purpose of calculating run rate).

## Law 17 THE OVER

Law 17 shall apply with the following additions:

- [A] Six [6] balls shall be bowled to the over. Overs to be a maximum of eight [8] balls, including No Balls, Free Hits and Wides. These balls will be signalled and scored as per normal scoring procedure.
- [B] Underarm bowling shall not be permitted.
- [C] In an uninterrupted match, no bowler may bowl more than one-fifth of the total overs.
- [D] In a match where a delay to the start or an interruption to play in the first innings causes a reduction in the allotted overs for both teams, no bowler may bowl more than one-quarter of the allotted overs, except that when the number of overs is not divisible by four, an additional over shall be allowed to the minimum number of bowlers necessary to make up the balance, e.g. in a 10 over match 2 bowlers may bowl a maximum of 3 overs, and no other bowler may bowl more than 2 overs.
- [E] When the number of overs is revised during the first innings such that both teams have the opportunity to face the same number of overs, and one or more bowlers have already exceeded the revised limit, the same number of bowlers in the second innings may match these overs. (eg the revised limit is 4 overs, but one bowler has already bowled 5. In the second innings, one bowler may bowl 5 overs, and no other may bowl more than 4)
- [F] Where the number of overs is revised after the conclusion of the first innings, Jodie Fields Shield Playing Condition 17 [D] shall apply to the second innings.
- [G] In the event of a bowler, for any reason, being unable to complete an over, the remaining balls will be bowled by another bowler from the same end. Such part of an over will count as a full over as far as each bowler's limit is concerned. The bowler completing this over will not be allowed to bowl the next over, nor will she have bowled the previous over.
- [H] In the event of Jodie Fields Shield Playing Condition 13.3 [B] being invoked, no bowler may bowl more than one-fifth (in an uninterrupted match) or one-quarter (in a delayed or interrupted match) in an innings.

## Law 21 NO BALL

Law 21 shall apply with the following additions:

### 1. Free Hit After a No Ball

- [A] The delivery following a No Ball called shall be 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 is facing it. **Note:** This is only prior to the maximum of 8 balls have been bowled in an over, as outlined in Jodie Fields Shield Playing Condition 17 [A]
- [B] For any 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. Changes to fielding positions are only permitted if a different batter is on strike for the free hit delivery.
- [C] The bowler's end umpire will indicate the free hit delivery by (after the No Ball signal) extending one arm straight upwards and moving it in a circular motion.

## Law 22 WIDE BALL

Law 22 shall apply subject to the following

### Law 22.1 Judging a Wide

- [A] Any off side 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 for the calling of wides, the crease markings detailed in the Wide Marking Appendix shall be marked in white at each end of the pitch.

**Note:** This regulation for wides differs (being less strict) from that for other Grade competitions.

## **Law 28 THE FIELDER**

Law 28 shall apply with the following additions:

### **2. Restrictions on the Placement of Fielders**

- [A] Two semi-circles shall be drawn on the field of play with a radius of 23 metres from the middle stump at either end of the pitch. The ends of each semi-circle shall be joined to the other by a straight line drawn on the field on the same side of the pitch.
- [B] At the instant of delivery, there may be no more than five fielders on the leg side.
- [C] For the first 6 overs of each innings in a Twenty20 match, or for the first 10 overs of a One Day match, only two fielders are permitted to be outside the field restriction marking at the instant of delivery. For the remaining overs, only four fielders are permitted to be outside the field restriction marking at the instant of delivery.
- [D] In the event of an infringement of clauses [B] and [C] above, either umpire shall call and signal NO BALL.
- [E] When play is delayed or interrupted and the total number of overs available is reduced, the number of overs in regard to field restrictions outlined above shall be reduced as detailed below.
  - [i] Where both teams are scheduled to receive the same number of overs, the field restrictions shall apply equally for both teams and the number of overs for which field restrictions that shall apply will be reduced in proportion to the number of overs scheduled to be bowled. (The calculation shall be the scheduled number of overs multiplied by 0.3); and
  - [ii] Where the delay or interruption prevents the team batting second from receiving the same number of overs as the team batting first, the number of overs for which field restrictions shall apply in the innings of the team batting second will be reduced in proportion to the number of overs scheduled to be bowled in the innings (The calculation shall be the number of overs scheduled to be bowled multiplied by 0.3).
  - [iii] Fractions are to be ignored in the calculation of the number of fielding restriction overs.