WAREHOUSE CRICKET
ASSOCIATION QUEENSLAND INC

2026/27 Summer Handbook






SATURDAY & SUNDAY
T20 & 50 Over Competitions

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2026/27 SUMMER 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:

PlayHQ
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

Find us on Facebook

COVIDSAFE COVIDSAFE

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

WAREHOUSE CRICKET
ASSOCIATION QUEENSLAND INC

www.warehousecricket.org
ABN: 25 899 291 401

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www.playhq.com

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 – 2026/27		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	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/Coach to provide a Team list and/or enter all players on the relevant scoring "App" prior to the toss. 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.)

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 – 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

Only a "Kookaburra" brand cricket ball can be used in Warehouse Cricket competitions.



2026/27 Summer Season Finance Summary



COMPETITION	SATURDAY	SUNDAY	
		50 Over	T20
Frequency	**each Saturday**	**Fortnightly**	**Fortnightly**
Team Nomination Fee	**$650.00**	**$500.00**	**$350.00**
Discount of $75		Discount of $75.00 applies when entering a 50 Over Team with either T20 & / or Masters Team	
WICKET FEES for each Game (Payable to Home Club / WCAQ)	**SATURDAY**	**SUNDAY**	
		50 Over	**T20**
Synthetic 1 Day	**$145.00**	**$145.00**	**$85.00**
Synthetic 2 Day	**$230.00**		
Turf 1 Day	**$170.00**	**$170.00**	**$85.00**
Turf 2 Day	**$310.00**		
Umpire Expenses (per Team) (Payable by Lunch or Tea Break)	**$80.00**	**$80.00**	**$40.00**

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).

Nominations called for
2026/27 WAREHOUSE REPRESENTATIVE TEAM

Nominations are called for those Teams who consider a player has the skills and commitment to play in either Team. If you wish to know more, please contact HR below.

Hitesh Rathod (HR) on **0412 784 102**
E: **secretary@warehousecricket.org**



PAYMENT OF UMPIRE EXPENSES

$80.00 per team

(unless T20 - $40 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.

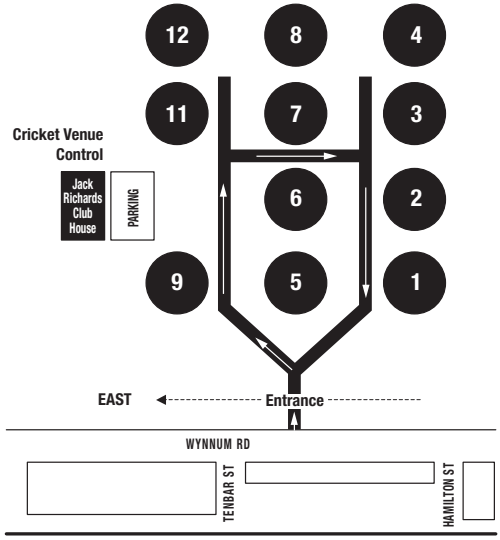
PAYMENT OF WICKET FEES

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.

SOUTHSIDE GROUNDS

KIANAWAH PARK, TINGALPA - PH: 3890 1900

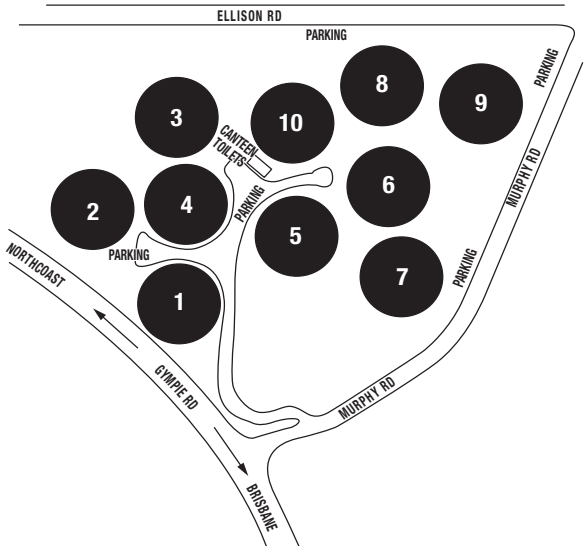
Approximately 1.2km East along Wynnum Road from the Gateway



WAREHOUSE CRICKET
ASSOCIATION QUEENSLAND INC

NORTHSIDE GROUNDS

MARCHANT PARK, CHERMSIDE - PH: 3350 3477



WAREHOUSE CRICKET
ASSOCIATION QUEENSLAND INC

PlayHQ Club Responsibilities

To ensure the smooth operation of the competition, all clubs are responsible for completing key administrative tasks in **PlayHQ** before and during each season. These requirements ensure players are eligible, fixtures are accurate, and match results are recorded correctly.

1. Register and Allocate Players

- All players must have a **PlayHQ profile and be registered with the club** before participating in matches. Clubs must ensure players are **allocated to the correct team** in PlayHQ. Only registered and allocated players are eligible to play.

  Fill-in players are not registered players and therefore not eligible for finals or trophy awards.

  Any issues with player registration need to be raised immediately with the Statistician at **treasurer@warehousecricket.org**

2. Ensure Match Teams Are Correct:

- Clubs should ensure the **correct players are selected in PlayHQ for each match** so that the scorecard reflects the players who participated.

3. Match Scoring and Results:

- Clubs must ensure that **match results and scorecards are entered into PlayHQ within 3 days after** each match. Depending on competition rules, this may involve live scoring or entering the result after the match has concluded.

  Match result and team listing **needs to be recorded for washouts** otherwise you will not be allocated points.

Failure to comply with the above requirements may result in in teams losing points and/or being fined see General Rule 2.1.1 of your handbook.



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

(a) The Association shall consist of affiliated clubs as approved by the Executive Committee.

(b) A club shall be deemed to be the formation of any number of persons, which shall have not less than twelve cricket playing members.

(c) 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.

(d) 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.

(e) 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

(a) 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.

(b) No competition points are to be awarded to any affiliated club until it is financial. *(subject to (a)).*

(c) 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

(a) 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.

Note: To enable such a player/s to be selected in the team in PlayHQ, **clubs must advise (in writing) the names of any such player/s to the Warehouse Cricket Statistician**.

(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.

NOTE: 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 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.
- at 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 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 players 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 I 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) Players/Administrators/Officials/Spectators must not enter the field of play to otherwise engage in conduct detrimental to the spirit of the game.

(e) 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 AND AWARDS

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.

4.3 GENERAL AWARDS

(a) Batting and bowling awards eligibility (see individual competition rules).

(b) The Association wide wicket keeping award will be presented to a player who has the highest dismissal count from across all grades and days. In the event of a tie, the award will be presented to the player who has the highest stumping count. If still tied, then a joint award will be presented.

Note: Where trophies are not awarded

(i) In the event of a team withdrawing from, or failing to complete the season's program of matches, no player from that team shall be eligible for a trophy.

(ii) 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.

(iii) If no player in a grade qualifies for a trophy, no award will be presented.

5. FIXTURES

5.0 TIMING AND RULES OF THE TOSS for ALL Warehouse Competitions Fixtures

- Under the Laws of Cricket No. 13.4, the toss must occur not earlier than 30 minutes, and not later than 15 minutes, before the scheduled start of play.

Warehouse Cricket Competition Rules now state that:

- If a team is not present at the ground with a minimum of 7 players, that Team forfeits the right to the Toss.
- **As a consequence, the Captain of the Team that is present will determine which team bats or bowls first.**

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

(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 explicity 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:

a. Award 5 penalty runs to the opposing team when a batter does not comply with Regulation 6.

b. 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

1. 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.
2. If this requirement is not met the umpires(s)/Team Captains are to direct the batter to comply with Regulation 6.
3. 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) Not in use - (pending).

(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 a **Kookaburra Brand 4 Piece Ball**. (The Executive Committee may authorize a trial, for a particular period, of an alternative colour from time to time).

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 - Juniors

Bowling Limits for Junior players in a Junior Competition:

- In any "underage" competition, the "age restriction for that competition" will apply for the entire season, even if a player has a birthday during the competition.

Rationale:

- Allowing a player to adopt older age restrictions mid season would create an unfair advantage.
- Conversely, if a younger player is participating in a higher age group (e.g., a 12 year old in U14), they follow the younger age restrictions until they reach the relevant age, at which point they may adopt the higher age restrictions provided the competition permits it. (For clarity, the competition age group determines the applicable CA restrictions for all players.)

Bowling Limits for Junior players in a Senior Competition:

- On all occasions, a Junior player will be limited to the age that player is, on the day of the match as per the Cricket Australia age limits.

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

Key Rule Changes to the Laws of Cricket 2026

1. **Final Over Completion (Law 12.5.2):** In multi-day matches like Tests, the final over of the day must now be bowled out completely even if a wicket falls. The batting side must send out a new batter to face any remaining deliveries instead of play ending immediately.

2. **Wicketkeeper Position Relaxed:** In recognition of modern keeping techniques, wicketkeepers can now stand in front of the stumps during the bowler's run-up without being called a no-ball – **provided they are fully behind the stumps at release of the ball.**

3. **When the Ball becomes Dead: Law 20.1.1.1 – a new definition of 'finally settled'.** The ball no longer has to be in the bowler or wicketkeeper's hands to be finally settled. It can be in the hands of any fielder. This allows umpires more leeway to make reasonable decisions on when the ball is Dead, even if one fielder, or one batter, is still attempting to play on.

Some additional information based on changes to Laws of Cricket (or as amended).

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.

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

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

Warehouse Cricket Ground Bookings for other than Fixture matches:

Contact: **Laurence Christie on 0415 342 007.**

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.

TROPHY ELIGIBILITY

SATURDAY

To be eligible for any trophy, you must have played **9 matches** for a team in that grade, EXCLUDING finals.



Highest BATTING Average

To be considered, a player must have batted a minimum of **9 Innings** (that is on PLAY HQ) and in addition, the player must have scored at least **250 Runs**.



Lowest BOWLING Average

To be considered, a player must have bowled at least **390 Balls (65 Overs)** (that is on PLAY HQ) and in addition, the player must have taken **25 Wickets**.

SUNDAY

To be eligible for any trophy, you must have played **6 matches** for a team in that grade, EXCLUDING finals.



Highest BATTING Average

To be considered, a player must have batted a minimum of **6 Innings** (that is on PLAY HQ) and in addition, the player must have scored at least **150 Runs**.



Lowest BOWLING Average

To be considered, a player must have bowled at least **210 Balls (35 Overs)** (that is on PLAY HQ) and in addition, the player must have taken **15 Wickets**.

T20

To be eligible for any trophy, you must have played **6 matches** for a team in that grade, EXCLUDING finals.



Highest BATTING Aggregate

To be considered, a player must have batted a minimum of **6 Innings** (that is on PLAY HQ).



Highest BOWLING Aggregate

To be considered, a player must have bowled at least **144 Balls (24 Overs)** (that is on PLAY HQ).

ASSOCIATION WIDE WICKETKEEPING AWARD



Award will be presented to a player who has the highest dismissal count from across all grades and days.

In the event of a tie, the award will be presented to the player who has the highest stumping count. If still tied, then a joint award will be presented.

For all Grades and Days

a. In the event of a team withdrawing from, or failing to complete the season's program of matches, no player from 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.

c. If no player in a grade qualifies for a trophy, no award will be presented.

CLUB CONTACT LIST - SATURDAY & SUNDAY

PLEASE NOTE: The information in these lists may be updated from time to time. Please see the Warehouse Cricket website at: **www.warehousecricket.org**

CLUB NAME	NAME	MOBILE	EMAIL
Albany Creek	Steve Casey	0418 878 212	sandkcasey@bigpond.com
Ashgrove	Dan Roggero	0433 624 775	secretary@ashgrovecricket.com.au
Black Hawks	Spinel Premachandra	0404 361 010	spinel.nad@gmail.com
Bleed Blue	Kaushal Patel	0433 442 307	bleedbluebrisbane@outlook.com
Brisbane Avengers	Supern Dutta	0405 581 592	dutta.supern@gmail.com
Brisbane Badgers	Avinash Ganivada	0468 755 929	avinash71097@gmail.com
Brisbane Bengal Hurricanes	Arifur Rahman	0410 915 342	aarifrhmn@gmail.com
Brisbane Cricket Centre	Saihaj Singh	0411 461 779	daemunsingh@gmail.com
Brisbane Legends	Punit Pandya	0414 999 542	brisbanelegendsinc@gmail.com
Brisbane Redbacks	Reddy Penugonda	0413 846 577	reddypenugonda129@gmail.com
Brisbane Stars	Rohit Bindr	0463 111 555	rohitbindra@yahoo.com
Brisbane Strikers	Saransh Sahu	0466 129 355	mky14083@gmail.com
Brisbane Super Sixers	Ahsanul Kabir	0450 727 344	ahsanulkabir75@gmail.com
Brisbane Titans	Jaymin Pater	0435 318 587	brisbanetitans@gmail.com
Carina	Simon Eggins	0410 508 825	simegg@gmail.com
Easts Tiger Kings	James Tull	0412 284 007	eaststigerkingscricket@gmail.com
Ferny Districts	Paul Monico	0477 028 383	fernyfireballs@gmail.com
FMB	Tim Jones	0452 455 377	timothy.wh.jones@gmail.com
Gammin Dogs	Brad Cook	0421 227 703	bradscook@outlook.com
Gujju Gladiators	Sulay Patel	0433 942 640	sulayjpatel@gmail.com
Hurricane Mavericks	Ashan Chehara	0466 637 977	ashan.chehara@yahoo.com
Indooroopilly	Alex Shields	0451 805 018	indooroopilly.cricket@gmail.com
Ish Backyard XI	Tracie Pecic	0404 013 147	tracie@insafehands.net.au
Jaihind Royals	Chiatanya Valal	0403 921 055	valalc@gmail.com
Livewires	Arun Sharma	0438 944 277	12asharma@gmail.com
Macgregor	Matthew Windsor	0408 344 298	mlwindsor@bigpond.com
Manchester XI	Sajeeb Saha	0405 330 782	Sajeebsaha2012@gmail.com
Mjolnr	Yateendra Mishra	0452 219 274	yateendra.mishra@qut.edu.au
Moreton Kombats	Aneesh Mundackal	0470 513 727	aneeshm.akm@gmail.com
North Rebels	Sekhar Kudamala	0469 634 571	Sekhar46@gmail.com

CLUB CONTACT LIST - SATURDAY & SUNDAY

CLUB NAME	NAME	MOBILE	EMAIL
Northern Federals	Chris Higgins	0401 702 250	chiggins96@hotmail.com
Paladins	Ranga Kalupahana	0432 365 807	paladins@nts.slmail.me
PBX XI	Satgur Nirman	0416 593 785	gurunirman@gmail.com
Peninsula	Terry Chapman	0401 425 238	secretary@peninsulacricketclub.com
Pine Rivers	Archie Douglas	0467 985 300	prcc.president@gmail.com
PM'S XI	Dimi Caramalis	0405 751 355	dimicaramalis@hotmail.com
PSK	Akhil Patchipulusu	0469 015 439	phantomsuperkingsclub@gmail.com
Rohingya Strikers	Shafi Mohammed	0425 265 827	Rohingyastrikersqld@gmail.com
RR9	Bharath Anireddy	0414 593 446	rr9cricketteam@outlook.com
Saisbury Sloggers	Darrewn Lewis-Date	0416 169 002	darren@remax.com.au
Shaheen Rage	Zaigham Pirazda	0413 471 786	shaheenrage@gmail.com
Sher-E-Punjab	Vikram Slathia	0401 450 081	vikramslathia007@gmail.com
Silent Assassins	Haroon Khan	0423 636 299	haroon_m_k@hotmail.com
Southern Firestorm	Zain Ul Abideen	0456 367 609	zain_hayat_akhtar@yahoo.com
Southern Tigers	Khaled Shahed	0421 486 479	khaled279@hotmail.com
Southside Eagles	Taufiqul Arif	0469 703 086	mdmosabbirpasha@gmail.com
Stumps XI	Dan Fallon	0407 576 475	danssaga@gmail.com
Syndicate	Imesha Madurapperuma	0451 821 231	syndicatecricketclub@gmail.com
Telugu Biddalu	Venky Tutkur	0475 142 614	tbcricket26@gmail.com
TriColours	Bhaskar Bitra	0425 557 679	admin@tricolourscricketclub.com.au
Tridents	Deepesh Tamhane	0411 253 795	team.tridents2022@gmail.com
University of Qld	Scott Craig	0402 913 294	operations@uqcricket.com.au
Vattolis	Dheeraj Pichati	0424 235 331	dheeraj.p18@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 Brisbane	Michael Dellit	0418 736 218	secretary@wbcc.org.au
Wolston Park Centenary	Greg White	0423 022 230	gregoryrosswhite@yahoo.com.au
Wynnum Manly	Dale Hansen	0427 750 453	wmdccoperationsmanager@gmail.com

SATURDAY TEAMS

GRADE	CLUB NAME	TEAM NUMBER
B1N	Pine Rivers	1
B1N	Albany Creek	1
B1N	Rebel Tourists	
B1N	Peninsula	1
B1N	Northern Suburbs	1
B1N	Wynnum Manly	1
B3N	West Brisbane	
B3N	Albany Creek	2
B3N	Carina	1
B3N	Vattolis	
B3N	Macgregor Mongrels	
B3N	Nundah United	
B3N	Ferny Districts	1
B3N	Pine Rivers	2
C1N	Wynnum Manly	2
C1N	Brisbane Firehawks	
C1N	Carina	2
C1N	Waraba	
C1N	Ferny Districts	2
C1N	Indooroopilly	
C1N	The Night Watchmen	
C1N	Valley District	

SUNDAY 50 OVER TEAMS

GRADE	CLUB NAME	TEAM NAME
A3N	Brisbane Badgers	
A3N	Brisbane Cricket Centre	
A3N	Macgregor	Mystics
A3N	Peninsula	
A3N	Pine Rivers	
A3N	Warlocks	
B1N	Black Hawks	
B1N	Brisbane Redbacks	
B1N	Carina	
B1N	Gujju Gladiators	
B1N	Paladins	
B1N	Southern Firestorm	
B2N	Brisbane Avengers	
B2N	Brisbane Legends	Strikers
B2N	Brisbane Titans	Blue
B2N	Mjolnr	
B2N	PBX XI	
B2N	Pine Rivers	
B2N	Silent Assassins	
B2N	Wolston Park Centenary	Panthers
B3	FMB	
B3	Macgregor	Hawks
B3	PM'S XI	
B3	Southern Tigers	
B3	Syndicate	
B3	Wynnum Manly	
C1N	Ferny Districts	
C1N	Livewires	
C1N	Northern Federals	
C1N	Peninsula	Old Boys
C1N	Pine Rivers	
C1N	Waraba	
C2N	Albany Creek	
C2N	Ferny Districts	
C2N	Hurricane Mavericks	
C2N	Peninsula	Presidents
C2N	Stumps XI	
C2N	Waraba	

SUNDAY T20 TEAMS

GRADE	CLUB NAME	TEAM NAME
T20-A1	Bleed Blue	
T20-A1	Brisbane Redbacks	
T20-A1	Brisbane Strikers	
T20-A1	North Rebels	
T20-A1	RR9	
T20-A1	University of Qld	
T20-A3	Brisbane Super Sixers	
T20-A3	Ish Backyard XI	
T20-A3	Shaheen Rage	
T20-A3	Southern Firestorm	
T20-A3	TriColours	
T20-A3	Tridents	
T20-B1	Brisbane Titans	Red
T20-B1	Moreton Kombats	
T20-B1	Sher-Epunjab	
T20-B1	Vattolis	
T20-B1	Waraba	
T20-B1	West Brisbane	
T20-B2	Brisbane Avengers	
T20-B2	Brisbane Stars	
T20-B2	Carina	
T20-B2	Macgregor	Mystics
T20-B2	Manchester XI	
T20-B2	Rohingya Strikers	
T20-B3	Brisbane Bengal Hurricanes	
T20-B3	Gammin Dogs	
T20-B3	Macgregor	Hawks
T20-B3	PBX XI	
T20-B3	PSK	
T20-B3	Vibrant	
T20-C1	Ashgrove	Bakery
T20-C1	Carina	
T20-C1	Easts Tiger Kings	
T20-C1	Jaihind Royals	
T20-C1	Salisbury Sloggers	
T20-C1	Southside Eagles	
T20-C1	Telugu Biddalu	

SUMMER GROUNDS - ADDRESSES & CONTACT INFO – TURF WICKETS

GROUND	CLUB	ADDRESS	SUBURB	CONTACT PH
7th Brigade Park	Warehouse Cricket	Delaware Street	GEEBUNG	0415 342 007
CJ Greenfield No. 1	Wolston Park	315 Freeman Rd	RICHLANDS	0423 022 230
Filmer Park	Peninsula	Hornibrook Esplanade	WOODY POINT	0401 425 238
George Watts Oval	Indooroopilly	27 Russell Tce (Moore Park)	INDOOROOPILLY	0427 488 366
Ian Droney Oval	Wynnum Manly	Boundary Street	TINGAPLA	0427 750 453
Marchant Park	Warehouse Cricket	Gympie Road	CHERMSIDE	0415 342 007
Paul Jackson Oval	Pine Rivers	Marsden Road	DAKABIN	0467 985 300
Vince Herbert Oval	Carina	(Off) Stanley St East	CARINA	0410 508 825
Wayne Broad Oval	Wynnum Manly	175 Boundary Rd	TINGALPA	0427 750 453
Wynnum Memorial	Wynnum Manly	Buderim Street	WYNNUM	0427 750 453

SUMMER GROUNDS - ADDRESSES & CONTACT INFO – SYNTHETIC WICKETS

GROUND	CLUB	ADDRESS	SUBURB	CONTACT PH
DM Hendersen Pk	Macgregor	Grandilla Road	MACGREGOR	0425 529 333
Jack Gilliland Oval	Pine Rivers	Marsden Road	DAKABIN	0467 985 300
Kianawah Park	Warehouse Cricket	Wynnum Road	TINGALPA	(07) 3890 1900
Langdon Park	Peninsula	Mabel Street	MARGATE	0401 425 238
Sandstsone Point	Waraba	206 Bestmann Rd East	SANDSTONE POINT	0423 455 664
South Pine Sports	Albany Creek	South Pine Rd	BRENDALE	0418 878 212
Tramway St	Ferny Juniors	Tramway St	FERNY GROVE	0418 335 434






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RULES APPLYING TO WAREHOUSE CRICKET
SATURDAY COMPETITION

TWO (2) DAY FIXTURES

1.1 PLAYING TIMES

Commence	12.30 p.m.
Finish	5.20 p.m.

(a) Time Lost: A penalty of 0.25 points for each four (4) minutes lost will apply to teams who are not ready to commence at the appointed time. (This will only apply when a Badged Umpire is in attendance.) The Statistician will only deduct these points on receipt of a written report from the Officiating Umpire.

(b) During a match the side batting may declare its innings closed at any time.

(c) There is no requirement to bowl 20 overs in the final hour of play in a two-day game. **A minimum** number of overs shall be bowled each day in a two (2) day game. **70 Overs per day**

(d) In the event of a bowler being unable to complete an over for any reason the over shall be completed by another bowler, subject always to the Laws of Cricket.

1.2 TEA BREAKS AND DRINKS

(a) A tea-break of twenty (20) minutes will normally be taken at 3.00 p.m. during a two (2) day game, unless an innings is terminated within 30 minutes of the scheduled time, in which case, tea will be taken immediately.

If a tea break is to be taken, there will be two sessions of play. *(see 1.3)*

(b) If play does not commence before 2.15 p.m., no tea break will be taken and there will only be one session of play.

(c) At Marchant Park & Kianawah Park, the normal tea breaks will be:

2.45 p.m.	Odd Numbered Grounds
3.00 p.m.	Even Numbered Grounds

(Times will be 30 minutes earlier for Fixtures 1 & 2 & Semi-Finals & Finals where applicable)

(d) If at the agreed time for the tea interval, nine (9) wickets are down, play shall continue for a period not exceeding 30 minutes or until the innings is concluded.

(e) One drink break of two minutes shall be taken each session. Such a drink break shall be taken between 60 and 90 minutes from the commencement of play in that session.

1.3 MINIMUM OVERS TO BE BOWLED IN A DAY

(a) On each day the initial minimum number of overs to be bowled shall be:

70 Overs

(b) When an innings ends and a new innings is to commence before the scheduled finishing time, the minimum number of overs remaining to be bowled shall be determined by dividing the time remaining for play by 4 minutes. A 10 minute break for a change of innings will be allowed.

(c) If playing time is lost for other reasons, namely unfit ground, weather or light, or a player leaving the field due to serious injury, the initial minimum number of overs shall be reduced by the rate of one over for each 4 minutes lost.

(d) The umpire/s shall be responsible for determining the minimum number of overs to be bowled and shall advise both captains and scorers. The umpire/s shall record the number of overs to be bowled in the scorebooks.

(e) An over, not completed at the end of the day and subsequently completed on the second day, shall be counted as a complete over on both days for the purpose of calculating the target number of overs.

(f) 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.

(g) The Umpire/s shall notify the captains of any penalties following the completion of each day's play. The Statistician will only deduct penalty points arising in (f) on receipt of a written report from the officiating umpire/s.

(h) Fractions of overs are to be ignored in the calculations pertaining to minimum number of overs.

(i) If, at the scheduled finishing time, the minimum number of overs has not been bowled, then play shall continue if playing conditions permit, until the minimum number of overs has been completed.

(j) No reduction of minimum number of overs shall be allowed for drink intervals or player injuries, where these occur during any of the overs which commence after the scheduled finishing time. The Umpire/s shall be responsible for determining the minimum number of overs remaining to be bowled and shall inform the fielding captain and the batsmen of the number required with this number not being subject to reduction.

  (i.) Except that on the first day, when a wicket falls during the last of the required overs and within three (3) minutes of the scheduled finishing time, **STUMPS WILL BE DRAWN IMMEDIATELY.**

  (ii.) Except that on the first day, if at the scheduled finishing time, a suspension of play occurs as a result of playing conditions and/or the players are already off the field of play**, STUMPS WILL BE DRAWN.**

  (iii.) Except that when an innings is completed after the scheduled finishing time on the first day, **STUMPS WILL BE DRAWN.**

1.4 PLAY ON THE DAY 2

If no play is possible on the first day of a match, a One-Day game shall be played on the 2nd day as per Saturday Rule conditions in Section 2.

1.5 NO BALLS

(a) 21.1 of the Laws of Cricket apply except that a bowler may not deliver the ball underarm.

(b) Either umpire shall call and signal a *"No Ball"* in the following instances:

(i.) If more than two balls in one over, passes, or would have passed above the head 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.

ONE (1) DAY GAMES

2.1 Playing Times

	Scheduled	Non-Scheduled
Commence	12.30 p.m.	12.30 p.m
Finish	6.05 p.m.	5.35 p.m.

(a) Basis of the game will be:

Scheduled 1 Day Games	40 Overs per innings
Non-scheduled 1 Day Games	35 Overs per innings

(b) If the innings of the side batting first has not been completed, there shall be a compulsory closure at:

Scheduled 1 Day Games (40 Overs)	3.10 p.m.
Non-scheduled 1 Day Games (35 Overs)	2.50 p.m.

The side batting second, if not dismissed, shall be entitled to bat only for the same number of overs as has been bowled to the side batting first.

2.2 OVERS

a) For any match in which the start is delayed by weather or the innings of the team batting first is otherwise interrupted by weather, in the compulsory closure time shall be adjusted on a pro rata basis to the available playing time; ie, the interval between innings shall occur midway in the time available for play. The target number of overs shall be reduced on the basis of one over for each 4 minutes or part thereof, lost from the time available for the first innings.

b) If the innings of the side batting first has been completed other than by compulsory closure, then the side batting second, if not dismissed, shall be entitled to bat for the maximum number of overs, if required. 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.

c) If the team fielding second fails to bowl the target number of overs, *(as defined in 2.1 (b) & 2.2 (a & b)), 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.

d) For any interrupted or delayed match, if it is not possible for each team to bat for at least 15 overs each (all grades), then the game will be abandoned as a DRAW. This does not apply if either team is dismissed in less than 15 overs, or the team batting second achieves the target for victory in less than 15 overs.

e) Bowlers shall bowl no more than:

Scheduled 1 Day Games	8 Overs per bowler
Non-scheduled 1 Day Games	7 Overs per bowler

(Subject to pro-rata adjustments as required by 2.2 (a) (eg: pro-rata to 5 bowlers)

f) Afternoon tea interval of 15 minutes will be taken between innings.

g) Drinks: In each innings a two-minute drinks break will be taken after 17 overs have been bowled in a Thirty Five (35) over Innings and after 20 overs have been bowled in a Forty (40) over innings.

h) For matches where overs have been reduced, the necessary adjustment would have to be made as in 2.2 (a).

2.3 THE RESULT

(a) The game finishes when the target score is reached.

(b) A result can only be achieved if each side has batted for at least 15 overs as stated in *2.2 (d)*

(c) In matches where 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. Eg:

- ***Using a 40 over innings:***

Note: eg: Where first team bats through innings.
Team bats first = 200 runs in 40 overs = 5.00
Team bats second = 101 runs in 20 overs = 5.05

- ***Using a 40 over innings:***

Where team does not bat through innings (all out)

Team bats 1st	= 120 runs in 30 overs = 3.00
Team bats 2nd	= 106 runs in 30 overs = 3.53

(d) 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.

2.4 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 <u>All No-balls</u> in a restricted over match.

2.5 WIDE BALL

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

2.6 LEGSIDE FIELDING LIMITATIONS

At the instant of delivery there may be no more than five fieldsman on the leg side, with not more than two fieldsman behind the popping crease.

2.7 FIELDING RESTICTIONS - (A1 ONLY - WHERE APPLICABLE)

Only A1 Grade for Scheduled 40 over One Day games only

For the round of scheduled one games, circles will apply to A1 one-day games on the following basis.

(a) Two semi-circles (drawn or laid out) will apply on the field of play. The semi circles have as their centre the middle stump at either end of the pitch.

The radius of each of the semi-circles is 30 yards (27.432 metres). The ends of the semi-circles are joined to the other by a straight line drawn on the field, on the same side of the pitch.

(b) For the first 15 overs only two fieldsman are permitted to be outside the field restriction marking at the instant of delivery. For the remaining overs only 5 fieldsman are permitted to be outside the field restriction marking at the instant of delivery.

(c) In the first 15 overs there must be two stationary fieldsmen within 15 metres of the striker, at the instant of delivery.

(d) Where play is delayed or interrupted affecting the innings of the team batting first and the total number of overs available is reduced, the number of overs in regard to the field restrictions shall be reduced proportionately.

(e) Under all circumstances the field restrictions for the innings of the team batting second shall be the same as for the batting first.

(f) In the event of an infringement of 2.6 or b & c above, either umpire shall call or signal no ball.

(g) Fractions are to be ignored in all calculations regarding the number of overs.

DETERMINING OF FINALISTS

3.1 SEMI-FINALS

(a) Order of Merit:

If two teams are equal on points or if more than the set number of semi-finalists are in contention for semi-finals by virtue of their fixture points scores, semi-finalists in order of merit will be determined as follows.

(i.) A point score recalculating wickets and runs taken/scored during the season.

- **.25** point for each wicket taken
- **.01** point for each run scored

(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)**

(c) Determination of finalists if play takes place in the Semi-Final.

(i.) In the event of any day being washed out, play on other days shall be under the normal rules of cricket.

(ii.) The team securing either an outright or first innings win (with no further result) shall be declared a finalist. If the game is drawn or tied, then the team leading on points at the end of the fixtures, or as determined by *3. (a)* shall be the finalist. (A tie on the first innings with no further result is merely a draw for this purpose.)

(d) Determination of Finalists if Semi-Final is abandoned.

i. In the event that the semi-final is abandoned without a ball being bowled, then the team leading at the end of fixtures, or as determined by *3. (a)* shall be declared a finalist.

ii. In the case of a semi-final being a TIE, the team leading into that semi-final will move to the finals.

(e) Venues and Hours: the Executive Committee will determine these. *Refer to By-Law 4. (a) Part 2.*

(f) Pitches for semi-finals or finals may be covered at the Groundsman's discretion, or on application to the Executive Committee.

(g) Eligibility: refer to By-Law 2.2 (a)

(h) In circumstances where semi-finals cannot be programmed, Teams 1 & 2 will proceed direct to the final. (eg: where 15 rounds are programmed, and/or with the early timing of the Easter break).

3.2 HOURS & CONDITIONS OF PLAY

Playing Times – Semi-Finals and Finals

Day 1	Normal Saturday fixture times.	
Day 2	10.00 a.m. to 5.00 p.m.	
	Lunch	12.00 to 12.40
	Tea	2.40 to 3.00

Over Rates: Day 1 – as per normal two day rules. Day 2 – All Grades = 90 overs.

- Refer to Part 2: 1.3 (a) to 1.3 (j)
- Playing conditions are the same as for normal two (2) day Saturday Fixtures as per Part 2.1.

* If no play is possible prior to lunch, the lunch break can be moved forward.

In the case of a 4 Day final over two weekends, the first 3 days will be as for standard playing ours (eg: Saturday hours). On the 4th day, Sunday play shall be as per 3.2 (a) above.

(a) Over Rates:

- Day 1 - as per normal two day rules
- Day 2 - 90 Overs (except 1st Sunday of a 4 day final)

(b) Conditions for Bowling of Overs on each day.
Refer to 1.3 (a) to 1.3 (j)

(c) Playing conditions are the same as for normal two (2) - day Saturday Fixtures.

3.3 DETERMINATION OF PREMIERS, IF PLAY TAKES PLACE IN THE FINAL

(a) In the event of any day being washed out, play on other days shall be under the normal rules of cricket.

(i.) The team securing either an outright or first innings win (with no further result) shall be declared premiers. If the game is drawn or tied, then the team leading on points at the end of the fixtures, or as determined by *3. (a)* shall be declared premiers.

(ii.) If the outright result is a tie, then Joint Premiers shall be declared.

(iii.) A Tie on the first innings with no further result is merely a draw for this purpose.)

(b) Determination of Premiers if Final is Abandoned

(i.) In the event that the final is abandoned without a ball being bowled, then the team leading at the end of fixtures, or as determined by *3.1 (a)* shall be declared Premiers.

(ii.) Venues and Hours: The Executive Committee will determine these. *Refer to By-Law 4. (a) Part 2*.

(iii.) Pitches for semi-finals or finals may be covered at the Groundsman's discretion, or on application to the Executive Committee.

(c) Eligibility: refer to General Rules By-Law 2.2 (a)

4. PREMIERSHIP POINTS SCORE

In deciding premierships, points shall count as follows.

(a) **Two (2) Day Game**

Result	**Remarks**	**Pts**
1st innings win	Even if defeated outright	6
Outright win	Lead on 1st innings	16
Outright win	Loss on 1st innings	10
Result	**Remarks**	**Pts**
Draw or Tie	On 1st innings	3
Outright win	Tie on 1st innings	13
Tie after 2nd Inn	Regardless of 1st innings	8
Loss on 1st Inn		0
Outright loss		0
Abandoned game	Weather or other conditions	3

Note: In a two (2) day game, a **Tie is only possible** where a team batting second has completed its innings.

(b) **One (1) Day Game**

Result	Pts
Win	6
Draw or Tie	3
Loss	0

(c) Bonus points only apply for ***Non-scheduled*** One-day games.

(d) Forfeits & Defaults: In the event of a forfeit, the team receiving the forfeit shall be awarded the maximum total number of points scored in that grade in that fixture.

In the event of one team defaulting after play has commenced, maximum points shall be awarded to the non-defaulting team. This means the maximum competition points together with the maximum bonus points scored in that grade in that fixture.

(e) At the discretion of the Executive Committee, bonus points apply to all Saturday grade games (except scheduled one-day games) as follows.

(f) 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.'

.01 for each run scored
.25 For each wkt taken

5. TROPHIES – ELIGIBILITY

To be eligible for any trophy, you must have played 9 matches for a team in that grade, EXCLUDING finals.

Highest BATTING Average

To be considered, a player must have batted a minimum of 9 innings (that is on PLAY HQ) and in addition, the player must have scored at least 250 Runs.

Lowest BOWLING Average

To be considered, a player must have bowled at least 390 balls (65 overs) (that is on PLAY HQ) and in addition, the player must have taken 25 wickets.

(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.

RULES APPLYING TO WAREHOUSE CRICKET

SUNDAY 50 OVER COMPETITION

1. HOURS 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

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 <u>All No-balls</u> 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:** Same as for normal fixtures. (Rule 1.1 (a))

(f) **Pitches:** Pitches for use in semi-finals and finals may be covered at the Groundsman'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. (eg: If ten (10) fixtures are programmed and/or Easter falls early.)

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

To be eligible for any trophy, you must have played 9 matches for a team in that grade, EXCLUDING finals.

Highest BATTING Average

To be considered, a player must have batted a minimum of 6 innings (that is on PLAY HQ) and in addition, the player must have scored at least 150 Runs.

Lowest BOWLING Average

To be considered, a player must have bowled at least 210 balls (35 overs) (that is on PLAY HQ) and in addition, the player must have taken 15 wickets.

(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.

RULES APPLYING TO WAREHOUSE CRICKET
SUMMER T20 COMPETITION

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

Cricket Balls:

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

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 <u>All No-balls</u> 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 My Cricket)

(b) For an eight team grade (or larger) the four semi-finalists shall be the four (4) teams with the highest number of fixture points. (1 v 4) & (2 v 3)

(c) For a six-team grade, minor premiers will move directly to the final. Semi-finalists (teams 2 & 3) will play for the right to play in the final.

15. 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) **Finals:** In the case of a final being abandoned prior to the start of play, the minor premiers will be Premiers.

(c) **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.

(d) **Hours of Play:** Same as for normal fixtures. (Rule 1.1 (a))

(e) **Pitches:** Pitches for use in semi-finals and finals may be covered at the Groundsman's discretion or on application to the Executive Committee.

(f) **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.

(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 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:

(a) Subject to weather conditions the Super Over shall commence five (5) minutes after the conclusion of the match.

(b) 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.

(c) Prior to the commencement of the Super Over each team shall select three batsmen and one bowler.

(d) The selected players are given in writing to the umpires.

(e) 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.

(f) 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.

(g) The loss of two wickets in the over ends the team's one over innings.

(h) 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.

18. TROPHIES – ELIGIBILITY

To be eligible for any trophy, a player must have played 6 matches for a team in that grade, EXCLUDING finals.

Highest BATTING Aggregate

To be considered, a player must have batted a minimum of 6 innings (that is on PLAY HQ).

Highest BOWLING Aggregate

To be considered, a player must have bowled at least 144 balls (24 overs) (that is on PLAY HQ).

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 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.
Number 1.6 Entering the Field of Play	Players/Administrators/Officials/Spectators must not enter the field of play to otherwise engage in conduct detrimental to the spirit of the game.

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 n 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	**Repeat Level 2 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 4 OFFENSES

Level of Offence & Penalties

LEVEL 4 PENALTY

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.

All players, and where applicable, officials must not:

Rule	Guidelines
Number 4.1 Threaten to assault an umpire.	Self Explanatory.
Number 4.2 Physically assault another player, umpire, official or spectator.	Self Explanatory.
Number 4.3 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.	Self Explanatory.
Number 4.4 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 4.5	Repeat Level 3 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.

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.	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. 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. 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 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 Reference may be made to any statement or explanation of the Spirit of Cricket published in conjunction with the Laws of Cricket 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
Number 5.2 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	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. It is intended to include serious or repeated acts of misconduct, unruly behavior, and cheating

Number 5.3 Without limiting any other Rule, players and officials must not make public or media comment which is detrimental to the interests of the game	Without limitation, players and officials will breach this Rule if by making any public or media comment they: 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 Denigrate another player or official by inappropriately commenting on any aspects of his performance, abilities or characteristics Comment on the likely outcome of a hearing or a report of an appeal Criticize the outcome of a hearing or an appeal Criticize any evidence, submission or other comment made by any person at the hearing of a report or any appeal
Number 5.4	**Repeat Level 4 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 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.

WAREHOUSE CRICKET

Concussion Hotline

24/7 ACCESS TO SPECIALISED CONCUSSION DOCTORS

anytime, anywhere

- Speak to an Australian-based GP within ~15 minutes
- Available 365 days a year (including public holidays)

SCAN HERE

Concussion Hotline



A NEW INNINGS FOR
WAREHOUSE CRICKET

THE 4-PIECE SILVER SENATOR BALL WILL BE USED BY ALL GRADES



Warehouse Cricket enters an exciting new chapter in the 2026/27 Summer Season with **Kookaburra Sports** and **Greg Chappell Cricket Centre** joining forces as proud Major Sponsors of the Warehouse Cricket Association.

WAREHOUSE CRICKET
ASSOCIATION QUEENSLAND INC

The new partnership brings together three organisations with a shared passion for making cricket accessible, enjoyable and well supported at every level. Warehouse Cricket has long provided players across Brisbane with the opportunity to enjoy competitive cricket in a social and welcoming environment. Now, with the support of two of the game's most recognised names, the competition is set for another strong season.

As part of the partnership, Warehouse Cricket will introduce a new official Kookaburra match ball, developed to provide the quality, consistency and performance players expect. The official WCA ball will be available exclusively through Greg Chappell Cricket Centre.

The partnership extends well beyond the match ball. Whether players are replacing a favourite bat, upgrading their protective equipment or preparing for a full season, Greg Chappell Cricket Centre offers a huge range of bats, gloves, pads, helmets, footwear, clothing, bags, training equipment and accessories from cricket's leading brands.

With more than 50 years dedicated to cricket, GCCC's specialist staff can help every Warehouse cricketer find the right gear for their game, experience and budget.

Players and clubs can gear up for the new season at GCCC's Brisbane stores in ALBION and WOODRIDGE, or shop online at *www.cricketcentre.com.au*

ALBION
30 Crosby Road, Albion
UNDERWOOD
Compton Plaza, Shop 10, 126-130 Compton Road, Woodridge
WWW.CRICKETCENTRE.COM.AU

GREG CHAPPELL CRICKET CENTRE
1800 HOWZAT 469 928

Here's to a successful partnership and another great summer of Warehouse Cricket.