



2025 Winter Handbook



SUNDAY
T20 & 50 Over Competitions

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OPERATIONS MANAGER

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Jimboomba
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Email: info@jimboombaturf.com.au
Phone: **(07) 3113 9143**

2025 WINTER SEASON

Laurence Christie

(Competitions)

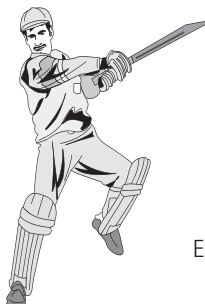
Postal Address

P.O. Box 488

KALLANGUR Q 4503

PHONE: 3204 2020 or 0415 342 007

Email: admin@warehousecricket.org



Peter Pfeffer

Treasurer/Statistician

Postal Address

P.O. Box 488

KALLANGUR Q 4503

PHONE: 0418 189 702

Email: treasurer@warehousecricket.org

WELCOME TO WAREHOUSE CRICKET

The Warehouse Cricket Association is a non-profit sporting organisation which has offered cricket competitions for Brisbane and Regional Centres since 1921. Warehouse Cricket is played in a competitive, yet enjoyable environment for any individual or group who agree to abide by the rules of the Association and who wish to play our great game.

The Executive Committee welcomes your Club's active participation in the coming season. Our aim is to provide each Club with the administrative support necessary for you and all your players to have a successful and enjoyable cricket season.

Whilst this handbook contains most of the necessary information that your players will require, you are welcome to make further suggestions on how it can be improved. In return the Committee requests your support and co-operation in ensuring that:



www.playhq.com

1. All Fixture results are **TO BE POSTED ON "PlayHQ"** (*the new website*) within **72 hours** or points may not be allocated.
2. All fees are paid promptly ie: Wicket Fees are paid at the first break each match.
3. **All Grounds are left in a clean and tidy state after the end of each game.** If not, a \$ fine may be imposed as our grounds are subject to lease provisions of the Brisbane City Council.

Enjoy your Cricket

Laurence Christie
for the Executive Committee

PAYMENT OF FEES:

Payment of fees after each game is required. Match fees are to be paid to the Host club or the relevant Warehouse Cricket Canteens. Teams may pay fees in advance by contacting the Treasurer, Peter Pfeffer as above.

**WET WEATHER
GO TO
WAREHOUSE
FACEBOOK PAGE**



**Warehouse Cricket expects
that all Players, Officials
and Spectators comply
with the existing
COVID-19 Health direction.**



www.warehousecricket.org

ABN: 25 899 291 401

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Official results to be entered on **PlayHQ** within **72 hours** to ensure game results and individual player scores are entered for statistical purposes.

However, at the end of each day, teams are encouraged to enter brief game results to the Warehouse Cricket Facebook page. These results should especially be entered where there has been a significant result such as a hattrick, century or other interesting outcome from your game that would be of interest to your colleagues and others who follow Warehouse Cricket regularly.



Users of **Facebook** can find the Warehouse Cricket Facebook Page by searching **Warehouse Cricket Association Queensland** in the Facebook search bar.

Alternatively, teams can enter in the following URL:
<https://www.facebook.com/pages/Warehouse-Cricket-Association-Queensland/212952648724581?ref=hl>

FOR YOUR ASSISTANCE

Warehouse Cricket Executive Committee – 2025		After Hours
CHAIRMAN:	Warren Finegan _____	0417 668 162
DEPUTY CHAIRMAN:	Troy Burns _____	0401 142 885
STATISTICIAN TREASURER:	Peter Pfeffer _____	0418 189 702
SECRETARY:	Hitesh Rathod (HR) _____	0412 784 102
COMMITTEE MEMBERS FROM CLUBS:	Allan Donovan _____	0429 336 985
	Jason Bentley _____	0458 364 628
	Bhaskar Bitra _____	0425 557 679
	Haroon Khan _____	0423 636 299
	Lincoln Jones _____	0466 186 176
	Yateendra Mishra _____	0452 219 274
	Tahir Sheikh _____	0425 529 333
	Brad Wease _____	0481 382 868
UMPIRE REPRESENTATIVE:	Peter Mathieson _____	0413 423 757
DEVELOPMENT OFFICER:	Laurence Christie _____	3204 2020 or 0415 342 007
SECRETARY OF UMPIRE ASSOCIATION:	Neil Simpson _____	0414 878 605

HELPFUL HINTS – A number of important hints are listed below to help answer some of the regular questions that arise from Clubs.

Game Results & Team Lists in Play HQ	MUST BE ENTERED ON “ Play HQ ” WITHIN 72 HOURS OF THE END OF EVERY GAME – (including: WIN/LOSS/FORFEIT BY EITHER SIDE/WASHED OUT GAME)
Playing in a Lower Grade	If a player has played 5 games in a higher grade, PRIOR approval from the STATISTICIAN must be obtained.
Team List of Players	It is the responsibility of the Captain to complete and provide Player Lists. If this is not done, then no complaint will be sustained.
Privacy Legislation	Under Privacy Legislation, Warehouse Cricket can only use the information provided in this publication for the primary purposes of operating cricket competitions. Acceptable purposes includes: contacts for Insurance, Representative Team Selection. (Note: addresses for club secretaries may be provided to sponsors of Warehouse Cricket, as deemed appropriate.)
Public Liability Insurance – Signing of “Waivers”	Refer to memo on Public Liability Insurance in the centre pages of this handbook. In the interest of your players, Captains are to ensure that EVERY player has signed a “Waiver” PRIOR to playing for the Club during the current season. You can use the form provided or the club may have an alternate method for players to sign a waiver.

HANDBOOK CONTENTS INCLUDE:

CODE OF CONDUCT	It is the responsibility of all Captains to ensure that players read & comply with this Code and be aware of the Judiciary Process. It is there for the benefit of all players.	
CLUB SECRETARY CONTACTS	Please check the information as listed in the Club Secretary contact page. Please advise the Association of any information, which is outdated or incorrect.	
Other Information	• BY-LAWS (PARTS 1-2-3) • GROUND ADDRESSES	• DATES OF COMPETITIONS • CLUB CONTACTS



Official results to be entered on **PlayHQ** within **72 hours** to ensure game results and individual player scores are entered for statistical purposes.



WAREHOUSE CRICKET
Suncorp Account
BSB = 484-799
A/C = 043622355



Email advice to Peter Pfeffer:
treasurer@warehousecricket.org
when paid above

All Credit Card details will be destroyed by Warehouse Cricket Officials after processing of the bank reconciliation which contains this payment. No other payment will be made on this authority.

POLICY OF WAREHOUSE CRICKET IN RESPECTS TO CALLING OFF GROUNDS

In respect to Warehouse Cricket Complexes at **Marchant Park, 7th Brigade Park and Kianawah Park**, (unless in exceptional circumstances) play on these grounds will not be called off until the day of play. Every effort is made to ensure that play can commence within a reasonable time. Clubs are asked also to follow this policy.

When calling off a Club ground, the Secretary of that club must notify:

- 1. Laurence Christie – 3204 2020 or 0415 342 007**
- 2. The Opposition Team**
- 3. The Secretary of the Warehouse Cricket Umpires Association – (Neil Simpson – 0414 878 605)**

Timing

Please do not call Laurence **before 7.30 a.m.**



Kianawah Park	3890 1900
Marchant Park	3350 3477
Match Days Only	

CHECK OUT THE WAREHOUSE WEBSITE AT

www.warehousecricket.org

The Gabba Aussie

**Ball is the
exclusive
cricket ball
bowled in
Warehouse
Cricket
competitions.**





2025 Winter Season Finance Summary



All costs below **INCLUDE GST** where applicable

Competition	SATURDAY (Weekly – Commencing) 3 rd May	SUNDAY (alternate weeks) 4 th May Group “A” 11 th May Group “B”
Hours of Play:	11.30 am - 4.20 pm Senior 1-day games = 11.00am	10.00 a.m. start
Frequency:	(Each Sat)	(Alternate Sundays)
Team Nomination: Juniors	\$ 300.00	\$ 475.00
Team Nomination: Seniors	\$ 625.00	\$ 325.00
Team Nomination: T20 Kianawah Pk		Combined T20 & 50 Over Nomination
Bonds (All New Teams) \$200.00		\$675.00

All Players (across Australia) playing in **Cricket Australia affiliated competitions**, must be registered on **PlayHQ** and pay the prescribed **Insurance Fee** which covers each player for 12 months (over consecutive seasons i.e. Winter/Summer or Summer/Winter).

Wicket Type	Match Format	Saturday	Sunday (50 Over)	Juniors	Sunday T20
Synthetic	1 day	\$ 145.00	\$ 145.00	\$ 110.00	\$85.00
	2 day	\$ 230.00		\$ 160.00	
Turf	1 day	\$ 170.00	\$ 170.00	\$ 135.00	
	2 day	\$ 310.00		\$ 220.00	



Monday 28th April

6.30pm

Brisbane Women's Hockey Club
Downey Pk - WINDSOR

- Collection of **HANDBOOKS &**
- **Purchase Balls**

- All Clubs will be able to buy Balls at this Meeting.



Clubs can also contact [Gabba](mailto:info@gabba.com.au)
Sporting Products **DIRECT** to order balls.
on 3394-4200 Or info@gabba.com.au

The Gabba Aussie Ball is the exclusive ball for
Warehouse Cricket Competitions.



PAYMENT OF UMPIRE EXPENSES

\$70.00 per team

(unless T20 - \$35 per team)

MUST be paid to your Umpire/s by the end of the Tea-Break (Sat) or by end of the Lunch break for Sunday games.

PAYMENT OF WICKET FEES

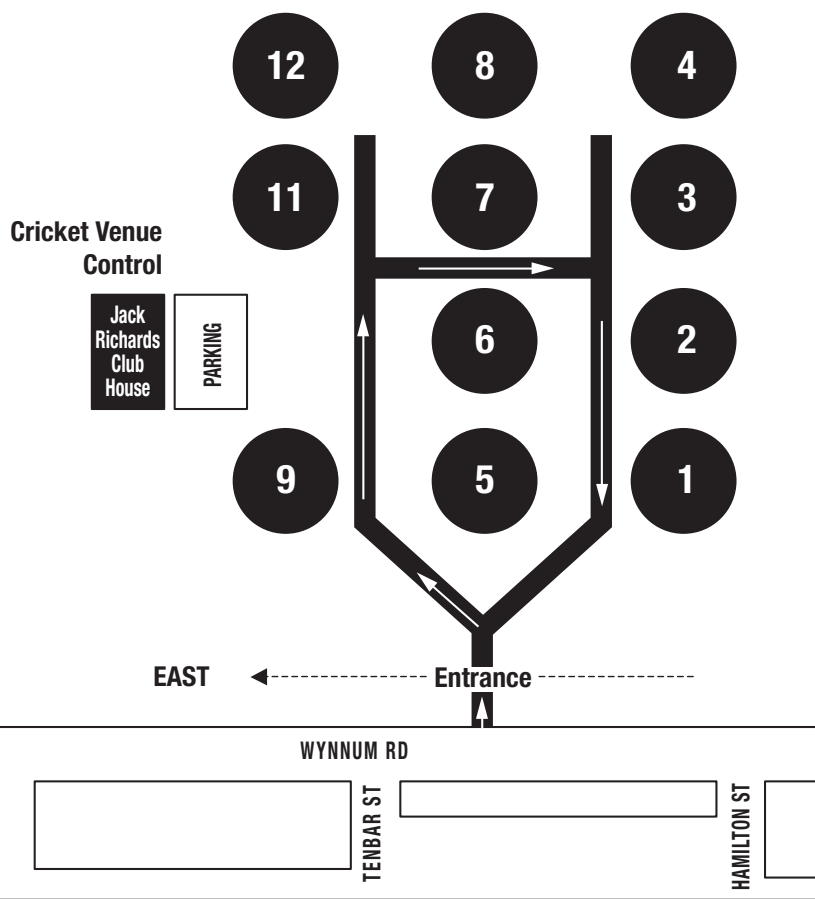
Wicket (ground) fees are payable for days when play commences, unless your team receives a forfeit.

Teams can pay in advance, by EFT or to the Ground canteen/club each game.

WAREHOUSE CRICKET SOUTHSIDE GROUNDS

Phone on Match Days only 3890 1900

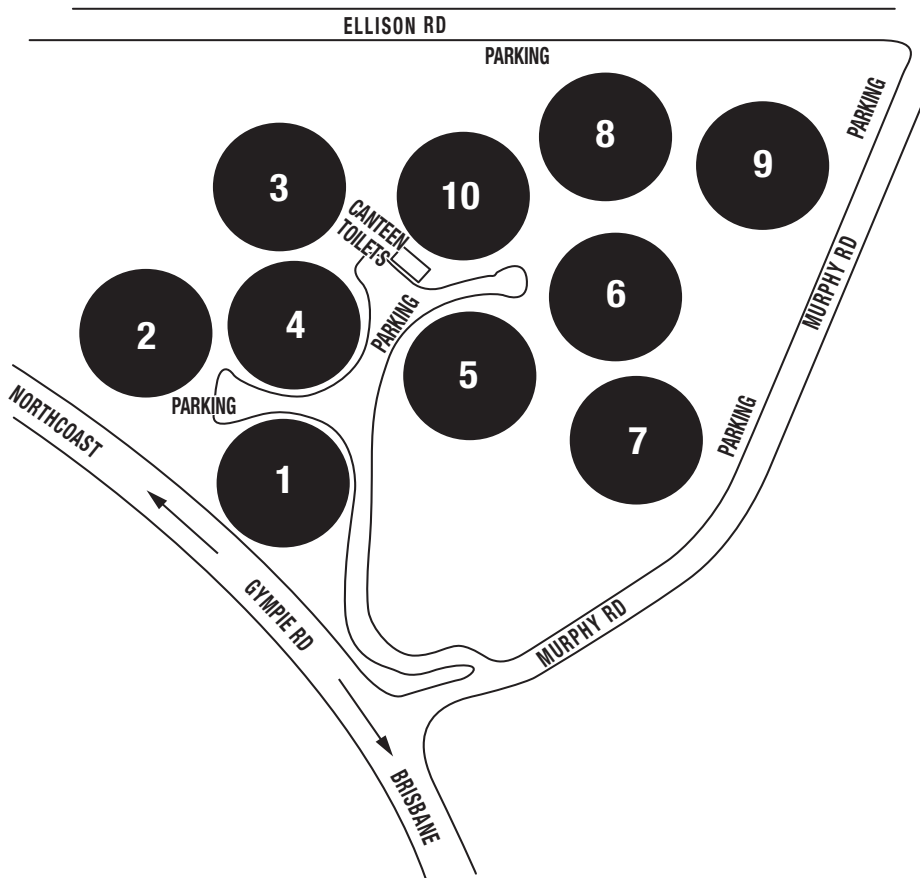
Kianawah Park Tingalpa



**Approximately 1.2 km East along Wynnnum Road,
from the Gateway**

WAREHOUSE CRICKET NORTHSIDE GROUNDS

Marchant Park Chermside Ground Phone 3350 3477





RULES APPLYING TO ALL WAREHOUSE CRICKET COMPETITIONS GENERAL RULES

Specific Rules for playing Summer and Winter Competitions
Saturday and Sunday are found on separate pages.

RACIAL AND RELIGIOUS VILIFICATION CODE

- UNDER AUSTRALIAN LAW, WAREHOUSE CRICKETERS ARE SUBJECT TO THE RACIAL AND RELIGIOUS VILIFICATION CODE.
- WAREHOUSE CRICKET HAS ADOPTED IN PRINCIPLE THE QLD CRICKET CODE OF PRACTICE ON THE RACIAL AND RELIGIOUS VILIFICATION CODE.

1. AFFILIATION OF CLUBS

1.1 General Information

- The Association shall consist of affiliated clubs as approved by the Executive Committee.
- A club shall be deemed to be the formation of any number of persons, which shall have not less than twelve cricket playing members.
- The Executive Committee reserves the right, for any reason, to refuse acceptance of affiliation of any club or any member of a club and to cancel or suspend such affiliation of a club or any member of a club at any time during the season.
- The Executive Committee will not accept an application for affiliation from a club on condition that the club plays in a particular grade as nominated by the club.
- At the time of lodging an application for affiliation, clubs are required to provide information on their players' previous cricket experience, Grades, Association and the Club's preferred grade. This information will be considered in conjunction with the grading of team's process.

1.2 Affiliation Fees

- No Club shall be accepted for affiliation prior to the payment of affiliation fees as determined by the Executive Committee. However, the Executive Committee may, at its discretion, accept unfinancial Clubs, subject to negotiated assurances being honored by the club.
- No competition points are to be awarded to any affiliated club until it is financial. (*subject to (a)*).
- Clubs, or playing members of a Club, who are in arrears at the commencement of a new season will be ineligible for affiliation with the Association until such arrears are paid. (*see Schedule of Fees*).

2. REGISTRATION

2.1 Players

- Applications for registration of players must be accompanied by name in full, together with Grade and Division or Association with which that person last played.

- (b) (No registered player shall be eligible to play with the Warehouse Cricket Association (Qld), in any season whilst a registered player of any other division or Association, without first receiving the consent of the Club, Division or Association that the person is leaving, and of this Association.
- (c) Brisbane District Clubs that enter team/s in Warehouse Cricket competitions shall be able to promote or demote players from the highest graded Warehouse Cricket team, provided always that the provisions of By-Law 2.2 are complied with.
- (d) Each season, Clubs must notify the Association of their unfinancial registered players. Such unfinancial players are not to be registered with any other club within the Association until their obligations have been met with the first Club. *(see also By-Law 2.7).*

2.1.1 Eligibility to Play

- (a) To be eligible to play in a match, a player must be registered on or before the day set down for such match to start and be currently eligible for cover for existing Warehouse Cricket Player Accident Insurance & Public Liability Insurance cover. *(see also 2.2).*
- (b) To be eligible to play in the finals (both semi-finals and finals), a player must have played in 40% (rounded up to the next whole number) of the number of matches for their club in that competition during the current season.
- (c) The following Schedule will guide the Executive Committee:

Winter Saturday	4 matches	Summer Saturday	6 matches
Winter Sunday	3 matches	Summer Sunday	4 matches

Note: If the Secretary of a club wishes to seek exemption from the previous paragraph, an application in writing must be submitted to the Secretary (or Statistician) of this Association by the Wednesday before the first day of the Semi-Final or Final in which the player is required to play. *(The discretion to vary the previous clause shall remain with the Executive Committee of Warehouse Cricket, which shall exercise this discretion in circumstances including but not limited to serious or sudden illness to several players in the relevant team'.)*

- (d) To be eligible to commence play in a match, prior to the toss:
 - each captain must provide a team list (including substitutions) to the opposing captain and
 - must have at least seven (7) players present at the scheduled time for commencement on Day 1.

Otherwise, the opposing team may claim a forfeit.

If for any reason after play commences, the number of players in a team is reduced to less than seven players, the game shall continue. *(Note: a minimum number of seven (7) players are deemed to constitute a team.)*

- (e) (i) **Saturday Teams:** If both teams fail to satisfy the requirement of having seven (7) registered players of each team present at the time for the commencement of play, the match shall be a Draw. However the Captains (with the approval of the Secretary of Warehouse Cricket) may agree to play a one-day game the following week.
- (ii) **Sunday Teams:** A new game could be played at a time convenient to all parties: i.e. the opposition team and the Executive Committee.
- (f) After the toss, a team list can only be amended with the approval of the opposition Team Captain and notification to the officiating umpire. No further changes shall be permitted *(except where a player is selected in a Representative Teams).*

(SUBSTITUTES)

- (ii.) Substitutes are not permitted to bat or bowl under Law 2 of the rules of cricket, **except** where in a two (2) day match:
 - a player is selected in Representative Teams or if a member of a team of a District Club team who is required for selection in a higher grade or subject to:
 - **Prior to the Toss, Written notification** has been given to the opposition captain requesting up to 3 substitutes be permitted to play in that game. (See note 2 on next page).

NOTES:

It is the intent of the rule that where a player (up to maximum of three players) are not able to play both days of a two (2) day game, that the substitution rule be allowed. (Substitutes may act as a wicket keeper if approved by the Umpire).

TERMINOLOGY:

Priority Player	The player that plays on Day 1.
Substitute Player	The player that replaces the priority player.

PARAMETERS:

- 1 A maximum of three (3) players can be substituted.
- 2 Prior to the toss of each two day game, Captain wishing to nominate substitutes must provide a team list of up to 14 players to the opposition captain.
If this is not done, the opposition captain can refuse to allow the substitute/s.
Note: No player can be substituted on Day 1.
- 3 If a priority player was not out in an innings, or was bowling an over that was not completed, at the end of Day 1, the substitute player must continue the innings or complete the over on Day 2. If a priority player has already batted (and gone out), or has been banned from bowling in the innings that is resumed on Day 2, the substitute player may not bat or bowl in that innings. Otherwise, the substitute player may bat or bowl on Day 2 as if they were the priority player.
- 4 Where a substitute player is named, and the priority player subsequently becomes available on Day 2, the priority player may play. In this case, the substitute player may NOT play on Day 2, except as a substitute fielder.

Super-Sub Rule - All Short Forms of the Game (including Saturday 35/40 over format and Sunday T20 and 50 over format)

- (iii) Substitutes are not permitted to bat, bowl or act as wicket keeper, **except** in games with limited overs format (see above) where:
- prior to the toss, a list of twelve players has been provided to the opposition captain.
 - after the toss, the team captain has identified to the opposition captain and the umpire which player of the twelve named will be substituted out of the game (the priority player), and which player of the twelve named will replace that player (the substitute player).
 - the priority player may be replaced by the substitute player at any stage during the ensuing match, and may not then return to the match, except as a substitute fielder only.
 - if the priority player has already batted, the substitute is not permitted to bat.
 - if the priority player has already bowled the full quota of overs allowed per player, the substitute player is not permitted to bowl.

2.1.1(g) Any affiliated club having more than one team in the current season's competition, may include in a higher grade team, any members of a lower grade team.

2.1.1(h) A player may not participate in two different matches in the one fixture round, unless:

- (i) the player belongs to a club mentioned in 2.1.1(f), and the player is declared as a substitute or priority player under 2.1.1(e)(iii) for a higher grade; or
- (ii) in all other cases, the player is a substitute fielder only in at least one of the matches.

2.2 Clubs with more than one team

2.2.1 Playing down a grade

10 or more fixtures in a season	= five (5) Games
Less than 10 fixtures in a season	= three (3) Games

Subject to the table of fixtures above, a registered player who has played in more matches in a higher grade team in that season, having two or more teams, including as a substitute or priority player under 2.1.1(e)(iii), cannot play in a lower grade team of that club without the approval of the Executive Committee, after consideration of the following matters: (exception of (c) below)

- (a) That the Executive Committee will consider the player's batting and bowling figures for the season, and, if relevant, the previous season.
- (b) The club must provide the name of the player replacing the player in the higher grade. Seven days notice is required.
- (c) Does not apply when rotating players for Saturday A1 20/20 fixtures except that player/s being demoted from A1 must filter down to the next team below in their club for that season. (Prior approval is NOT required by the Statistician who however reserves the right to overrule any such relegation).

2.2.2 Rotation squads

- (a) Subject to the approval of the Executive Committee, clubs with two or more teams can nominate players to form part of a rotation squad. Nominated players in the rotation squad will be able to play in a higher grade as required by their club and then return to their lower grade without having to see approval from the Executive Committee under rule 2.2.1.
- (b) Rotation squads:
 - (i) may consist of up to four players (two from the higher grade and two from the lower grade).
 - (ii) may only be nominated to play in teams in two contiguous grades e.g. A & B grades or B & C grades.
 - (iii) must be nominated before Fixture 5 of any given season.
- (c) Clubs with more than three grades may nominate more than one rotation squad, provided the grade span and players involved are not the same.
- (d) If a player approved for a B/C grade rotation squad plays more than five games in A grade, that player must seek approval to return to a lower grade under 2.2.1.
- (e) The Executive Committee reserves the right to withdraw approval for a player to participate in a rotation squad. If approval is withdrawn, the club may nominate a replacement player in the rotation squad, subject to Executive Committee approval.

2.2.3 Clubs with more than one team in a grade

- (a) If a club has more than one team in any grade, the players in each team in that grade will not be interchangeable without the written permission of the Executive Committee.
- (b) A player who is promoted or demoted (subject to rule 2.2.1) to the grade in which the club has more than one team may play in either team. However, if that player plays 5 or more matches with one of the teams in the grade in which the club has more than one team, the player becomes a part of that team. Such player cannot then play for the other team in that grade, or return to a lower grade, without the written permission of the Executive Committee, in accordance with rule 2.2.1.
- (c) If the club wishes to nominate a rotation squad under rule 2.2.2 that will involve the grade in which the club has more than one team, separate squads must be nominated for each of the teams in that grade.

Note: As a suggestion, it would help those clubs with two (2) or more teams, to keep a record of their players' respective gradings. Contravention of this By-Law will lead to loss of points or a fine, as decided upon by the Executive Committee.

JUNIOR PLAYERS:

- (i) No player under the age of 12 will be permitted to play in Senior Warehouse Cricket fixtures, either as a player or substitute player.
- (ii) No player or substitute under the age of 15 is to be permitted to field within 10 meters of the bat in front of the wicket.

2.3 Penalty for Playing Unregistered and/or Ineligible Players

The penalty for a team playing an unregistered and/or ineligible player, or a player under another name, will be loss of points for that match and/or a fine of not less than \$50.00.

The Executive Committee may require a team or player to confirm a player's identity by completion of a Statutory Declaration and/or photo ID.

2.4 Player's Dress Standards

- (a) Players must appear on the field suitably dressed. Athletic singlets and shorts must not be worn. However male players under the age of fifteen (15) years may wear white or cream trousers of knee length. Sunday Players may wear white shorts.
- (b) Interpretation: "Suitably dressed" shall mean.
 - (i) Shirt of the type known as tennis shirt of woven, woolen, wool and cotton, or similar material of white or cream color or relevant female apparel.
 - (ii) Boots, shoes and socks of any material coloured predominantly white.
 - (iii) In Sunday Competitions, coloured team clothing may be worn as approved by the Warehouse Cricket Executive Committee.)
- (c) Suitable hat/cap/helmet is strongly recommended.
- (d) **Shoes with Metal Spikes** are compulsory for all bowlers in any "A" (Turf) Grade and are strongly recommended for all bowlers on turf wickets. Spikes (metal) shall not project from the soles of boots or shoes to a length greater than 9.5 mm. Shoes with spikes must not be worn on grounds where **synthetic** wickets are in use.
- (e) Sponsor, team or Association logos will be permitted on either (or both) one shirt pocket or one sleeve.
- (f) Umpires may not allow players to take the field unless they are dressed in accordance with By-Law 2.4.

2.5 Player's Code of Conduct and Discipline

- (a) Any affiliated club or member of an affiliated club shall be liable to suspension at, and during, the pleasure of the Association in the event of such club or member violating the By-Laws of the Association, **Code of Conduct** of the Association, or ruling of the Executive Committee.
- (b) Any club or members of a club, under suspension shall forfeit all rights held under the Association. Delegates of any club under suspension shall not be eligible to attend meetings of the Association or serve on the Executive Committee or other committees of the Association.
- (c) Should any players registered with the Association conduct themselves in a disorderly manner during progress of any match under the jurisdiction of the Association, the Conducts Tribunal may fine, suspend, or otherwise deal with the offender/s. The Executive Committee shall have the power to deal with any club or member of a club failing to comply with the ruling of the Conducts Tribunal applying such penalty as deemed necessary.
- (d) The Conducts Tribunal will submit a written report as to their recommendations to the Association Secretary for ratification at the next meeting of the Executive Committee.

2.6 Clearances

- (a) A registered playing cricketer who decides to leave his/her original club and join another club during the current season must produce to his/her new club a written clearance that proves that he/she is financially clear. The clearance is then forwarded to the Association Secretary. The Association Secretary must receive the clearance before the player may participate in any match with her/his new club.

- (b) Normally a player will be allowed only one clearance per season. Any second or subsequent clearance within any season must state clearly the exceptional circumstances giving rise to the application and be approved by the Statistician prior to the player participating in any game for the new club. Registrations are deemed to become void at the end of each season and clearances are not required across seasons subject to *By-law 2.1 (d)*. Registrations do not become subject to clearance requirements until a player actually plays with a club.
- (c) That a limit of one transfer per season be set. (Further transfers must have the Executive Committee approval.)
- (d) Loans allow for a provision to 'loan' a player to another club for one match in special circumstances provided that prior approval has been granted by the statistician.

3. UMPIRES

3.1 Appointment to Matches

- (a) Umpires appointed at matches controlled by the Warehouse Cricket Association must be members of the Warehouse Cricket Umpires Association. The constitution of the Warehouse Cricket Umpires Association and any amendments thereto shall, before adoption, be submitted to the Warehouse Cricket Association for approval. Umpires shall be allowed such expenses as agreed to from time to time by the Executive Committee of the Warehouse Cricket Association.
- (b) The Warehouse Cricket Umpires Association shall appoint umpires for all matches, other than Finals and Representative matches. For Finals and Representative matches, the Warehouse Cricket Umpires Association shall nominate Umpires for appointment by the Executive Committee of the Warehouse Cricket Association.
- (c) Clubs in A1 and A1Res Grades should note that it is a directive of the Executive Committee that Umpires be allocated to all games in these grades. When considered necessary, Umpires may be requested to officiate at specific nominated fixture matches as indicated by the Executive Committee.
- (d) Where an Umpire has been allocated to a match, the teams, players and team Captains participating in that match have no right whatsoever to refuse such Umpire from performing his/her duties in that match. Any reported dissension by the clubs, teams or Team Captains could result in a fine and/or suspension and/or loss of points.
- (e) An Umpire who has been appointed to, and officiated at, a match that has reached an early conclusion may, at that Umpire's discretion, offer services to another match still in progress. The captains of the second match reserve the right to accept or decline the Umpire's services. No Umpire's expenses are liable in this instance resulting from the second match.
- (f) An Umpire who has been appointed to a match which has been called off prior to commencement, but too late for reallocation, may at that Umpire's discretion offer services to another match. The Captains of the second match reserve the right to accept or decline the Umpire's services. Umpire's expenses are liable in this instance resulting from the second match, except as otherwise determined by *By-law 3.2 (d)*.
- (g) Player-Umpires should note that when officiating for their team at Warehouse Cricket Association fixtures, whether a badged Umpire is present or not, they have the full powers and responsibilities of an Umpire as provided for in the Laws of Cricket.

3.2 Expenses

- (a) Each team will pay each registered umpire an expense at the scheduled rate. (See schedule of Fees).
- (b) Umpires' expenses shall be paid to the Umpire by lunchtime on Sundays and Tea-time on Saturdays.
- (c) Should a team fail to pay Umpires' expenses on each day of a match and wicket fees in full before the completion of any match on Association or private grounds, the Executive Committee, may, at its discretion, disqualify the defaulting team from receiving any points for such match and subsequent matches, until the fees are paid in full.
- (d) If a game is called off by the Association, or in the case of private grounds by the Secretary of the club concerned, more than ninety (90) minutes prior to the starting time, no payment will be made to an allocated Umpire by either the Association or teams involved. If a game is called off by the Association, or in the case of private grounds by the Secretary of the club concerned, less than ninety (90) minutes prior to starting time, or if play does not commence, each team involved shall pay Umpires the approved expense.

- (e) If play is cancelled after the game has commenced, full expenses shall be paid to the Umpire.
- (f) Refer to 3.1 (g)

4. FEES

4.1 General

Clubs shall be responsible for the payment of general fees as follows. *(See schedule of fees.)*

- (a) Each club shall pay a fee per team per season, to be determined by the Executive Committee, which covers affiliation and registration of players.
- (b) This payment does not eliminate the responsibility of each club to register additional players as covered by *By-law 2.1*
- (c) In addition to the fees prescribed, each team applying for affiliation with the Association shall be required to pay, simultaneously with its application for affiliation, a bond (as shall be prescribed by the Executive Committee). The bond referred to in this rule will be refunded on application to the Executive Committee at the completion of any season, provided that all financial obligations have been met. Clubs nominating more than three (3) teams will be required to lodge a bond for each of its first three (3) teams only.
- (d) Registration and affiliation of a club and for its teams with the Association shall be deemed incomplete until all fees prescribed hereunder have been paid.
- (e) After the season's program of fixtures has been arranged, payment of wicket fees for all matches allotted to a team, shall be a liability and must be paid by the team.
- (f) In the event of any club, or of any of a club's teams withdrawing from the competition after the completion of grading and/or the drawing of the relevant season's fixtures, the Association shall not under any circumstances refund any fees paid by that club or its teams or players.
- (g) In the event of any club, or any of a club's teams failing to meet their financial commitment to the Association or other clubs, the Executive Committee of the Association may in its absolute discretion forfeit the whole or any part of the monies paid under (a) and (c) hereof. The Executive Committee, may also in its absolute discretion, apportion the monies so forfeited as between the Association and/or any club on whose grounds such club or any of its teams were drawn to play.

4.2 Wicket Fees

- (a) Wicket fees for matches played at grounds controlled by the Association must be paid to the Groundsman or collector at the commencement of each match or by tea-time on the first day of a **Saturday** fixture or by lunch-time during a **Sunday** Fixture.
- (b) All Association fees shall be of a uniform amount as prescribed by the Schedule of Fees.
- (c) Fees payable will be decided by the Executive Committee and advised to clubs at the pre-season delegate's meeting held prior to commencement of each season.
- (d) For the purpose of this rule, fees per team per game for the current season are shown in the prescribed schedule.
- (e) In the event of play being abandoned through wet weather, the usual fees shall be paid. This shall apply also to club grounds.
 - (i) Any Club that forfeits a match shall be levied its opponents fees as well as its own. The club forfeiting the match must notify, at the earliest possible time, the Association Secretary, the Secretary of the opposing team and the Secretary of the Warehouse Cricket Umpires Association.
 - (ii) Any club that is unable to field a team for both Saturdays of a scheduled two-day match, may play a one-day match (unscheduled) on the available Saturday. This is provided that the Secretary of the opposing team agrees and such approvals have been sought at least seven (7) days prior to the scheduled date of the match in question.

- (f) Clubs having private grounds are asked to make certain that clear travel directions are made available to visiting teams.

5. FIXTURES

5.1 Authority to Conduct Competitions

- (a) The Executive Committee shall be empowered to conduct competitions as are approved by the Executive Committee from time to time and to frame such By-laws that may be necessary for the conduct of such fixtures.

(b) Summer Season:

Saturdays: Games may be of two (2) days or one (1) day duration as determined by the Executive Committee. Where possible, a draw of games will be scheduled so that each team plays:

3 rounds	6 Team Grade
2 rounds	8 Team Grade

(c) Winter Season:

Saturdays: Games may be of two (2) days or one (1) day duration as determined by the Executive Committee. Where possible, a draw of games will be scheduled so that each team plays:

2 rounds	6 Team Grade
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- (d) **Sundays:** Where possible, a draw of games will be scheduled so that teams play each other either once or twice.

5.2 Grading

- (a) Grades will consist of the number of teams as decided by the Executive Committee on the recommendation of the Grading Committee.
- (b) The Executive Committee shall have the right to refuse to allow any player to play in any grade, if, in its opinion, such player has a proven record of playing in a higher grade than is registered with Warehouse Cricket. Eg: it is the policy of the Executive Committee that players who regularly play, or recently played
- (c) The Executive Committee may at any time require a club with more than one team to select a player in a higher grade.
- (d) The Grading Committee, where possible, shall grade the premiership team at least one grade higher in the next season's fixtures.
- (e) A forfeit in a higher grade may result in the loss of any points gained by a club's lower grade teams in that round of fixtures.
- (f) A competition of Junior players may be included in the Winter fixtures.

Note: for the purposes of “g”, “h” & “i”, the following note applies.

Unless an Exemption has been granted by the Executive Committee:

- (g) Premier Players may not participate in B Grade or lower competitions. Premier Players are those who have played:
 - (i) five or more games in any one season in 1st and 2nd grade of Queensland Cricket District Cricket competition in the past four years.
 - (ii) five or more games in any one season in A1, Warehouse Cricket in the past two years.
 - (iii) five or more games in any one season in any equivalent competition (e.g. Qld Country, interstate, overseas) in the past four years.

- (h) 'A Grade players' may not participate in C Grade or lower competitions. 'A Grade players' are those that have played:
- (i) five or more games in any one season in 3rd and 4th grade of Queensland Cricket District Cricket competition in the past four years.
 - (ii) five or more games in any one season in an "A" Grade within Warehouse Cricket in the past two years.
- (i) Any Premier Player who is has played in the 1st Grade of the Qld Cricket District Cricket Competition or higher, in the past 2 years must play in the **highest grade** in the Warehouse Cricket competition (irrespective of north or south competitions)

Definition: Players cannot participate in "C" grade or lower competition if they meet the criteria as set out below.

GRADE DEFINITION

- That "A" Grade will consist of all grades between A1 and A4 inclusive.
- That "B" Grade will include consist of all grades between B1 and B4 inclusive.

Note: These definitions are not exhaustive, given the broad range of competitions in Queensland and beyond. The Executive may deem other players not covered by these definitions to be ineligible to play in B or C Grade competitions, based on their recent playing history.

Note: It is the responsibility of each club to inform the Association of all relevant facts pertaining to their prospective players at the time of registering players' names; failure to do so will result in loss of points and/or fine.

Note: If the Secretary of a club wishes to seek exemption for any player to play below that stated in sections "g" and "h", an application in writing must be submitted to the Secretary (or Statistician) of this Association by the Wednesday before the match in which the player is required to play.

6. HELMET POLICY (JUNIOR & SENIOR PLAYERS)



Junior Players (U/18)

[6A] It is mandatory for junior cricketers (those under 18 years of age) to wear a British Standard 7928:2013 compliant helmet at all times when wicket-keeping up to the stumps or batting in any Warehouse Cricket Association Queensland (WCAQ) conducted competitions.

Note: Any player that is aged less than 18 years is prohibited from fielding any closer than 10m from the bat (unless acting as a Wicketkeeper or fielding in the Slips or a Gully position, except when playing in a junior competition and the competition rules explicitly allow the use of protective equipment for close-in fielders (refer to Rule 7 in the Winter Under 15 and Under 16 Rules).

[6B] It is mandatory for senior cricketers to wear a British Standard 7928:2013 compliant helmet in any Warehouse Cricket Association Queensland (WCAQ) conducted competitions as follows:

Batting

- (i) A batter must wear a British Standard 7928:2013 compliant helmet at all times when batting against fast, medium or slow-paced bowling.

Wicketkeeping

- (i) At all times when wicketkeeping up to the stumps, the wicketkeeper must wear a British Standard 7928:2013 compliant helmet.

Fielding

- (i) A fielder must wear a British Standard 7928:2013 compliant helmet at all times when fielding in a position closer than seven (7) meters from the batter's position on the popping crease on a middle stump line, with the exception of any fielding position between the accepted position gully on the off side to the accepted position leg gully on the leg side, must wear a British Standard 7928:2013 compliant helmet. For all Women's and Junior Girls competitions, the distance is ten (10) meters.

- (ii) The umpire(s) are the sole judges of the distance from the stumps in this clause.

[6C] Enforcement (see Policies Appendix – *Helmet Policy Enforcement Procedures for detail*)

- (i) The umpire(s) are responsible for ensuring that a helmet is worn when required by Regulation 6 but are not responsible for ensuring that the helmet being worn by the player is compliant with British Standard 7928:2013.
- (ii) The umpire(s) must not allow the match to continue during any period in which a player fails to wear a helmet when required by Regulation 6.
- (iii) In accordance with the Laws of Cricket, the umpire(s) shall:
- Award 5 penalty runs to the opposing team when a batter does not comply with Regulation 6.
 - If after the action above in (a) the batter continues to not comply with Regulation 6. Time out the batter who fails to wear a helmet when required by Regulation 6.

Note: For the purpose of this Regulation, no time/overs shall be lost to the game after the completion of any of the actions described

- (iv) In the event of an extended delay in which either no batter comes to the wicket wearing a helmet (in situations required by Regulation 6) or a batter fails to wear a helmet (in situations required by Regulation 6) and also fails to leave the wicket having been given out in according with Regulation [C](iii)(b), the umpire(s) shall adopt the procedure of Law 16.3 (Umpire(s) awarding a match)
- (v) In the event of an extended delay caused by a wicketkeeper or fielder failing to wear a helmet when required by Regulation 6, the umpire(s) shall adopt the procedure of Law 16.3 (Umpire(s) awarding a match)
- (vi) In addition to the above, the umpire(s) will report any breach of Regulation 6 to the WCAQ Statistician. Upon receiving information regarding the incident, the Statistician shall take all reasonable and appropriate measures to investigate the instance(s) and shall take such action as they deem appropriate against the involved participants and Clubs, if applicable.

Notes

- Parents/guardians, coaches and team officials need to ensure that this Regulation is adhered to.
- Association administrators, club coaches, team managers, parents and other volunteers are also encouraged to consider the use of helmets for junior wicket-keepers 'standing-back' if there are concerns about the skill level of the wicket-keeper, bowlers and fielders.
- A list of helmets suitable for Men's, Women's and junior cricket is maintained and regularly updated at <https://play.cricket.com.au/community/clubs/managing-your-club/helmet-recommendations>
- For further information on Cricket Australia's playing policies and guidelines see <https://www.cricket.com.au/integrity/rules-and-regulations>

HELMET POLICY ENFORCEMENT PROCEDURES

Batting

- After the fall of a wicket or the retirement of a batter, the incoming batter must, unless Time has been called, be in a position to take guard, or for the other batter to be ready to receive the next ball within 3 minutes of the dismissal or retirement and be wearing a helmet as required by Regulation 6.
- If this requirement is not met the umpires(s)/Team Captains are to direct the batter to comply with Regulation 6.
- If, having entered the field of play not wearing a helmet, a batter leaves the field in order to comply with Regulation 6, there shall be no loss of time/overs to the match solely due to this delay.

4. If a batter does not to comply with this direction:
 - 4.1 The umpire shall call time, if necessary
 - 4.2 The umpires shall summon and inform the offending players captain of his/her refusal to comply with clause 1.
 - 4.3 The umpire shall award 5 penalty runs to the fielding team
 - 4.4 The umpires together shall report the occurrence as soon as possible after the match to the Secretary of the offending player's Club and the WCAQ Statistician, The Statistician shall take such further action against the player, the captain, any other individuals concerned and, if appropriate, the team.
5. If after the action in clause 4 the batter continues to not comply with clause 1 then:
 - 5.1 The batter will be given out, Timed Out
 - 5.2 In the event of a Timed-Out dismissal, the bowler does not get credit for the wicket.
6. In the event of an extended delay in which either no batter comes to the wicket wearing a helmet or a batter fails to wear a British Standard 7928:2013 compliant helmet and also fails to leave the wicket having been given out in accordance with clause 5, the umpires shall adopt the procedure of Law 16.3 (Umpire(s) awarding a match). For the purposes of that Law the start of the action shall be taken at end of clause 4.
7. Further to clause 4.4, the umpires shall also report the occurrence of clause 5.1 to the Secretary of the offending player's Club and the WCAQ Statistician, The Statistician shall take such further action against the player, the captain, any other individuals concerned and, if appropriate, the team.
8. For the purpose of this law no time/overs shall be lost to the game after the completion of any of the actions described in Clauses 3-5.

Wicketkeeping

1. At any time as required by Regulation 6 a wicketkeeper must wear a helmet.
2. Should a wicketkeeper fail to wear a helmet at any time as required by the Regulation 6, or as directed by an umpire(s), the umpire(s) shall not permit the game to continue until the wicketkeeper does one of the following:
 - 2.1 Wears a helmet.
 - 2.2 Moves his/her position to one that does not require him/her to wear a helmet
 - 2.3 The fielding team changes wicketkeeper to a different player who is complying with clause 1.0
3. In the event of an extended delay in which the wicketkeeper fails to wear a helmet and fails to comply with clauses 2.1 - 2.3, the umpire(s) shall adopt the procedure of Law 16.3 (Umpire(s) awarding a match).
4. Further, each wicketkeeper that fails to comply with clause 1 shall be reported to the Secretary of the offending player's Club and the WCAQ Statistician, The Statistician shall take such further action against the player, the captain, any other individuals concerned and, if appropriate, the team.

Fielding

1. Should a fielder fail to wear a helmet at any time as required by the Regulation 6 or as directed by an umpire(s), the umpire(s) shall not permit the game to continue until the fielder does one of the following:
 - 1.1 Wears a helmet.
 - 1.2 Moves his/her position to one that does not require him/her to wear a helmet.
 - 1.3 The fielding team changes the fielder in the position, to a different player who is complying with clause 1.

2. In the event of an extended delay in which the fielder fails to wear a helmet and fails to comply with clauses 1.1 -1.3, the umpire(s) shall adopt the procedure of Law 16.3 (Umpire(s) awarding a match).

Further, each fielder that fails to comply with clause 1 shall be reported to the Secretary of the offending player's Club and the WCAQ Statistician, The Statistician shall take such further action against the player, the captain, any other individuals concerned and, against each offending fielder.

7. MATCH RESULTS

7.1 Submitting Match Results: via Play HQ (www.PlayHQ.com)

- (a) Clubs are required to enter match results for each match on **Play HQ (www.PlayHQ.com)** within **72 hours** from the completion of the match.
- (b) Captains of all teams are required to complete a ground and Umpire assessment report as per "Play HQ".
- (c) Play HQ must be updated for all scheduled fixtures, including finals; forfeits and rain abandoned games.
- (d) Play HQ must show the names of participating players.
- (e) The Executive Committee may impose a penalty where if (a) above is not complied with. (eg Points may not be allocated).
- (f) For a team receiving a forfeit and/or washed out game, the full list of intended players must be shown. As such those players will be eligible for batting and bowling trophies and finals appearances.
- (g) Play HQ can be updated and submitted by any authorized representative of the club.
- (h) Penalty for non-compliance may lead to loss of points.

8. EQUIPMENT: REQUIRED FOR MATCHES

- (a) **Stumps:** Each competing team shall supply three (3) wooden stumps, suitable for turf pitches (dome shaped except for the bail groove) and two (2) bails.

Note: ***Steel toe and brass ferruled stumps are prohibited.***

- (b) **Cricket Balls:**

- (i) Cricket Balls must be coloured Red, be of Australian origin and be Gabba Brand Aussie 4 Piece balls. (The Executive Committee may authorize a trial, for a particular period, of an alternative colour from time to time).

Summer & Winter Saturday & Sunday A1 teams must use a **4 piece Gabba Brand cricket ball**.

- (ii) The use of a 2nd new ball is permitted in keeping with the Laws of Cricket namely, at any time after the completion of 80 overs in any one innings.

- (c) **Scoring:**

- (i) Where a full-time scorer is **not** available, each team will provide either an electronic device (eg: Scoring Ap) or paper-based scorebook.
- (ii) After each innings and at the end of the match, Captains will ensure that they and the umpire "agree" as to the relevant innings score or the result of the match.
- (iii) The Captains, before tossing, will exchange a list of the players selected to play in the match. These lists cannot be altered except with the consent of the opposing Captain. The Umpire must also be informed.

9. DETERMINING FITNESS OF GROUND

Executive Committee Arrangements

- (a) At any time before the time scheduled for the commencement of play on any day allotted for the playing of a

match, the decision regarding the fitness of the wicket and ground, shall be in the hands of the Groundsman. However, with Warehouse Cricket controlled grounds, that decision may be made in conjunction with the Executive Committee.

If no groundsman is in attendance, or if the ground has been passed to the control of the Umpire, that is presumed to occur 30 minutes prior to the scheduled start of play, then the decision shall be made by an Official Umpire, or in his/her absence, by the Captains or Executive Committee member.

The Executive Committee reserves the right to cancel all matches scheduled, including those at Kianawah Park.

- (b) Provided that, where it is apparent that a turf wicket or wickets may be unduly damaged by play after intervention of rain, the Groundsman or Executive Committee member in attendance may approach the Officiating Umpire with a request that the play be abandoned for the day. Umpires will be requested to carefully consider such requests having regard only for the condition of the wicket.
- (c) In the event of the first Saturday's play of a normal two (2) day game being totally rained out, one-day game conditions will apply to the following Saturday, as **in Part 2, By-Law 2.**
- (d) The following conditions apply:
 - (i) Home Ground Secretaries must advise the Secretary of their Opposition Team, the Secretary of Warehouse Cricket and the Secretary of the Warehouse Umpires Cricket Association as soon as possible if wickets are unplayable.
 - (ii) Wet weather information will be posted on the Warehouse Cricket **Facebook** page where possible.
- (e) Any disputes concerning fitness of a particular ground will be settled by the Warehouse Cricket Umpires Association umpire allocated to that game and if no umpire is allocated, the game will take place only if both captains agree to play.

10. LIGHT APPEALS

Appeals against Light during Play

Laws of Cricket - Fitness and Suspension of Play

(Law 3 Section 8/9)

- (a) It is solely for the umpire/s to decide whether either conditions of ground, weather or light or exceptional circumstances mean that it would be dangerous or unreasonable for play to take place.
- (b) If at any time the Umpire considers that the conditions of the grounds, whether or light, or any other circumstances are dangerous or unreasonable, they shall immediately suspend play, or not allow play to start of recommence.

Weather Circumstances – Thunder/Lightning (30/30 Rule)

If thunder follows a lightning flash by thirty (30) seconds or less, play must cease immediately. Players and officials must leave the field immediately and must not return until thirty (30) minutes after the initial lightning flash.

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.

Notes of Change:

The Umpires will no longer offer light to the batting side.

- (a) Where a Badged Umpire is not officiating in a match, the Captains have responsibility under the Laws of Cricket and in the spirit of the game, to consult prior to an innings commencing or during play regarding impending weather conditions.

- (b) Their consultations should decide on suspension or termination of play particularly where playing conditions deteriorate. This decision is to be passed on to Player Umpires who are to be directed accordingly. The safety of all players on the field is of paramount importance. Captains or Player-Umpires who act in a manner contrary to the spirit of the game risk a penalty including either/or a fin/suspension and/or loss of points.

Note: It is not acceptable for any person to draw stumps to cause cessation of play other than by agreed decisions of Captains and Player-Umpires.

11. ALLOCATION OF GROUNDS

Control of Grounds: All nominated grounds whether held by the Association or by affiliated clubs shall be under the control of the Executive Committee for the purpose of allocation of fixtures. The responsibility for maintaining the state of the wicket and grounds is with the affiliated club concerned.

12. GROUND SPECIFICATIONS

Details: The basic standard required for any ground nominated for use in a Warehouse Cricket Grade is as follows.

(a) Wicket Dimensions

Length	20.12 meters	Stump to stump
Width	3 meters	Synthetic Turf
Width	2 Strips	Turf

(b) Surface Conditions

Turf	Flat with no weeds
Synthetic Turf	With no tears, patches or cracked base

- (c) **Crease and Danger Area Markings:** These shall be painted on synthetic turf wickets and marked on turf wickets after preparation.

- (d) **Bowler's Approach:** These shall be flat, even with no step up.

- (e) **Outfield:** This shall be well grassed with no holes, posts or other hazards.

- (f) **General:** Easy access to ground with parking, water and toilet facilities.

Note: *A ground, nominated for use in Warehouse Cricket competitions will not be accepted for use until it passes inspection by the Grounds Committee of the Association.*

LAWS OF CRICKET

All matches shall be played under the Laws of Cricket as recognized by Qld Cricket unless otherwise provided for in these By-Laws. In cases of dispute, the Executive Committee, whose decisions shall be final, shall decide the matter in question.

Cricket Australia Bowling Policy (Bowling Restrictions)

Warehouse Cricket adopts Cricket Australia Policy for underage bowlers. Bowling restrictions apply as at current date.

U/12:	A maximum of 4 consecutive overs and 8 overs per day.
U/13:	A maximum of 4 consecutive overs for medium and fast paced bowlers and 8 overs per day
U/14:	A maximum of 5 consecutive overs for medium and fast paced bowlers and 10 overs per day
U/15:	A maximum of 5 consecutive overs for medium and fast paced bowlers and 12 overs per day
U/16:	A maximum of 6 consecutive overs for medium and fast bowlers and 14 per day.
U/17:	A maximum of 6 consecutive overs for medium and fast bowlers and 16 per day.
U/18:	A maximum of 8 consecutive overs for medium and fast bowlers and 18 per day.
U/19:	A maximum of 8 consecutive overs for medium and fast bowlers and 20 per day.

Notes:

- (i) A bowler who has bowled a spell less than listed above may resume bowling prior to the necessary break as defined above, but this will be considered as an extension of the same spell and the limit of overs outlined above will still apply.
- (ii) Rest periods between spells for underage bowlers (other than slow bowlers) will be:
 - Two Day Games = 60 minutes
 - One Day Game = 30 minutes
(Actual time - not playing time).
- (iii) A bowler who has bowled a spell shorter than the Cricket Australia Junior Policy may resume bowling before the 60 minute period has expired. This will be considered as an extension of the same spell and the limits will then apply. The break within the spell is disregarded.
- (iv) Spinners/slow bowlers: May bowl their daily allocation in one spell.

13. RULES OF CRICKET NOTES

Some additional information based on changes to Laws of Cricket in recent years (or as amended)

BATSMAN DAMAGING THE PITCH

In the event of batsman damaging the pitch, the Umpire at the bowler's end shall follow the procedures of caution and final warning etc. Should the warning prove ineffective, the Umpire shall intervene without appeal by calling and signal **"DEAD BALL"** after the completion of one (1) run, disallow any runs and return the batsmen to their original end.

LAW 2.8 FIELDSMAN LEAVING THE FIELD

No fielder shall leave the field or return to the field during a session of play without the consent of the umpire at the bowler's end. The umpire's consent is also necessary if a substitute is required for a fielder at the start of play or when he/she returns to the field after the interval. If a member of the fielding side leaves the field or fails to return after an interval and is absent from the field for longer **than 15 minutes**:

- The player shall not be permitted to bowl in the innings after his return until he/she has been on the field for at least the length of playing time for which he/she was absent. In the event of a follow-on, this restriction will, if necessary continue into the 2nd innings.
- The player shall not be permitted to bat, unless or until, in aggregate, he/she has returned to the field and/or the side's innings has been in progress for at least that length of playing time for which he/she has been absent, or, if earlier, when the side has lost five (5) wickets.

Note: The restriction of (i.) and (ii.) will not apply if the player has suffered an external blow (as opposed to any internal injury such as a pulled muscle) whilst participating earlier in the match and consequently been forced off the field.

- Nor shall it apply if the player has been absent for exceptional and wholly acceptable reasons (other than injury or illness) and consent for a substitute has been granted by the opposing captain.
- This restriction will not apply at the commencement of a new day's play.

Note: In the event of a fieldsman already being off the field, at the commencement of an interruption in play through ground, weather or light conditions, he/she shall be allowed to count any such stoppage time as playing time, provided that he/she personally informs the Umpire when he/she is fit enough to take the field had play been in progress.

SUBSTITUTES AND RUNNERS

- (a) If the umpires are satisfied that a nominated player has been injured or become ill since the nomination of the players, they shall allow that player to have
 - (i) a substitute acting for him in the field.
 - (ii) a runner when batting.
- (b) Any injury or illness that occurs at any time after the nomination of the players until the conclusion of the match shall be allowable, irrespective of whether play is in progress or not.
- (c) The umpires shall have discretion to allow, for other wholly acceptable reasons, a substitute fielder or a runner to act for a nominated player, at the start of the match, or at any subsequent time.
- (d) A player wishing to change his shirt, boots, etc. shall leave the field to do so. No substitute shall be allowed for him.

RUNNER

A runner may continue to be utilized in the situation where a player has been injured during that game, notwithstanding the rule applying in international cricket and adopted by the Brisbane Grade Committee.

The player acting as a runner for a batsman shall be a member of the batting side and shall, if possible, have already batted in that innings. The runner shall wear external protective equipment equivalent to that worn by the batsman for whom he runs and shall carry a bat.

UNFAIR PLAY (movement of fielders)

Any significant movement off line (towards the striker) or in depth by a fielder once the Bowler commences his/her run-up should be considered unfair and the Umpire can take action under Law 42.3 (Unfair play).

A wicketkeeper standing “back” who moves up to the stumps would clearly be significant movement.

SCORING OF NO BALLS:

A No Ball shall count as **1 Run** + the runs scored.

SCORING OF WIDES:

A Wide shall count as **1 Run** + the runs scored.

BOUNDARY LINE: (practical effect of rule changes)

Where a “fence” or other object (eg: Sight Screen) is deemed to form part of the boundary, the **boundary line be the base of that object (a line on the ground).**

- If any fielder leans on the fence whilst fielding the ball then a boundary is scored.
- If a fielder leans on the fence whilst taking a catch then a “6” is scored.

(No part of the fielder’s body can touch the fence whilst either catching or fielding a ball).

CATCH OFF THE GLOVE

A batsman may be given out if the ball touches **ANY** part of the glove holding the bat and the ball is then caught.

(Note: whether or not that part of the glove is above the wrist of the hand holding the bat.)

See Summary of changes to Laws of Cricket as published.

**JUNIOR PLAYERS
(U/16 GRADES AND BELOW)**

MINIMUM FIELDING DISTANCES

No junior cricketer is to field closer than 10 meters from the popping crease of the batsman on strike except in the area 90 degrees on the offside from point to the wicket-keeper for ages up to and including U/14 players.

For U/15 & U/16 players, fielders may come within 10 meters but not closer than 7 meters provided they wear protective gear: ie a helmet and a protector.

Note: *If these rules are contravened, a No Ball shall be called.*

BREAKING OF STUMPS BY BOWLER ON DELIVERY

Regulation 29 = NO BALL

Breaking the stumps during the act of a delivery *shall be a no ball*.
(Note: this does not include bowler attempting to run out the non-striker).

15. GENERAL INFORMATION

- (e) Owing to fencing arrangements made by the Brisbane City Council at Marchant Park on the perimeter of the grounds, vehicle parking is restricted to outside the park.
Marchant Park No. 9 Park on Ellison Road or Murphy Road
Marchant Park No. 8 Park on Ellison Road
- (f) Warehouse Cricket Ground Bookings for other than Fixture matches:
- (g) Contact: **Laurence Christie on 3204 2020 or 0415 342 007.**
- (h) Club Secretaries are requested to advise members of their club that they should refrain from contacting Association Officers at their places of employment unless the matter is important.



RULES APPLYING TO WAREHOUSE CRICKET WINTER SUNDAY 50 OVER COMPETITION RULES

1. HOURS AND CONDITIONS OF PLAY

1.1 Hours of Play

a.

Morning Session	10.00 a.m.	to	1.15 p.m.
Interval	1.15 p.m.	to	1.45 p.m.
Afternoon Session	1.45 p.m.	to	5.00 p.m.

- b. Where play is delayed or interrupted, the Umpires will vary the length of the interval as follows.

Time Lost	Interval
Up to 60 minutes	30 minutes
Between 60 & 120 minutes	20 minutes
More than 120 minutes	10 minutes

- c. Should the innings of the team batting first terminate prior to 12.00 midday, the innings of the team batting second shall commence after the usual 10 minute interval. Otherwise, the lunch interval shall be taken immediately after the close of the innings.

At the conclusion of the lunch interval (maximum of 30 minutes), the team batting second, shall commence its innings.

1.2 Length of Innings - Uninterrupted Match:

- a. Each team shall bat for 50 (6-ball) overs, unless sooner dismissed.
- b. If the team fielding first fails to bowl 50 overs by the scheduled time for the interval, the innings of the team batting second shall be limited to the same number of overs as they have delivered.
- c. If the team batting first is dismissed in less than 50 overs, the team batting second shall be entitled to bat for the full 50 overs. This is subject to (d) below.
- d. If the last wicket falls at, or after the time for the interval, but during an over commenced before this time, the team batting second shall be entitled to receive the same number of overs as they have delivered; fractions of overs count as full overs for this purpose.
- e. If the team fielding second fails to bowl the target number of overs (**as defined in a, b, c & d**) by the scheduled time for cessation of play, the hours of play shall be extended until the required number of overs is bowled, a result is achieved or weather conditions intervene.

1.3 Length of Innings – Interrupted/delayed Match

The calculation of the number of overs to be bowled shall be on the basis of 15 overs per hour. In all calculations below, fractions of overs count as full overs.

- a. For any match in which the start is delayed by weather, the compulsory closure time shall be adjusted on a pro-rata basis to the available playing time. This means the interval will occur midway in the time available to play. The target number of overs shall be reduced on the basis of one over for each four (4) minutes or part thereof, lost from the time available for the first innings.

- b. In the event of an interruption to play in the first innings, once started, the innings target number of overs will be reduced by the result of apportioning overs to time lost on the same basis. The interval will be taken as originally scheduled in 1.1 or as rearranged in 1.3 (b) – in the event that the start has already been delayed.
- c. If the team fielding first fails to bowl the target number of overs by the scheduled time for the interval, the innings of the team batting second shall be limited to the same number of overs as they have delivered.
- d. If the team fielding second fails to bowl the target number of overs (as defined in (a), (b) & (c)) by the scheduled time for cessation of play, the hours of play shall be extended until the required number of overs is bowled, a result is achieved, or weather conditions intervene.
- e. If the team batting first is dismissed in less than the maximum overs, (normally 50 overs), the team batting second shall be entitled to bat for the maximum number of overs. The team batting second shall not bat for a greater number of overs than their opponents, except for this case. (see 1.2 d)
- f. If the innings of the team batting second is delayed or interrupted and it is not possible for that team to bat for the calculated number of overs, the overs to be bowled shall be reduced on the basis of 1.3 (a).
- g. For any interrupted or delayed match, if it is not possible for each team to bat for at least 25 overs each, then the match will be abandoned as a Draw. This does not apply if either team is dismissed in less than 25 overs or the team batting second achieves its target for victory in less than 25 overs.
- h. If play is abandoned after 25 overs are bowled in the second innings of the match, but before a result has been achieved, the result shall be determined by comparing the actual run rate of the team batting second with the target run rate as calculated at the end of the first innings. These calculations shall be made to one decimal place, so that 5.1 and 5.14 are the same, but 5.15 is the same as 5.2.

1.3.1 PENALTY for Slow Over Rate - (This is a trial rule for the 2025 Winter Season)

- a. Should the minimum number of overs not be bowled, a penalty of **0.25** premiership points shall be applied to each of those overs not commenced, at the scheduled finishing time; excepting any overs which
 - (i) The Umpire/s consider would have been commenced but for extenuating circumstances;
 - (ii) Remain when the innings of the batting side is terminated.
 - (iii) Remain when play is abandoned before the scheduled finishing time due to an unfit ground, weather or light conditions.
- b. The Umpire/s shall notify the captains of any penalties following the completion of the day's play.
The Statistician will only deduct penalty points arising in (a) on receipt of a written report from the officiating umpire/s within 72 hours of the completion of the game. (If no badged umpire, the captain will also have the option of reporting slow over rates in writing within 72 hours of the completion of the game).

1.4 Number of Overs per Bowler

- a. No bowler shall bowl more than ten (10) overs in any innings.
- b. In a delayed or interrupted match, the maximum number of overs permitted to each bowler (who has not at that stage used his allocated overs) will be a total of one-fifth of the nearest multiple of five greater than the new innings target number of overs.
- c. In the event of a bowler breaking down and being unable to finish an over, another bowler, legally entitled to bowl shall complete the over. For the purpose of counting the number of overs delivered by a bowler, any part over counts as a full over by each bowler. Such overs must be carefully annotated on each scoresheet.

1.5 No Balls

- a. 21.1 of the Laws of Cricket apply except that no bowler may deliver the ball underarm.

- b. Either umpire shall call and signal a No Ball in the following instances:
- (i) If the ball passes, or would have passed above the shoulder height of a striker standing upright at the crease, (Law 41.6) or
 - (ii.) If the ball bounces more than once on the batting pitch or stops before reaching the popping crease at the striker's end or rolls along the ground. (Law 21.7 & 21.8)
 - (iii.) If the ball pitches off the pitch, before it reaches the line of the striker's wicket. (Law 21.7)
 - (iv.) All full pitched balls (all bowlers) above waist height. (Law 41.7)
 - (v.) **Note:** Only the bowler's end Umpire shall call No-Ball, if the ball passes on the full above the waist height of a batsman standing upright at the crease.

A Free-hit (along with relevant fielding and batting provisions) will apply to All No-balls in a restricted over match.

1.6 Wide Ball – Judging a Wide

Umpires are instructed to apply a very strict and consistent interpretation in regard to this law in one-day games in order to prevent negative bowling wide of the wicket.

- **LEG-SIDE:** A ball which pitches outside the line of the leg-side danger area indicator (a line drawn 30 cm from the middle stump) and continues to move down the legside, as a guide, should be called a wide.
- **OFF-SIDE:** A ball which passes the batsman outside the line of the off-side maker (a line drawn 75 cm from the off Stump), as a guide, should be called a wide.

The above provisions do not apply if the striker makes contact with the ball.

1.7 Leg Side Fielding Limitation

No more than five fielders are allowed on the leg side at the instant of delivery in a one-day game, with not more than two fielders behind the popping crease.

1.8 The Result

- a. A result can only be achieved if each side has batted **for at least 25 overs**, as stated. If no result is achieved, or if no play occurs, a drawn match shall be the outcome.
- b. In matches in which a result can be achieved, and in which each team has had the opportunity of batting for the target number of overs, the winner shall be the team scoring the highest number of runs. If, in this case, the scores are level, the result will be a Tie and no account shall be taken of the number of wickets lost.
- c. In matches for which a result can be achieved, and in which the team batting second has not had the opportunity to bat for the target number of overs and has neither been dismissed nor passed its opponent's score, the result shall be decided on the average run rate throughout each innings, subject to:
 - (i) If, due to an interruption in play during the innings of the team batting second, the target number of overs is reduced. The target number of runs required for victory shall be the average run rate multiplied by the new target number of overs. For this purpose, the target score is calculated to the nearest whole number, so that for example, 199.4 become 199 but 199.5 become 200. This is subject to:
 - (ii) If play is abandoned in these circumstances, apply By-Laws 1.3 (i)

Eg: • **Using a 50 over innings: (2nd innings reduced to 20 overs)**

Note: eg: Where first team bats through innings.

Team batting first = 250 runs in 50 overs = 5.00

Team batting second = 102 runs in 20 overs = 5.10

• **Using a 50 over innings: (Game washed out after 25 overs in 2nd innings)**

Where team does not bat through innings. (all out)

Team batting first = 150 runs in 30 overs = 3.00

Team batting second = 90 runs in 25 overs = 3.60

- d. Premiership: *Refer to By-Law 2 (a)*
- e. Where there is no badged umpire in attendance, each captain should sign the opposition's scorebook at the end of the game to confirm the result.

2. DETERMINING OF FINALISTS & SEMI-FINALISTS

ORDER OF MERIT:

- a. If two (2) teams are equal on points or if more than the set number of semi-finalists are in contention for the semi-finals by virtue of their fixture point scores, semi-finalists in order of merit will be determined as follows:
- (i) numbers of wins, then
 - (ii) net run rate (as outlined on PlayHQ)
- b. Number of Semi-finals

Size of Grade	Mode of Playing Semi-finals
Grades of 5 teams or higher	4 Teams (1 v 4) & (2 v 3)
Grades of 4 teams	2 Teams only (NO semi-final)

3. PLAYING OF SEMI-FINAL & FINAL

- a. **Semi-finals:** In the case of a semi-final being abandoned prior to the start of play, the teams leading each semi-final will move to the finals.
- b. In the case of a semi-final being a TIE, the team leading into that semi-final will move to the finals.
- c. **Finals:** In the case of a final being abandoned prior to the start of play, the minor premiers will be Premiers.
- d. **Venue:** To be determined by the Executive Committee. The Executive Committee reserves the right to alter the venue for any semi-final or final at any time prior to the normal starting time of the match.
- e. **Hours of Play:** as for normal fixtures. (Rule 1.1 (a))
- f. **Pitches:** Pitches for use in semi-finals and finals may be covered at the Grounds-man's discretion or on application to the Executive Committee.
- g. **Eligibility:** Refer to Part 1 - 2.1.1

Note: In circumstances where semi-finals cannot be programmed, teams 1 & 2 will proceed direct to the final.

4. DETERMINATION OF PREMIERS

Determination of Premiers if Play takes place in the Final.

- a. The team securing a win shall be declared premiers. If a match is drawn, then the team leading on points at the end of fixtures (minor premiers) or as determined by 2.(a) shall be declared premiers.
- b. If the result of the Final is a Tie, then Joint Premiers shall be declared.

5. PREMIERSHIP POINTS SCORE

In deciding premierships, points shall count as follows.

Win	6 points
Draw or Tie	3 points
Loss	0 points
No bonus points shall apply to Sunday Games	

Note: In the event of a forfeit, the team receiving the forfeit shall receive the maximum number of points awarded in that grade for that fixture.

- a. If for any reason, the result of a game is declared void by the Warehouse Executive, the result is not automatically reversed, except at the discretion of the Warehouse Executive.

6. TROPHIES – ELIGIBILITY

BATTING - To be considered for a Sunday competition batting trophy, a player must have been included in the team in 4 innings (that is on **PLAY HQ**). In addition, the player must have scored at least **200 Runs**.

BOWLING - To be considered for a Sunday competition bowling trophy, a player must have been included in the team in 4 innings (that is on **PLAY HQ**). In addition, the player must have bowled at least **35 Overs**.

- a. In the event of a team withdrawing from, or failing to complete the season's program of matches, no player in that team shall be eligible for a trophy.
- b. No player in any club shall be eligible for a trophy if at the end of a season, that club is indebted to Warehouse Cricket, or to any club affiliated with Warehouse Cricket.

Warehouse Cricket Association

P.O. Box 488
KALLANGUR Q 4503

Email: admin@warehousecricket.org

INDEMNITY AND RELEASE FORM NATIONAL PUBLIC LIABILITY INSURANCE

As a condition of affiliation with Qld Cricket Club officials are advised that all players must sign a “waiver” form in respect to Public Liability Insurance prior to participation in cricket competitions this season. This Memorandum seeks to explain the purpose of the new requirements to sign such a waiver as printed in this handbook as well as to make it practical for cricketers to do so. Advice from Queensland Cricket:

Clubs must “insist upon members signing the attached **Indemnity and Release** form when seeking membership. Failure to sign must result in the membership not being accepted and participation denied.”

Queensland Cricket’s lawyers devised the **Indemnity and Release** form so that participants can acknowledge the inherent risks of playing cricket, and thereby agree to share these risks. **It does not and cannot take away participant’s common law rights or the responsibilities of the club under the Trade Practices Act.**

It should be noted that signing of this waiver form relates to Public Liability Insurance and **NOT** the Player Accident Insurance policy that Qld Cricket provides for players.

ACTION REQUIRED BY CLUBS:

In order to assist those clubs who have not taken alternative action, Warehouse Cricket is providing a means for all clubs to practically administer the “signing of waiver forms”. A form is set out in this handbook and it will be the responsibility of EACH CAPTAIN to insist that all members sign this form PRIOR to **playing in that club**.

Vigilant action by Club Officials will ensure the best result for all cricketers as we seek to make cricket both affordable and administratively practical.

THIS FORM MUST BE SIGNED BY ALL PLAYERS PRIOR TO PLAYING IN A SEASON

INDEMNITY AND RELEASE

The undersigned in consideration of being allowed to participate in cricket matches, training and associated events ("Activities" organised and/or supervised by Warehouse Cricket Association Qld (Inc hereby acknowledge, agree and confirm the following:

- There are inherent risks associated with the Activities, which may result in personal injury (even of a serious nature to participants). I fully accept and agree to bear these risks.
- To the full extent permitted by law I absolve, release, discharge and indemnify the Association, its officers, employees, representatives and agents ("Indemnities" from any and all liability for any injury, loss or damage suffered by me however caused arising out of my participation in the Activities, including without limitation, where caused by any acts of negligence by the Indemnities.

We have read, understood, acknowledge and agree to all the matters referred to in this statement including the warning, release and indemnity.

	Printed Name	Signature	Date:
1			/ / 2025
2			/ / 2025
3			/ / 2025
4			/ / 2025
5			/ / 2025
6			/ / 2025
7			/ / 2025
8			/ / 2025
9			/ / 2025
10			/ / 2025
11			/ / 2025
12			/ / 2025
13			/ / 2025
14			/ / 2025
15			/ / 2025
16			/ / 2025

**THIS FORM MUST BE SIGNED PRIOR TO PLAYING IN A SEASON BY THE
PARENT/GUARDIAN OF PLAYERS UNDER THE AGE OF 18**

INDEMNITY AND RELEASE

The undersigned being a parent or legal guardian of the player indicated (my child). I agree to my child applying to and being allowed to participate in the Activities. In consideration of the Association allowing my child to take part in the Activities, I acknowledge, agree and confirm the following:

- a. That there are inherent risks associated with the Activities which may result in my child being injured including in a serious manner. I fully accept and agree to bear those risks.
- b. To the full extent permitted by law I agree both on behalf of my child and in my own right to absolve, indemnify, release and discharge the Association, its officers, employees, representatives and agents ("**Indemnities**" from any and all liability for any injury, loss or damage to my child however caused arising out of my child's participation in the Activities including without limitation as a result of acts of negligence by the Indemnities.

I have read, understood, acknowledge and agree to all the matters referred to in this statement, including the warning, release and indemnity.

	Printed Name	Signature	Date:
1			/ / 2025
2			/ / 2025
3			/ / 2025
4			/ / 2025
5			/ / 2025
6			/ / 2025
7			/ / 2025
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10			/ / 2025
11			/ / 2025
12			/ / 2025
13			/ / 2025
14			/ / 2025
15			/ / 2025

WINTER GROUNDS - ADDRESSES & CONTACT INFO - SYNTHETIC GROUNDS

GROUND	CLUB NAME	STREET ADDRESS	SUBURB	PHONE
Bray Park State School	Albany Creek	Hopetoun Street	STRATHPINE	0418 878 212
Deception Bay Sports Fields	The Lakes Knights	Maine Terrace	DECEPTION BAY	0417 017 282
DM Hendersen Park	Macgregor	Grandilla Road	MACGREGOR	0425 529 333
Ducie Street Park	Wolston Park Centenary	58 Ducie Street	DARRA	0434 088 037
EGW Wood (Tigers 4)	Wellington Point Junior	Anson Road	WELLINGTON POINT	0466 437 071
Ellen Ferris	Wolston Park Centenary	Orford Drive	WOLSTON PARK	0434 088 037
Fenwick Park	Telestream TV	Crn Samford & Glenretreat Roads	MITCHELTON	0410 314 645
Finsbury Park 2	Gold Crest Cobras	Finsbury Street	NEWMARKET	0402 240 639
Forest Lake State School	Brisbane Superkings	Kauri Place	FOREST LAKE	0402 240 639
Glenlogan Park	Jimboomba	Henderson Road	JIMBOOMNBA	0439 870 217
Gregory Park	University of Qld	128 Baroona Road	MILTON	0433 844 865
Heathwood Oval	Brisbane Superkings	140 Parkwood Drive	HEATHWOOD	0433 922 733
Homestead Park 2	Springwood Suns	Jodie Street	SHAILER PARK	(07) 3209 4208
Ian Gill Oval	Kuraby Knights	Daw Road (UBD B3)	KURABY	0448 852 708
Jack Gilliland Oval	Pine Rivers	Marsden Road	DAKABIN	0402 240 639
Jack Lihou Oval	Sandgate Redcliffe (W)	Racecourse Road	SANDGATE	0402 888 505
Kalinga Park	Wilston Norths	Kalinga Street	WOOLLOOWIN	0431 412 441
Kianawah Park	Warehouse Cricket	Wynnum Road	TINGALPA	(07) 3890 1900
Kimberley Park State School	Springwood Suns	6 Floret Street	SHAILER PARK	0422 409 341
Langdon Park	Peninsula	Mabel Street	MARGATE	0417 632 897
Leo Petinakis Oval (Whites Hill)	Holland Park Juniors	Whites Hill Reserve	WHITES HILL	0408 007 358

Limestone Park PCYC	Strollers		Griffith Road (next to PCYC)	IPSWICH	0429 893 717
Lindsay Road Hockey Fields	Waraba		Lindsay Road	BURPENGARY	0425 220244
Malling Street No. 2	Greenbank		Malling Street	WATERFORD	0411 129 952
Margaret Paige Oval	Kuraby Knights		Crn of Daw Rd & Leopardwood Rd	RUNCORN	0448 852 708
Martin Kent Oval	Sandgate Redcliffe (S)		Racecourse Road	DEAGON	0430 353 425
Mat Thornhill Oval	Tewantin-Noosa		Butler Street	TEWANTIN	0406 957 554
Moggill Dist Sports Park	University of Qld		3662 Moggill Road	MOGGILL	0433 844 865
Moorooka State School	Souths Juniors		Sherley Street	MOOROOKA	0408 208 006
Newport Park	The Lakes Knights		Spinaker Pde	NEWPORT	0414 017 282
Norman Buchan Park	Valley District		53 Rainworth Road	BARDON	0410 314 645
Nundah State School	Hounds		Boyd Road	NUNDAH	0431 817 379
Peter Scala Oval	The Lakes Knights		54 Findlay Street	BURPENGARY	0414 017 282
Pincally Oval	Coomera Hope Island		Pincally Crescent	ORMEAU	0426 240 332
Rod Gibson	Everton District		White Street	WEST CHERMSIDE	0401 888 396
Ron Hall Oval (Whites Hill)	Holland Park Juniors		Whites Hill Reserve	WHITES HILL	0408 007 358
Sam Loxton (3,4,5,& 6) Ovals	Gold Coast Marlins		Sports Drive	RUNAWAY BAY	0415 650 575
Silver Jubilee Park (Fathy)	Springfield Sports Club		Silver Jubilee Pk Entrance Road	SPRING MOUNTAIN	0434 287 257
South Pine Sports Reserve	Albany Creek		South Pine Road	BRENDALE	0418 878 212
Tansey Oval	Loganholme Cobras		108 Tansey Drive	TANAH MERAH	0499 252 215
Tramway Street	Ferny Juniors		Tramway Street	FERNY GROVE	0418 335 434
Wally Tate Park 2	Kuraby Knights		Jacob's Lane (off Beenliegh Road)	KURABY	0448 852 708
Watson Road State School	Souths Juniors		210 Watson Road	ACAC RIDGE	0408 208 006
William Taylor Memorial 2	Wellington Point		Ivy Street	THORNSIDE	0466 437 071
Wittonga	Telestream TV		Hilder Road	THE GAP	0402 749 094

WINTER GROUNDS - ADDRESSES & CONTACT INFO - TURF GROUNDS

GROUND	CLUB NAME	STREET ADDRESS	SUBURB	PHONE
7th Brigade Park	Warehouse Cricket Association	Delaware Street	GEEBUNG	0415 342 007
Col Westaway Oval	Moggill	Priors Pocket Road	MOGGILL	0432 813 530
Eddie Gilbert Field	Wolston Park Centenary	Orford Drive	WOLSTON PARK	0423 022 230
Filmer Park	Peninsula	Hornibrook Esplanade	WOODY POINT	0417 632 897
Forest Lake Sports Field	Brisbane Superkings	60 College Ave (Top Oval)	FOREST LAKE	0402 240 639
George Watts Oval	Indooroopilly	27 Russell Tce (Moore Park)	INDOOROOPIILLY	0427 488 366
Henzell Oval	Caloundra	2 Lewis St	CALOUNDRA	0420 351 242
Homestead Park 1	Springwood Suns	Jodie St	SHAILER PARK	0422 409 341
Judy Holt Park 1	Muddies	crn Randall & Bailey Roads	BIRKDALE	0412 664 521
Judy Holt Park 2	Muddies	crn Randall & Bailey Roads	BIRKDALE	0412 664 521
Malling Street	Greenbank	Malling Street	WATERFORD	0411 129 952
Marchant Park	Warehouse Cricket Association	Gympie Road	CHERMSIDE	0415 342 007
McPherson Park	Bracken Ridge	Denham Street	BRACKEN RIDGE	0411 671 972
Mt Crosby Sportsground	Marburg - Mt Crosby Thunder	Allawah Road	MT CROSBY	0411 435 673
Paul Jackson Oval	Pine Rivers	Marsden Road	DAKABIN	0402 240 639
Peter Gallagher Oval	Everton District	Kenna Street	WEST CHERMSIDE	0401 888 396
Ray Little Oval	Holland Park Juniors	Whites Hill Reserve	CAMP HILL	0408 007 358
Read Park	Tewantin-Noosa	Crn Goodwin & Poincianna Ave	TEWANTIN	0400 300 575
Ron Porter Oval	Souths Juniors	221 Venner Road	FAIRFIELD	0408 208 006
Sam Loxton (1 & 2) Ovals	Gold Coast Marlins	Sports Drive	RUNAWAY BAY	0415 650 575
Somerfields	Souths Juniors	49 Macbarry Place	ROCKLEA	0433 208 380
Tansey Oval	Loganholme Cobras	108 Tansey Drive	TANAH MERAH	0499 252 215
Vince Herbert Oval	Carina	(Off) Stanley Street East	CARINA	(07) 3324 9943
Wally Tate Park 1	Kuraby Knights	Jacob Lane (off Beenleigh Road)	KURABY	0448 852 708

SUNDAY - CLUB CONTACT LIST

CLUB NAME	CONTACT	MOBILE	EMAIL
Albany Creek	Steve Casey	0418 878 212	sandkcasey@bigpond.com
Ashgrove	Marcus Deane	0439 943 740	marcussjd9@googlemail.com
Aust-Ind	Vinuten Rajegowda	0422 424 108	vinutan.r@gmail.com
B2B Tigers	Addy Mahmood	0431 431 002	addymahmood27@gmail.com
Ball Lords	Tony DePasquale	0408 158 438	tony@depasqualegroup.com.au
Bengal Warriors	Tanzeer Ahmed	0412 863 102	tanzeer82@hotmail.com
Biryani Brothers	Navid Muttaqui	0429 930 708	nmutt3@hotmail.com
Blackhawkes	Danushka Lakmina	0405 580 371	danushkalakmina@gmail.com
Bleed Blue	Kaushal Patel	0433 442 307	bleedbluebrisbane@outlook.com
Bracken Ridge	Keane White	0413 723 741	brackenridge@qsdca.com.au
Brisbane Avengers	Supern Dutta	0405 581 592	dutta.supern@gmail.com
Brisbane Bengal Hurricanes	Arifur Rahman	0410 915 342	aarifrhm@gmail.com
Brisbane Legends	Punit Pandya	0414 999 542	BLCricOperations@gmail.com
Brisbane Redbacks	Vinod Singhal	0413 846 577	vinodsinghal.20@gmail.com
Brisbane South Vikings	Muhammad Hassan Shadid	0402 019 042	mhassanshahid@hotmail.com
Brisbane Stallions	Billy Shah	0404 900 434	brisbanestallions@hotmail.com
Brisbane Stars	Varun Bhaskar	0423 240 261	Varun.bhaskar85@gmail.com
Brisbane Super Sixers	Kabir Ahsanul	0450 727 344	ahsanulkabir75@gmail.com
Brisbane Titans	Dhanraj Ramamoorthy	0405 852 406	brisbanetitans@gmail.com
Brookfield	Matt Shipp	0405 996 304	matthewshipp@outlook.com
Brothers	Tom Cranitch	0409 346 986	tomcranitch@gmail.com
Carina	Simon Eggins	0410 508 825	simegg@gmail.com
Everton District	Jake Rosen	0401 888 396	EvertonDCC@outlook.com
Fat Cats	Josh Luck	0423 432 924	fatcatscricketclub@outlook.com
Ferny Districts	Paul Monico	0477 028 383	fernyfireballs@gmail.com
FMB	Keelan O'Reilly	0405 822 535	keelanforeilly@gmail.com
Gold Crest Cobras	Alex Sutton	0404 370 832	goldcrestcricketclub@gmail.com
Grayhound	Sai Deep Yadav	0457 088 738	Grayhoundcricketclub@gmail.com
Griffith University	Amir Ali	0466 183 176	guccexec@gmail.com
Gujju Avengers	Jaydeep Soni	0420 571 590	Jaydeepsoni93@gmail.com
Gujju Gladiators	Sulay Patel	0433 942 640	sulayjpatel@gmail.com
Gunners	Simon Weldon	0439 742 230	simon_weldon@hotmail.com
Hammering Bricks	Lindell Ngaluafe	0403 843 941	hammeringbricks@outlook.com
JaiHind Royals	Chiatanya Valal	0403 921 055	jaihindroyals@gmail.com
Keep Walking	Martin Smith	0421 809 268	martin.smith@mws.id.au
King Coconuts	Abdar Nooru-Mohamed	0402 567 545	abdarm@gmail.com
Kuraby Knights	David Eastgate	0412 225 468	david.eastgate72@gmail.com
Livewires	Arun Sharma	0438 944 277	12asharma@gmail.com
Loganholme Cobras	Matthew Warner	0499 252 215	matthew.warner69@gmail.com
Love Street Knights	Junaid Baloch	0422 279 024	ibnbaloch@yahoo.com
Macgregor	Matthew Windsor	0408 344 298	mlwindsor@bigpond.com
Mansfield Lions	Dulana Pinidiyapathirage	0431 237 407	dulanapp@yahoo.com
Mavericks	Apoorv Chandel	0410 642 564	mavericks.ahms@gmail.com
Mighty Bangles	Navid Muttaqui	0429 930 708	mightybangles@outlook.com
Mighty Panthers	Clint Stevens	0408 110 515	clint-stevens@hotmail.com

SUNDAY - CLUB CONTACT LIST

CLUB NAME	NAME	MOBILE	EMAIL
Mjolnr	Yateendra Mishra	0452 219 274	yateendra.mishra@qut.edu.au
Newmarket	Lance Denovan	0412 757 859	lance@denovans.com.au
Northern Federals	Matthew McEwen	0468 992 834	matthew_mcewen@outlook.com
Northern Lions	Eranga Mestrige	0447 373 454	eranga@belconsulting.com.au
Northern Renegades	Manjit Singh	0468 300 298	jeet880@gmail.com
Paladins	Ranga Kalupahana	0432 365 807	paladins@nts.smail.me
Palmwoods Colts	Karen Dempsey	0423 177 381	kazanui10@bigpond.com
Papados XI	Jayden Falkner	0431 207 853	j_falkner@outlook.com
Peninsula	Terry Chapman	0401 425 238	peninsulaccsecretary@gmail.com
Pine Rivers	Darryn Fowler	0402 240 639	pineriverscricket@gmail.com
Punjab Lions	Sandeep Dhaliwal	0413 925 534	dhaliwal.sandeep1986@gmail.com
Queensland Lions	Himal Silva	0432 043 463	himalsilva@hotmail.com
Rebelstar	Pushpinder Grewal	0414 038 698	pushpgrewal@gmail.com
Red Dogs	Danny Young	0499 456 391	dannymyoung@outlook.com
Redlands Panthers	Gurinder Singh	0434 512 044	redlandpanthers@gmail.com
Redlands Sharks	Daniel Hardie	0408 988 509	president@redlandsharkscricket.com
Rohingya Strikers	Shafi Mohammed	0425 265 827	Rohingyastrikersqld@gmail.com
Royal Warriors	Harpreet Singh	0433 856 110	Khanpurharpreet@yahoo.com
Silent Assassins	Haroon Khan	0423 636 299	haroon_m_k@hotmail.com
Southern Rebellions	Hashan Herath	0450 359 696	southern.rebellions20@gmail.com
Southern Samurai	Michael Kelly	0433 844 865	southernsamuraicc@gmail.com
Southern Tigers	Khaled Shahed	0421 486 479	khaled279@hotmail.com
Souths Juniors	Alan Goodair	0408 208 006	sjccsecretary@gmail.com
Stallions	Dhruv Thackeer	0435 246 275	dhruv_ht@yahoo.com
Stumps XI	Dan Fallon	0407 576 475	danssaga@gmail.com
Team Green	Faisal Syed	0434 963 973	mahfas@gmail.com
Telestream TV	Grant Lanham	0403 545 591	telestreamteam@gmail.com
The Lakes Knights	Clinton Keenan	0414 017 282	president@thelakescricketclub.org.au
Tornados	Craig Thompson	0418 761 770	cthompson@andersens.com.au
TriColours	Bhaskar Bitra	0425 557 679	admin@tricolourscricketclub.com.au
Tridents	Deepesh Tamhane	0437 667 611	team.tridents2022@gmail.com
Tuskers	Sandeep Jayasooriya	0432 160 522	jayasooriya36@gmail.com
University of Qld	Nic Coe	0458 850 468	cricket@uqcricket.com.au
Vattolis	Rajat Vashistha	0466 108 323	rajat.mae@gmail.com
Vibrant	Pradipkumar Patel	0449 883 635	Pkp221990@gmail.com
Waraba	Jeremy Donahoo	0407 792 105	cricket@warabasportsclub.com.au
Warlocks	Gavin Madusara	0406 584 090	madusaragavin@gmail.com
West End Wanderers	Matt Anderson	0422 232 997	westendwandererscc@gmail.com
Western Buccaneers	Michael Groth	0414 743 534	lord_likam@yahoo.com.au
Wolston Park Centenary	Greg White	0423 022 230	gregoryrosswhite@yahoo.com.au
Worst Indies	David Sherman	0427 585 256	daveshermz@gmail.com
Wynnum Manly	Dale Hansen	0427 750 453	dalehansen09@outlook.com
Youth Connect	Alim Iftekhar Rasel	0423 415 105	skawkab@gmail.com

SUNDAY 50 OVER - TEAMS BY GRADE

Grade	Club Name	Team Name	Team No.
A1	Brisbane Titans		1
A1	Brookfield		
A1	Brothers		
A1	Mansfield Lions		1
A1	Pine Rivers		
A1	Red Dogs		
A1	Southern Rebellions		
A1	Wynnum Manly		
A3N	Blackhawks		
A3N	Brisbane Titans		2
A3N	Carina		1
A3N	Ferry Districts		
A3N	Mighty Panthers		
A3N	Northern Renegades		
A3N	Warlocks		
A3N	Wolston Park Centenary		
B1N	B2B Tigers	Maroon	
B1N	Brisbane Legends	Kings	
B1N	Brisbane Redbacks		
B1N	Brisbane Stallions		
B1N	Gold Crest Cobras		1
B1N	Mavericks		
B1N	Paladins		
B1N	TriColours		
B1S	Brisbane Titans		3
B1S	Grayhound		
B1S	Guju Gladiators		
B1S	Kuraby Knights		1
B1S	Macgregor	Mystics	
B1S	Southern Tigers		
B1S	Team Green		
B1S	Western Buccaneers		
B2N	Bracken Ridge		1
B2N	Brisbane Avengers		
B2N	Carina		2
B2N	Hammering Bricks	Blue	
B2N	Northern Lions		
B2N	Punjab Lions		
B2N	Royal Warriors		
B2N	Silent Assassins		
B3N	B2B Tigers	Gold	
B3N	Brisbane Legends	Strikers	
B3N	Brisbane Super Sixers		

Grade	Club Name	Team Name	Team No.
B3N	Hammering Bricks	Red	
B3N	JaiHind Royals		
B3N	Pine Rivers		2
B3N	Telestream TV		
B3N	Youth Connect		
B4N	Albany Creek		1
B4N	Fat Cats		
B4N	Livewires		
B4N	Mjolnr		
B4N	Palmwoods Colts		
B4N	Pine Rivers		3
B4N	The Lakes Knights		1
B4N	Vibrant		
C1N	Ashgrove		
C1N	Bracken Ridge		2
C1N	Everton District		
C1N	Ferry Districts		2
C1N	FMB		
C1N	Gold Crest Cobras		2
C1N	Peninsula	Old Boys	
C1N	Pine Rivers		4
C1S	Griffith University		
C1S	Kuraby Knights		2
C1S	Loganholme Cobras		
C1S	Macgregor	Hawks	
C1S	Queensland Lions	Blue	
C1S	Southern Samurai		
C1S	Souths Juniors		
C1S	Wynnum Manly		
C2N	Albany Creek		2
C2N	Bracken Ridge	HM	3
C2N	Mansfield Lions		2
C2N	Mighty Bangles		
C2N	Pine Rivers		5
C2N	Stumps XI		
C2N	Waraba		
C2N	West End Wanderers		
C3N	Albany Creek		3
C3N	Gunners		
C3N	Keep Walking		
C3N	Northern Federals		
C3N	Peninsula	Pulse	
C3N	Pine Rivers		6

SUNDAY T20 - TEAMS BY GRADE

Grade	Club Name	Team Name	Team No.
T20-A1	Bleed Blue		
T20-A1	Brisbane Legends	Lions	
T20-A1	Brisbane Titans		
T20-A1	Mansfield Lions		
T20-A1	Northern Renegades		
T20-A1	Stallions		
T20-A1	Tuskers		
T20-A1	Wynnum Manly		
T20-A3	Aust-Ind		
T20-A3	Brisbane Redbacks		
T20-A3	Fat Cats		
T20-A3	Love Street Knights		
T20-A3	Mavericks		
T20-A3	Northern Lions		
T20-A3	TriColours		
T20-A3	Worst Indies		
T20-B1	Brisbane Avengers		
T20-B1	Brisbane South Vikings		
T20-B1	Brisbane Stallions		
T20-B1	Gujju Avengers		
T20-B1	Macgregor	Mystics	
T20-B1	Redlands Panthers		
T20-B1	Silent Assassins		
T20-B1	Tridents		

Grade	Club Name	Team Name	Team No.
T20-B2	Brisbane Stars		
T20-B2	Grayhound		
T20-B2	Kuraby Knights		
T20-B2	Macgregor	Hawks	
T20-B2	Newmarket		
T20-B2	Queensland Lions	Red	
T20-B2	Rebelstar		
T20-B2	Rohingya Strikers		
T20-B3	Ball Lords		
T20-B3	Brisbane Bengal Hurricanes		
T20-B3	Carina		
T20-B3	Gold Crest Cobras		
T20-B3	King Coconuts		
T20-B3	Papados XI		
T20-B3	Southern Samurai		
T20-B3	Tornados		
T20-C1	Ashgrove		
T20-C1	Bengal Warriors		
T20-C1	Biryani Brothers		
T20-C1	Redlands Sharks		
T20-C1	Souths Juniors		
T20-C1	The Lakes Knights		
T20-C1	University of Qld		
T20-C1	Vattolis		

SUNDAY - TEAMS BY CLUB

Grade	Club Name	Team Name	Team No.
B4N	Albany Creek		1
C2N	Albany Creek		2
C3N	Albany Creek		3
C1N	Ashgrove		
T20-C1	Ashgrove		
T20-A3	Aust-Ind		
B1N	B2B Tigers	Maroon	
B3N	B2B Tigers	Gold	
T20-B3	Ball Lords		
T20-C1	Bengal Warriors		
T20-C1	Biryani Brothers		
A3N	Blackhawkes		
T20-A1	Bleed Blue		
B2N	Bracken Ridge		1
C1N	Bracken Ridge		2
C2N	Bracken Ridge	HM	3
B2N	Brisbane Avengers		
T20-B1	Brisbane Avengers		
T20-B3	Brisbane Bengal Hurricanes		
B1N	Brisbane Legends	Kings	
B3N	Brisbane Legends	Strikers	
T20-A1	Brisbane Legends	Lions	
B1N	Brisbane Redbacks		
T20-A3	Brisbane Redbacks		
T20-B1	Brisbane South Vikings		
B1N	Brisbane Stallions		
T20-B1	Brisbane Stallions		
T20-B2	Brisbane Stars		
B3N	Brisbane Super Sixers		
A1	Brisbane Titans		1
A3N	Brisbane Titans		2
B1S	Brisbane Titans		3
T20-A1	Brisbane Titans		
A1	Brookfield		

Grade	Club Name	Team Name	Team No.
A1	Brothers		
A3N	Carina		1
B2N	Carina		2
T20-B3	Carina		
C1N	Everton District		
B4N	Fat Cats		
T20-A3	Fat Cats		
A3N	Ferny Districts		
C1N	Ferny Districts		2
C1N	FMB		
B1N	Gold Crest Cobras		1
C1N	Gold Crest Cobras		2
T20-B3	Gold Crest Cobras		
B1S	Grayhound		
T20-B2	Grayhound		
C1S	Griffith University		
T20-B1	Gujju Avengers		
B1S	Gujju Gladiators		
C3N	Gunners		
B2N	Hammering Bricks	Blue	
B3N	Hammering Bricks	Red	
B3N	JaiHind Royals		
C3N	Keep Walking		
T20-B3	King Coconuts		
B1S	Kuraby Knights		1
C1S	Kuraby Knights		2
T20-B2	Kuraby Knights		
B4N	Livewires		
C1S	Loganholme Cobras		
T20-A3	Love Street Knights		
B1S	Macgregor	Mystics	
C1S	Macgregor	Hawks	
T20-B1	Macgregor	Mystics	
T20-B2	Macgregor	Hawks	

SUNDAY - TEAMS BY CLUB

Grade	Club Name	Team Name	Team No.
A1	Mansfield Lions		1
C2N	Mansfield Lions		2
T20-A1	Mansfield Lions		
B1N	Mavericks		
T20-A3	Mavericks		
C2N	Mighty Bangles		
A3N	Mighty Panthers		
B4N	Mjolnr		
T20-B2	Newmarket		
C3N	Northern Federals		
B2N	Northern Lions		
T20-A3	Northern Lions		
A3N	Northern Renegades		
T20-A1	Northern Renegades		
B1N	Paladins		
B4N	Palmwoods Colts		
T20-B3	Papados XI		
C1N	Peninsula	Old Boys	
C3N	Peninsula	Pulse	
A1	Pine Rivers		
B3N	Pine Rivers		2
B4N	Pine Rivers		3
C1N	Pine Rivers		4
C2N	Pine Rivers		5
C3N	Pine Rivers		6
B2N	Punjab Lions		
C1S	Queensland Lions	Blue	
T20-B2	Queensland Lions	Red	
T20-B2	Rebelstar		
A1	Red Dogs		
T20-B1	Redlands Panthers		
T20-C1	Redlands Sharks		
T20-B2	Rohingya Strikers		

Grade	Club Name	Team Name	Team No.
B2N	Royal Warriors		
B2N	Silent Assassins		
T20-B1	Silent Assassins		
A1	Southern Rebellions		
C1S	Southern Samurai		
T20-B3	Southern Samurai		
B1S	Southern Tigers		
C1S	Souths Juniors		
T20-C1	Souths Juniors		
T20-A1	Stallions		
C2N	Stumps XI		
B1S	Team Green		
B3N	Telestream TV		
B4N	The Lakes Knights		1
T20-C1	The Lakes Knights		
T20-B3	Tornados		
B1N	TriColours		
T20-A3	TriColours		
T20-B1	Tridents		
T20-A1	Tuskers		
T20-C1	University of Qld		
T20-C1	Vattolis		
B4N	Vibrant		
C2N	Waraba		
A3N	Warlocks		
C2N	West End Wanderers		
B1S	Western Buccaneers		
A3N	Wolston Park Centenary		
T20-A3	Worst Indies		
A1	Wynnum Manly		
C1S	Wynnum Manly		
T20-A1	Wynnum Manly		
B3N	Youth Connect		



RULES APPLYING TO WAREHOUSE CRICKET WINTER SUNDAY T20 COMPETITION RULES

1. LAWS OF CRICKET

The Laws of Cricket and the WCAQ One Day Rules will apply, with the following exceptions.

2. DURATION

The match will consist of one innings per side of 20 overs each. A minimum of 5 overs per team will constitute a match.

3. HOURS OF PLAY AND INTERVALS

Morning game

10.00 am - 11.20 am

11.20 am - 11.30 am (innings break)

11.30 am - 12.50 pm

Afternoon game

1.30 pm - 2.50 pm

2.50 pm - 3.00 pm (innings break)

3.00 pm - 4.20 pm

3.1 Interval between innings

If the innings of the team batting first ends prior to the scheduled time for the interval, the interval will take place immediately and the innings of the team batting second will start after the 10 minute interval.

3.2 Intervals for drinks

No drinks intervals are permitted, unless extreme hot weather is experienced.

4. LENGTH OF INNINGS

4.1 In uninterrupted match:

4.1.1 Each team will bat for 20 overs unless all out earlier.

4.1.2 If the team fielding first fails to bowl the required number of overs by the scheduled time for the end of the first innings, play will continue until the required number of overs has been bowled and Playing Condition 11 will apply.

4.1.3 TARGET SCORE: If the team batting first is dismissed in less than 20 overs, the team batting second will close when the target score is reached or the innings is completed.

4.1.4 If the team fielding second fails to bowl 20 overs by the scheduled time for the end of the second innings, the hours of play for the match will, subject to weather and light, be extended until the required number of overs has been bowled or a result has been achieved. Playing Condition 11 will apply.

4.2 In delayed or interrupted match:

4.2.1 Delay or interruptions to the innings of the team batting first.

- a. When playing time has been lost, the revised number of further overs to be bowled in the match will be based on a rate of 4 minutes per over for the total remaining time available for play.

When calculating the length of remaining playing time available for the match, the duration of the interval between innings will be taken into account.

Should calculations regarding numbers of overs result in a fraction of an over, the fraction shall be ignored. In the event of a suspension occurring in the middle of an over, the number of total overs to be bowled in the match will be calculated as if the over in progress at the time of the interruption had been completed. The innings of the team batting first will continue from the point of the interruption.

The revision of the number of overs should ensure, wherever possible, that both teams have the opportunity to bat for the same number of overs. (Where possible, if the calculated total number of overs in the match results in an odd number, then one over shall be added and the new total divided in half).

- b. The team batting second will not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.

To constitute a match, a minimum of 5 overs has to be bowled to the side batting second, subject to the innings not being completed earlier.

A fixed time will be specified for the start of the interval, and also the close of play for the match, by applying a rate of 4 minutes per over in respect of each over already bowled and/or scheduled to be bowled in each innings. All relative delays, interruptions in play, and the duration of the interval will be taken into account.

If this calculation produces a close of play time that is earlier than the original time for cessation of play, then one additional over should be allocated to each team, with the interval and close of play times being recalculated accordingly.

If there is more than one interruption to the innings of the side batting first, the above calculations should always be based on the original scheduled close of play, rather than the rescheduled close resulting from the previous interruption.

- c. If the team fielding first fails to bowl the revised number of overs by the specified time, play will continue until the required number of overs has been bowled or the innings is completed. Playing Condition 11 will apply.

In all reduced overs matches, both teams will be given one over's leeway in addition to any time that the Umpires might allow for stoppages. Allowances prior to a stoppage are carried forward for the purposes of the application of Playing Condition 11 only - they do not influence the recalculated number of overs or the scheduled close of either innings.

4.2.2 Delay or interruptions to the innings of the team batting second

- a. When playing time has been lost and, as a result, it is not possible for the team batting second to have the opportunity of receiving its allocated, or revised allocation of overs in the playing time available, the number of overs will be reduced at a rate of 4 minutes per over in respect of the aggregated lost playing time.

However, should the innings of the team batting first have been completed prior to the scheduled, or rescheduled time for the start of the interval, any calculation relating to the revision of overs will not be effective until an amount of time equivalent to that by which the second innings started early has elapsed.

Should the calculations result in a fraction of an over, the fraction shall be ignored.

In the event of a suspension occurring in the middle of an over, the number of total overs lost will be calculated as above and the innings of the team batting second will continue from the point of the interruption.

- b. A rescheduled time for the close of play will be fixed by applying a rate of 4 minutes per over in respect of each over already bowled and/or re-scheduled to be bowled in the innings. (The timing and duration of all relative delays and interruptions in play with respect to the second innings will be taken into account in specifying this time.)

This calculation must not cause the match to finish earlier than the original time for cessation of play on the final scheduled day for play. If required, the original time will be extended to allow for one extra over for the team batting second.

To constitute a match, **a minimum of 5 overs** have to be bowled to the team batting second subject to the innings not being completed earlier. The team batting second will not bat for a greater number of overs than the first team unless the latter completed its innings in less than its allocated overs.

- c. The target score for the team batting second is the total + 1 of the team batting first.
- d. If the team fielding second fails to bowl the revised overs by the scheduled or re-scheduled close of play, the hours of play will be extended subject to weather and light until the overs have been bowled or a result achieved, and Playing Condition 11 will apply.

In all reduced overs matches the fielding team will be given one over's leeway in addition to any time that the Umpires might allow for stoppages. Allowances prior to a stoppage are carried forward for the purposes of the application of Playing Condition 11 only - they do not influence the recalculated number of overs or the scheduled close of play.

5. THE BALL

As per existing rules, only Gabba Aussie cricket balls will be used.

6. RESTRICTIONS ON THE PLACEMENT OF FIELDERS

- 6.1** At the instant of delivery there will not be more than five fielders on the leg side.
- 6.2** For the first 6 overs only of each innings, only two fielders are permitted to be outside the fielding restriction circle.
- 6.3** For the remaining overs of each innings only five fielders are permitted to be outside the fielding circle at the instant of delivery.
- 6.4** Withdrawn.
- 6.5 Team batting first**

In circumstances where the number of overs for the team batting first is reduced, the number of overs in regard to the restrictions in 6.2 and 6.4 above will be reduced proportionately in a ratio of 6:20 (30%) in accordance with the table below **for that innings only**.

Fractions are to be ignored in all calculations re the number of overs. (If on resumption the number of overs for fielding restrictions has already been exceeded this should take effect immediately).

Total overs in innings	No. of overs for 6.2 & 6.4 to apply
5-6	1
7-9	2
10-13	3
14-16	4
17-19	5
20	6

6.6 Team batting second

Where the number of overs for the team batting second is reduced, the aim will be to maintain the restrictions in 6.2 and 6.4 for the **same proportion** of the second innings that they were maintained for the first innings (fractions to be ignored).

7. NUMBER OF OVERS PER BOWLER

No bowler may bowl more than four (4) overs, however in a delayed start or interrupted match, where the overs are reduced for both sides or for the side bowling second, no bowler may bowl more than one-fifth of the total overs allowed (unless such a number has been exceeded before the interruption).

The exception is where the total overs are not divisible by five. An additional over will be allowed to the minimum number of bowlers necessary to make up the balance, e.g. after 8 overs, rain interrupts play and the innings is reduced to 12 overs. Both opening bowlers have bowled 4 overs. Two bowlers can bowl 3 overs and three bowlers can bowl 2. Bowlers 1 and 2 have already exceeded this limit. They count as the two bowlers who were allowed the extra over (3 as opposed to 2) and so any other bowlers are limited to 2 overs.

When an interruption occurs mid-over and on resumption the bowler has exceeded the new maximum allocation, he will be allowed to finish the incomplete over.

In the event of a bowler breaking down and being unable to complete an over, the remaining balls will be bowled by another bowler. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

8. NO BALL

- a. 21.1 of the Laws of Cricket apply except that no bowler may deliver the ball underarm.
- b. Either umpire shall call and signal a No Ball in the following instances:
 - (i) If the ball passes, or would have passed above the shoulder height of a striker standing upright at the crease, (Law 41.6) or
 - (ii.) If the ball bounces more than once on the batting pitch or stops before reaching the popping crease at the striker's end or rolls along the ground. (Law 21.7 & 21.8)
 - (iii.) If the ball pitches off the pitch, before it reaches the line of the striker's wicket. (Law 21.7)
 - (iv.) All full pitched balls (all bowlers) above waist height. (Law 41.7)
 - (v.) **Note:** Only the bowler's end Umpire shall call No-Ball, if the ball passes on the full above the waist height of a batsman standing upright at the crease.

A Free-hit (along with relevant fielding and batting provisions) will apply to All No-balls in a restricted over match.

9. FREE HIT AFTER ANY NO BALL

The delivery following a no ball called for ANY NO BALL will be a free hit for whichever batsman is facing it. If the delivery for the free hit is not a legitimate delivery (i.e. any no ball or wide), then the next delivery will become a free hit for whichever batsman is facing it.

For any free hit, the striker can be dismissed only under the circumstances that apply for a no ball, even if the delivery for the free hit is called wide ball.

Field changes are permitted for free hit deliveries, within the fielding restrictions that apply at that stage of the innings (see rule 6).

10. LAW 31 – TIMED OUT

Law 31 will apply except that the incoming batsman must be in position to take guard or for his partner to be ready to receive the next ball within 1 minute 30 seconds of the fall of the previous wicket. The incoming batsman is expected to be ready to make his way to the wicket immediately a wicket falls.

11. OVER-RATE PENALTIES

Each side is expected to have completed their 20 overs within 1 hr 20 minutes. In the event of them failing to do so, the full quota of overs will be completed, and the batting side will be credited with 6 runs for each over that has not been bowled. This will apply to both innings of the match.

If the side batting second is credited with runs in this way and this consequently takes their score past that of the side batting first, then the match will be deemed to be won by the side batting second. All penalties in this regard will be imposed immediately the ball first becomes dead after the scheduled or re-scheduled cessation time for the innings.

If the innings ends before the scheduled or rescheduled cut-off time, no over-rate penalty will apply.

If the innings is interrupted, the over-rate penalty will apply based on the re-scheduled cessation time for that innings. The umpire shall inform the fielding team captain when taking the field for the first time and on every subsequent occasion if play is interrupted by the weather, the scheduled cessation time for that innings.

The umpire at the bowler's end will inform the fielding captain, the batsman and his fellow umpire of any time allowances as and when they arise. (This matter will not be subject to retrospective negotiation).

Over-rate penalties apply only to innings of 10 overs or more duration. In innings of less than 10 overs duration, umpires will strictly apply the penalty run laws for time wasting.

12. SUBSTITUTES (SUPERSUB) - (same as for 50/50 games)

Substitutes are permitted to bat, bowl or keep if:

- prior to the toss, a list of twelve players has been provided to the opposition captain.
- after the toss, the team captain has identified to the opposition captain and the umpire which player of the twelve named will be substituted out of the game (the priority player), and which player of the twelve named will replace that player (the substitute player).
- the priority player may be replaced by the substitute player at any stage during the ensuing match, and may not then return to the match, except as a substitute fielder only.
- if the priority player has already batted, the substitute is not permitted to bat.
- if the priority player has already bowled the full quota of overs allowed per player, the substitute player is not permitted to bowl.

13. POINTS

Points will be allocated as follows:

Win	6 points
Draw or Tie	3 points
Loss	0 points

14. DETERMINING OF FINALISTS & SEMI-FINALISTS

ORDER OF MERIT:

- (a) If two (2) teams are equal on points or if more than the set number of semi-finalists are in contention for the semi-finals by virtue of their fixture point scores, semi-finalists in order of merit will be determined as follows:
- (i) numbers of wins, then
 - (ii) net run rate (as outlined on PlayHQ)
- (b) Number of Semi-finals

Size of Grade	Mode of Playing Semi-finals
Grades of 5 teams or higher	4 Teams = (1 v 4) & (2 v 3)
Grades of 4 teams	2 Teams only = (NO semi-final)

15. PLAYING OF SEMI-FINAL & FINAL

- Semi-finals:** In the case of a semi-final being abandoned prior to the start of play, the teams leading each semi-final will move to the finals.
- Finals:** In the case of a final being abandoned prior to the start of play, the minor premiers will be Premiers.
- Venue:** To be determined by the Executive Committee. The Executive Committee reserves the right to alter the venue for any semi-final or final at any time prior to the normal starting time of the match.
- Hours of Play:** Same as for normal fixtures. (Rule 1.1 (a))
- Pitches:** Pitches for use in semi-finals and finals may be covered at the Groundsman's discretion or on application to the Executive Committee.
- Eligibility:** Refer to Part 1 - 2.1.1

Note: In circumstances where semi-finals cannot be programmed, teams 1 & 2 will proceed direct to the final.

16. DETERMINATION OF PREMIERS

Determination of Premiers if Play takes place in the Final.

- The team securing a win shall be declared premiers. If a match is drawn, then the team leading on points at the end of fixtures (minor premiers) or as determined by 2.(a) shall be declared premiers.
- If the result of the Final is a Tie, then a Super Over will apply as outlined in 17.

17. ACTUAL PROCEDURE FOR SUPER OVER - SEMI FINAL & FINAL ONLY

If in the **semi-final or final** in which the scores are equal, the result shall be determined through a tiebreaker based on the ICC One Over Per Side **"Super Over"**.

The "Super Over" shall occur as follows:

- Subject to weather conditions the Super Over shall commence five (5) minutes after the conclusion of the match.
- The Super Over will take place on the pitch allocated for the match. The team batting second in the match will bat first in the Super Over.
- Prior to the commencement of the Super Over each team shall select three batsmen and one bowler.
- The selected players are given in writing to the umpires.
- Each team's over is played with the same fielding restrictions as those that are in place for the last over of a Twenty20 match.
- The same ball (or a ball of a similar age if the original ball is out of shape) as used at the end of the team's innings shall be used for the "extra" over.
- The loss of two wickets in the over ends the team's one over innings.
- In the event that the result is still a Tie after the Super Over above have been applied, the Super Over (clauses a-g) shall be repeated until a winner is obtained.

Summary:

In any situation where the Super Over is not possible (eg rain) then there will be no result. As such, then the game is a draw in line with any similar weather or equivalent situation.

RULES APPLYING TO ALL WAREHOUSE CRICKET COMPETITIONS CODE OF BEHAVIOUR



JUDICIARY

- a. The Executive Committee shall appoint a Judiciary Committee comprised of members recommended by clubs at the Annual General Meeting and one (1) member of the Executive Committee. A Judiciary Committee Panel shall normally be comprised of three (3) members, with a minimum of two (2) members including a member of the Executive Committee. The Judiciary Committee will only have power to hear complaints in relation to the misconduct of players and/or clubs, as directed by the Executive Committee. The Executive Committee shall settle all other matters relating to Warehouse Cricket which may be submitted for adjudication.
- b. Any Club referring a dispute to the Executive Committee for adjudication, shall forward a clear statement in writing, signed by the Club Secretary or accredited Club representative, to the Secretary of the Association, setting out the matter of the dispute. This may also be in the form of a statement on the team abstract. The statement should include details which specifically state names of offending players, nature of the incident, names of witnesses, date, time and if possible, should be corroborated by statements from officiating Umpires. This statement must be forwarded to the Secretary of the Association as soon as possible after the completion of the match in which the incident occurred. The Secretary of the Association immediately upon receipt of such notice of dispute shall refer the matter to the Commissioner for subsequent attention and if required shall notify all relevant parties when the matter may be dealt with. Should a player, member of a club or a club, be requested to attend a Judiciary Committee meeting as an alleged offender or to give evidence, it will be compulsory for such entity to attend a hearing. If the alleged offender fails to attend, a penalty involving a fine or suspension may be imposed and remain in effect until the Judiciary Committee or Executive Committee request is complied with.
- c. In the event of a member of the Executive Committee or Judiciary Committee being a member of any of the clubs involved in any complaint or dispute, this member shall withdraw from the Committee while the dispute is being dealt with. In the event of such withdrawal from the Judiciary Committee, the Secretary in liaison with the Chairperson of the Executive Committee will arrange for a replacement from the Panel accepted by the Executive Committee following the Annual General Meeting.
- d. Any person, team or club upon whom a penalty is imposed by the Judiciary Committee, and ratified by the Executive Committee of Warehouse Cricket, has the right of appeal to the Warehouse Cricket Association (Qld). Such appeals must be lodged within fourteen (14) days of the written notification received from the Secretary of the Warehouse Cricket Association (Qld).
- e. It is the policy of the Executive Committee to hear disputes and charges as soon as possible after a report is received.

1.1 CODE OF BEHAVIOUR

The captains are responsible at all times for ensuring that play is conducted within the spirit of the game as well as the Laws of Cricket.

DEFINITION OF ASSAULT

"A person who strikes, touches or moves, or otherwise applies force of any kind to the person of another either directly or indirectly, without consent, or who by any bodily act or gesture attempts or threatens to apply force of any kind to the person of another without his/her consent, under such circumstances that the person making the attempt or threat is actually or apparently a person of ability to effect his/her purpose, is said to assault that other person and the act is called assault".

- a. Players, officials or club members must not assault or attempt to assault an umpire, another player or a spectator.
- b. Players, officials or club members must not react with unnecessary obvious dissention, displeasure or disapproval towards an umpire, his/her decision, or generally, following an umpiring decision.
- c. Players, officials or club members must not use crude, racist and/or abusive language, or otherwise engage in conduct commonly known as "sledging". An umpire would be expected to caution the player and advise the captain of his/her concern before reporting any player for this type of behaviour.
- d. Players, officials or club members must not indulge in conduct detrimental to the game, or the spirit of the game.
- e. Players, officials or club members must in no way use crude or abusive hand signals whether directed to another player or an umpire or a member of the public.
- f. Players, officials or club members must not engage in public acts of misconduct, or unruly public behaviour whilst representing their club or the Association.
- g. A player must not consume alcohol during the actual hours of play during the match in which he or she plays. Play is not deemed finished until bails have been lifted to signal the end of a day's play. Umpires, badged or otherwise, will report offending players and clubs to the Executive Committee so that disciplinary action can be taken.
- h. Players must only wear and use approved clothing, equipment, and standard of dress and footwear. The wearing or display of an unauthorized logo is not permitted. An umpire would be expected to caution a player and advise the captain of his/her concern as to the player's standard of dress and use of equipment before reporting any players for a breach of this rule.

1.2 Method of Handling Breaches of the Code of Behaviour

- a. An alleged breach of the Code of Behaviour may be reported by:
 - (i) A player participating in the particular match in which the alleged breach occurs.
 - (ii) Either or both Umpires.
 - (iii) The Secretary of the club/s participating in the match in which the alleged breach occurs; or
 - (iv) Any member of the Executive Committee.
- b. Where an umpire wishes to report an alleged breach of the Code of Behaviour, he/she shall, at the end of the match, complete the prescribed Umpire's Report Form and shall forward a copy of the report, together with any further written submission, to the Secretary of Warehouse Cricket, not more than 72 hours after the completion of the match.
- c. Where a player or official as outlined above wishes to report an alleged breach of the Code of Behaviour, he/she shall forward a written submission to the Secretary not later than 72 hours after the end of the day's play.
- d. The Executive Committee will, at its August meeting each year and at such other times as may be necessary to fill a casual vacancy, appoint a person to the position of Warehouse Cricket Commissioner ("The Commissioner") who will be responsible for receiving and investigating any alleged breach of the Code of Behaviour. The Commissioner shall take such action, as he/she considers appropriate on any alleged

breach including the referral of any matters to the Conduct Committee, in which event, the Commissioner will prosecute the matter before the Conduct Committee. The Commissioner may decide not to prosecute what he/she considers a minor matter, but will notify the person reported of the receipt of the report. The Commissioner will furnish a report to each regular meeting of the Executive Committee.

- e. Members of the Conduct Committee shall not be representative of the club or clubs involved in the hearing.
- f. Non-adherence to the foregoing regulations does not preclude the Conduct Committee from hearing any case, whether reported or not, providing that in all such cases the principles of natural justice apply and the player/s alleged to have committed a breach of the Code of Behaviour is/are not in any way unfairly disadvantaged by the failure to adhere to the regulations.
- g. The Conduct Committee may impose any penalties it may think fit in accordance with Section 11.4 of these rules. The player or players are not permitted to participate in any Warehouse Cricket competition and/or any Warehouse Representative Fixtures until the penalty has been met, or an appeal against such finding and/or severity of the sentence has been adjudged by the Appeals Committee which shall meet with all due haste.
- h. There shall be an Appeals Committee which is a sub-committee of the Executive Committee:
 - (i) The membership of the Appeals Committee shall be appointed from time to time by the Executive Committee.
 - (ii) The Appeals Committee shall be responsible for receiving all appeals from the decision of the Conduct Committee;
 - (iii) The Appeals Committee shall hear and determine each appeal by reference only to all documentary and written evidence presented to the hearing before the Conduct Committee and shall receive from all interested parties written submissions only with respect to the evidence and submissions presented before an initial hearing;
 - (iv) The appeal shall not constitute a rehearing;
 - (v) Any new or additional evidence shall be received by the Appeals Committee only at the discretion of the Appeals Committee;
 - (vi) There shall be no right of appearance before the Appeals Committee by the player and/or his/her representative. However, the player and/or his/her representative shall only have the right to call any additional oral evidence by being given leave to do so by a majority of the Appeals Committee;
 - (vii) The Appeals Committee shall, in each case, refer its decision and recommendation to the next meeting of the Executive Committee for ratification.
- i. Should an appeal subsequently be upheld, any suspension or penalty shall be deemed to be invalid.
- j. In the event that a Conduct Committee hearing cannot be completed before the start of a relevant match, the Conduct Committee may make such interim rulings as it deems appropriate including the interim suspension of a player.

1.3 Formation of the Conduct Committee and Appeals Committee

- a. The Conduct Committee shall consist of three members, at least two of whom are drawn from outside the Executive Committee.
- b. A pool of not less than twelve (12) club representatives shall be nominated at the Annual General Meeting each year and then appointed by the Executive Committee at its August meeting, to form the Conduct Committee as and when that Committee shall be required to meet. Any club with two or more teams in any Warehouse Cricket competition shall be required to nominate a Representative to sit on the Conduct Committee.
- c. A current member of the Executive Committee shall chair the Conduct Committee. However, should there be an appeal to the Appeals Committee from any decision of the Conduct Committee, the Chairman of such Conduct Committee shall be ineligible to sit on any hearing of any such appeal.

- d. The Conduct Committee shall consist of the chairman and two others who are drawn from the clubs participating in the Warehouse Cricket competition and are selected in accordance with the procedure set out in paragraph b above.
- e. In selecting the Conduct Committee for a particular hearing, in any case involving the charge of assault, the Secretary shall where possible, select from club Representatives who have previously been involved in Conduct Committee hearings.
- f. No member of a club or clubs involved in a hearing, shall be qualified to sit on the Conduct Committee and/or Appeals Committee involved in that particular hearing, nor shall any member of the Conduct Committee and/or the Appeals Committee be qualified to sit on a particular hearing should he/she feel that they are unable for any particular reason to deliberate on the matter impartially and with absolute objectivity.
- g. The Appeals Committee shall consist of not less than five members, all of whom shall be drawn from the Executive Committee.
- h. The Appeals Committee shall appoint a Chairman at the commencement of the hearing of an appeal.

1.4 Penalties

- a. Should any player, official or club member commit any breach of the Code of Behaviour, the Conduct Committee may fine the offender, suspend him/her from further play, or otherwise deal with the person at its discretion. No player, official or club member who is found guilty of a breach of the Code of Behaviour shall receive penalties in excess of those maximum penalties which are set out in the schedule at the end of these rules.
- b. It shall be open to the Conduct Committee in the exercise of its discretion to hand down a suspended sentence in appropriate circumstances.

1.5 Time for Appeals

Any player, official or club member upon whom a penalty is imposed by the Conduct Committee, must lodge an appeal within fourteen (14) days of the date of the decision should the player concerned have been present when the decision was given, or within fourteen (14) days of the date of the letter from the Secretary advising of the decision should the player concerned not have been present at the hearing before the Conduct Committee.

A fee of \$50.00 is to accompany the lodgment of any such appeal. This fee will only be refunded in the event of the appeal being successful.

1.6 Procedure Prior to Hearings before the Conduct Committee

- a. The Commissioner shall advise the Secretary that a hearing before the Conduct Committee is required and the Secretary shall select a Conduct Committee for a hearing.
- b. The player charged with a breach of the Code of Behaviour will be advised of the date the report was received by the Secretary and of the precise nature of the alleged breach of the Code of Behaviour and will be supplied with copies of all reports and other written material being relied upon by the Commissioner.
- c. The Secretary will set the place, date and time of the hearing and will advise the player and the members of the Conduct Committee of such details in writing. If at all possible, the date of the hearing will be the Wednesday before the start of next fixture.
- d. In advising the player as to the place, date and time of the hearing, the Secretary will also inform the player that if he/she intends to defend the charge he should arrange for the attendance of witnesses. In appropriate cases, the Conduct Committee shall consider a request by the player for an adjournment of the hearing, but before considering such request the player should be made aware of the power of the Conduct Committee to impose an interim ruling pursuant to Section 11.2 sub-paragraph (k) of these rules.

1.7 Procedure at Hearings before the Conduct Committee

1.7.1 Representation:

- a. The Commissioner will prosecute the charge. It is the Commissioner who will receive the initial complaint in the form of the report and carry the responsibility of investigation and determine whether the matter should be prosecuted before the Conduct Committee.
- b.
 - (i) The player shall be automatically entitled to representation by a member of the Executive Committee of his club (provided that person is not a Solicitor or Barrister)
 - (ii) There will be no automatic entitlement to representation by a Solicitor or Barrister or para-legal person, though, in appropriate circumstances, the Chairman of the committee may permit such representation.
 - (iii) A determination of “appropriate circumstances” shall be at the discretion of the Chairman of the Committee, in consultation with other members of the committee. Any serious allegation involving potential civil action, criminal charges or circumstances of aggravation which are likely to impact on the ability of any professional or semi-professional player to earn income, are examples (though this is not an exhaustive list) of circumstances where the player, may with the leave of the Chairman of the committee, appear with legal representation.
 - (iv) The Umpire involved in reporting the incident shall be entitled to be represented by an advocate appointed by the Executive Committee of the Warehouse Cricket Umpires Association, provided such advocate is not a solicitor or barrister or para-legal person.
- c. Umpires advocate – any umpire involved in the hearing shall be entitled to have present throughout the hearing an umpire's advocate whose role shall be:
 - (i) To advise and assist the reporting umpire and particularly any new an/or inexperienced umpire during the course of the hearing and in preparation for it:
 - (ii) To provide expert comment as required in relation to the Laws of Cricket; and
 - (iii) To report back to the Warehouse Cricket Umpires Association on the outcome of hearings.

1.7.2 Procedure:

- a. The Commissioner and members of the Committee will be introduced to the player.
- b. The issue of representation will be discussed.
- c. The player will be advised that the proceedings are conducted pursuant to the Code of Behaviour and procedures under Section 11.1 and 11.2 of the Rules of the Warehouse Cricket Association and of all relevant requirements specified by those sections with regard to:
 - (i) who may report an alleged breach;
 - (ii) what that person must do to properly lodge the report; and
 - (iii) The role of the Commissioner and the role of the Conduct Committee.
- d. The player appearing before the Conduct Committee will be advised as to the date the report was received by the Commissioner and of the precise nature of the alleged breach of the Code of Behaviour.
- e. The player will be advised of any club allegiances of the members of the Conduct Committee hearing the matter and will be asked to comment as to whether he/she has any specific objection to the composition of the committee.
- f. The player will be advised of the procedure to be adopted.

- (i) The report will be formally presented by the Commissioner as will any other written material submitted to the Commissioner.
 - (ii) The player will be asked by the chairman of the Conduct Committee to plead the charge.
- g. In the event that the player charged with a breach of the Code of Behaviour pleads "not guilty":-
 - (i) The Commissioner presents the evidence and expands upon, to the extent necessary, the matters raised in the report.
 - (ii) The player (or his/her representative) then presents his/her evidence and calls such witnesses as he/she requires.
 - (iii) Those giving evidence shall be subject to questioning from any member of the Conduct Committee. There shall be no cross-examination from the player and/or his/her representatives to any umpire or other witnesses presented by the Commissioner nor shall there be any cross examination by the Commissioner and/or Umpire's advocate to the player or his/her witnesses, unless in either case this is permitted by the authority of the Conduct Committee. If cross-examination is not permitted a player or his/her representatives or the Commissioner or Umpires Advocate may request the Chairman to submit questions to any witness. Such a matter will be at the discretion of the Chairman of the Conduct Committee.
 - (iv) The player (or his/her representative) then makes his/her submissions and summarizes his/her case. Any such submissions are to include submissions on penalty.
 - (v) The Commissioner makes his/her final submissions and summarizes his/her case. Any such submissions are to include submissions on penalty.
 - (vi) The Conduct Committee then decides whether a breach of the Code of Behaviour has been established.
 - (vii) If the Committee decides that a breach of the Code of Behaviour has been established, then submissions on penalty will be invited as if the player had pleaded "guilty";
 - (viii) The Secretary, Warehouse Cricket Association will provide a summary of the player's (playing) history in Warehouse Cricket to the Commissioner and the Conducts' Committee. This summary will then be taken into account, when deciding penalty.
 - (ix) The Conducts' Committee will advise the player of its decision and if found guilty, the player is advised of what penalty is being considered. The Conducts Committee shall provide a short time (approximately 5 minutes) to the player who has the opportunity to provide feedback to the Committee, including the extent of penalty, and reasons to agree and/or disagree with the penalty being considered.
 - (x) The Secretary, Warehouse Cricket Association shall record content of point (viii) and (ix) for future reference.
 - (xi) The Conducts Committee advises the player of its decision and as to player's rights of appeal.
- h. At the conclusion of the hearing, the Conduct Committee through its Chairman will furnish a report to the Executive Committee. The report will consist of the following details.
 - Date of the Hearing
 - Name of the person reported
 - Committee composition
 - Charge
 - Result.

WAREHOUSE CRICKET CODE OF CONDUCT & PENALTIES

NOTE (REPEAT OFFENDING)

SHOULD A PLAYER BE FOUND TO HAVE BREACHED THE CODE OF BEHAVIOUR AT THE SAME LEVEL MORE THAN ONCE IN A SEASON, THEN THE PLAYER SHALL BE SUBJECT TO A HIGHER LEVEL OF PENALTY.

LEVEL 1 OFFENSES

Level of Offence & Penalties

LEVEL 1 PENALTY

Official reprimand and ban of up to:

1 * Two Day Match or 2 limited over (50 over, 35 over and T20) matches.

All players, and where applicable, officials must not:

Rule	Guidelines
Number 1.1 Abuse Cricket equipment or clothing, ground equipment or fixtures and fittings	Includes actions outside the course of normal cricket actions such as hitting or kicking the wickets and actions intentionally or negligently result in damage to advertising boards, boundary fences, dressing rooms or changing facilities, or any other fixtures and fittings.
Number 1.2 Show dissent at an umpire's decision by action or verbal abuse	Includes excessive, obvious disappointment with an umpire's decision or with an umpire making the decision and obvious delay in resuming play or leaving the wicket. Note – This rule does not prohibit the bowler involved in the decision or the team captain from asking the umpire to provide an explanation for a decision or a team official from making a formal complaint.
Number 1.3 Use Language that is obscene, offensive, insulting and/or the making of an obscene gesture	This includes swearing and offensive gestures which are not directed at another person such as swearing in frustration at one's own poor performance Note – This offence is not intended to penalize trivial behavior. The extent as to which such behavior is likely to give offense shall be taken into account when assessing the seriousness of the breach.
Number 1.4 Engage in excessive appealing	Excessive appealing shall mean repeated appealing when the bowler/fielder knows the batsman is not out with the intention of placing the umpire under pressure. It is not intended to prevent loud or enthusiastic appealing; however the practice of celebrating or assuming a dismissal before the decision has been given, may also come within this rule.
Number 1.5 Point or gesture towards the pavilion/changing area in an aggressive manner upon the dismissal of the batsman	Self explanatory.

LEVEL 2 OFFENSES

Level of Offence & Penalties

LEVEL 2 PENALTY

**Ban of a minimum of 1 * Two Day Match or
2 * Limited over matches (as defined in Level 1 Penalties).**

All players, and where applicable, officials must not:

Rule	Guidelines
Number 2.1 Show serious dissent at an umpire's decision by action or verbal abuse	Dissent should be classified as serious where the dissent is expressed by a specific action such as the shaking of the head, snatching of cap, glasses or jumper from the umpire, pointing at pad or bat, other displays of anger or abusive language directed at the umpire or excessive delay in resuming play or leaving the wicket. Note – This rule does not prohibit the bowler involved in the decision or the team captain from asking the umpire to provide an explanation for a decision or a team official from making a formal complaint.
Number 2.2 Engage in inappropriate and deliberate physical contact with other players or officials in the course of play	Without limitation, players will breach this regulation if they deliberately walk or run into or shoulder or push another player or official or match official.
Number 2.3 Charge or advance towards the umpire in an aggressive manner when appealing	Self explanatory.
Number 2.4 Deliberately and maliciously distract or obstruct another player or official on the field of play	Without limitations, players will breach this rule if they deliberately attempt to distract the striker by words or gestures or deliberately shepherd a batsmen who is attempting to run between wickets.
Number 2.5 Throw the ball at or near a player or an official in an inappropriate and or dangerous manner.	This rule does not prohibit a fielder or bowler from returning the ball to the stumps in the normal fashion.
Number 2.6 Use language that is obscene, offensive or of a seriously insulting nature to another player, official or spectator	This is language or gestures which are directed at another person. See Rule 1.3 above in relation to the seriousness of the breach.
Number 2.7 Change the condition of the ball in breach of Law 41.3.2	Prohibited behavior includes picking the seam or deliberately throwing the ball into the ground for the purpose of roughening up and the application of moisture to the ball, apart from perspiration.

Number 2.8 Attempt to manipulate a match in regard to the result, net run rate, bonus points or otherwise. The captain of any team guilty of such conduct shall be held responsible.	Prohibited conduct under this rule will include incidents where a team bats in such a way as to either adversely affect its own, or improve its opponents, bonus points, net run rate or quotient.
Number 2.9 No player participating in a game, competition or carnival under the control of Warehouse Cricket Association is allowed to consume alcohol during playing hours, unless the game the player is competing in has ceased play.	Legal & Insurance outcomes will be put in a prejudiced position as a result.
Number 2.10	Repeat Level 1 Offences: Should a player be found to have breached the Code of Behaviour at the same level more than once a season, then the player shall be subject to a higher Level of Penalty.

LEVEL 3 OFFENSES

Level of Offence & Penalties

LEVEL 3 PENALTY

**Ban of a minimum of 2 * Two Day Matches or
4 * Limited over matches (as defined in Level 1 Penalties).**

All players, and where applicable, officials must not:

Rule	Guidelines
Number 3.1 Intimidate an umpire whether by language or conduct.	Includes appealing in an aggressive or threatening manner.
Number 3.2 Threaten to assault another player, team official or spectator.	Self explanatory.
Number 3.3 Use language or gestures that offend, insult, humiliate, intimidate, threaten, or disparage another person on the basis of that person's race, religion, colour, descent, or national or ethnic origin.	Self explanatory.

Number 3.4	<p>Repeat Level 2 Offences:</p> <p>Should a player be found to have breached the Code of Behaviour at the same level more than once a season, then the player shall be subject to a higher Level of Penalty.</p>
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LEVEL 4 OFFENSES

Level of Offence & Penalties

<p>LEVEL 4 PENALTY</p> <p>Ban of a minimum of 5 Two Day Matches or 10 Limited over Matches (as defined in Level 1 Penalties) and up to a Life ban.</p>
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All players, and where applicable, officials must not:

Rule	Guidelines
<p>Number 4.1</p> <p>Threaten to assault an umpire.</p>	Self Explanatory.
<p>Number 4.2</p> <p>Physically assault another player, umpire, official or spectator.</p>	Self Explanatory.
<p>Number 4.3</p> <p>Engage in any act of violence on or off the field of play, whilst engaged in any match under the control of the Warehouse Cricket Association, including Carnivals.</p>	Self Explanatory.
<p>Number 4.4</p> <p>Use language or gestures that offend, insult, humiliate, intimidate, threaten, or disparage another person on the basis of that person's race, religion, colour, descent, or national or ethnic origin.</p>	Self Explanatory.
<p>Number 4.5</p>	<p>Repeat Level 3 Offences:</p> <p>Should a player be found to have breached the Code of Behaviour at the same level more than once a season, then the player shall be subject to a higher Level of Penalty.</p>

DEFINITION OF ASSAULT

“A person who strikes, touches or moves, or otherwise applies force of any kind to the person of another either directly or indirectly, without consent, or who by any bodily act or gesture attempts or threatens to apply force of any kind to the person of another without his/her consent, under such circumstances that the person making the attempt or threat is actually or apparently a person of ability to effect his/her purpose, is said to assault that other person and the act is called assault”.

OTHER OFFENCES

Level of Offence & Penalties

LEVEL 5 PENALTY
One or more of the following penalties will apply –

- **A ban from playing for a period to be determined by the Commissioner.**
- **Direct that the person make reparation for damage caused by that person to any property**
- **Require that person to perform voluntary service to Warehouse Cricket**
- **Reprimand the individual or club or team involved**
- **Impose a fine**

Players, and where applicable, officials must not:

Rule	Guidelines
Number 5.1 Players must obey the Laws of cricket and play within the spirit of the game. The captain (or coach/manager of teams in the WCA junior competition) must use his best efforts to ensure his team and individual members of his team comply with this rule.	<p>This is meant as a general rule to deal with situations where the facts of or the gravity or seriousness of the alleged incident are not adequately or clearly covered by the offences set out in the Offences of level 1-4 as set out above.</p> <p>Conduct which will be prohibited under this clause includes using an illegal bat, time wasting, and any conduct which is considered “unfair play” under Law 42 of the Laws of Cricket.</p> <p>This rule is not intended to punish unintentional breaches of the Laws of Cricket Reference may be made to any statement or explanation of the Spirit of Cricket published in conjunction with the Laws of Cricket</p> <p>Nothing in this rule alters of the onus on the captain (or the coach/ manager of teams in the WCA junior competition) to ensure that the Spirit of Cricket is adhered to as stated and defined in the preamble of the Laws of Cricket</p> <p>Reference may be made to any statement or explanation of the Spirit of Cricket published in conjunction with the Laws of Cricket</p> <p>Nothing in this rule alters of the onus on the captain (or the coach/ manager of teams in the WCA junior competition) to ensure that the Spirit of Cricket is adhered to as stated and defined in the preamble of the Laws of Cricket</p>

<p>Number 5.2</p> <p>Without limiting any other rule, players and officials must not at any time engage in any behavior unbecoming a player, or official that could bring the game of cricket into disrepute or be harmful to the interests of cricket</p>	<p>This is also meant as a general rule to deal with situations where the facts of or the gravity or seriousness of the alleged incident are not adequately or clearly covered by the offences set out in Rules 1.4 above.</p> <p>It is intended to include serious or repeated acts of misconduct, unruly behavior, and cheating</p>
<p>Number 5.3</p> <p>Without limiting any other Rule, players and officials must not make public or media comment which is detrimental to the interests of the game</p>	<p>Guideline</p> <p>Without limitation, players and officials will breach this Rule if by making any public or media comment they:</p> <p>Publicly denigrate another player, or publicly denigrate or criticize an umpire or team against which they have played or will play, whether in relation to incidents in a match or otherwise</p> <p>Denigrate another player or official by inappropriately commenting on any aspects of his performance, abilities or characteristics</p> <p>Comment on the likely outcome of a hearing or a report of an appeal</p> <p>Criticize the outcome of a hearing or an appeal</p> <p>Criticize any evidence, submission or other comment made by any person at the hearing of a report or any appeal</p>
<p>Number 5.4</p>	<p>Repeat Level 4 Offences:</p> <p>Should a player be found to have breached the Code of Behaviour at the same level more than once a season, then:</p> <p>The player shall be subject to a higher Level of Penalty</p>

LEVEL OF OFFENCE & PENALTIES

Level 1 Penalty

Official reprimand and ban of up to 1* Two Day Match or 2* limited over (50 over, 35 over and T20) matches

Level 2 Penalty

Ban of a minimum of 1* Two Day Match or 2* Limited over matches (as defined in Level 1 Penalties)

Level 3 Penalty

Ban of a minimum 2* Two Day Matches or 4* Limited over matches (as defined in Level 1 Penalties)

Level 4 Penalty

Ban of a minimum 5* Two Day Matches or 10* Limited over matches (as defined in Level 1 Penalties) and up to a life ban

Level 5 Penalty

One or more of the following penalties will apply –

- A ban from playing for a period to be determined by the Commissioner
- Direct that the person make reparation for damage caused by that person to any property
- Require that person to perform voluntary service to Warehouse Cricket
- Reprimand the individual or club or team involved
- Impose a fine

NOTES ON PENALTIES

- The Commissioner has the right to impose a penalty based on the information provided by umpires and witnesses, if a player is reported for any of these breaches.
- If a player chooses to ignore the findings of the Commissioner and take the matter to the judiciary and is found guilty, the penalty will be doubled, compared to the original penalty imposed by the commissioner.
- All players, in all competitions or carnivals run by Warehouse Cricket Association must abide by these playing conditions. It is the duty of all club presidents, secretaries, administrators, managers, coaches and captains to make all players in all of their teams, aware of these conditions. Ignorance of the rules and conditions will not be tolerated as an excuse for breaching these conditions.

CAPTAIN'S TEAM LIST

(List to be exchanged with Opposition Captain)

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CAPTAIN'S TEAM LIST

(List to be exchanged with Opposition Captain)

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