



2026/27 Cricket Gold Coast Senior Playing Conditions



INDEX – CRICKET GOLD COAST RULES & REGULATIONS FOR THE 2026/27 SEASON

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PART A – ADMINISTRATIVE MATTERS

The competition is played under management of Cricket Gold Coast Limited (CGC).

All matches shall be played in accordance with the current Laws of Cricket, including Experimental Laws as recognised for the time being by Cricket Australia and as amended by the Board of CGC on advice of the Grades Committee as set out in these regulations and playing conditions.

1. Clubs

[A] The Clubs participating in the competition shall comprise Member Clubs and Invited Clubs as follows:

a. Member Clubs:

1. Alberton Ormeau Cricket Club
2. Gold Coast District Cricket Club
3. Bonogin Valley Cricket Club
4. Broadbeach Robina Cricket Club
5. Burleigh Heads Cricket Club
6. Coomera Hope Island Cricket Club
7. Helensvale Pacific Pines Cricket Club
8. Loganholme Cricket Club
9. Mudgeeraba Nerang & Districts Cricket Club
10. Palm Beach Currumbin Cricket Club
11. Queens Cricket Club
12. Runaway Bay Cricket Club
13. Southport Labrador Cricket Club
14. Surfers Paradise Cricket Club
15. Tamborine Mountain Cricket Club

b. Invited Clubs:

1. Beaudesert Cricket Club
2. Greenbank/Beenleigh Cricket Club
3. Jimboomba Cricket Club
4. Logan Village Cricket Club
5. Pimpama/Jacobs Well Cricket Club
6. Springwood Cricket Club
7. Other Clubs Invited by Cricket Gold Coast as Appropriate

[B] Prior to the commencement of each season, Clubs shall be required to submit a Statement of Undertaking to Cricket Gold Coast. If following the receipt of Team Nominations from Clubs, there is an uneven number of Teams in a particular competition, the Grades Committee may call for further nominations from Clubs to field a second Team in that competition.

[C] Any club applying for Premier League 1st Division status, shall have one (1) Premier 2nd Division Team and one (1) Premier 3rd Division Team plus 4 Junior Teams competing in CGC Sanctioned Competitions along with the possession or lease of (1) 1st Division Standard Ground and Wicket approved by the CGC Facilities Committee. The Board of CGC reserves the right to determine which clubs are eligible to enter teams into Premier Division 1, Premier Division 2 & Premier Division 3 based on whatever criteria they deem fit.

[D] Each club shall lodge with the Board the names and contact details of all registered officials by electronic submission to the Coordinator. Lodgment must be before the commencement of the first fixture or by another date as set by CGC. Registrations must be updated as each official registers with the club.

[E] Any Club un-financial at the end of the competition rounds will be ineligible to qualify for Semi-Finals/Finals. The Term Un-financial applies to any monies owing by the Club to Cricket Gold Coast past the specified Due Date of the Invoice – this includes but is not limited to affiliation fees and team levies and other fees.

2. Wickets / Fees / Sightcreens

[A] Curators fees are to be determined by local associations/clubs by-laws or contractual agreements.

[B] The home team is to supply all stumps, bails and ground markers. The home team is designated as the team named first on the official draw (regardless of the actual venue). If the match is to be played at a neutral turf ground, the Host Club is expected to provide these facilities.

[C] Covers for turf pitches are to be provided by the home club.

[D] Sightcreens are highly recommended for all venues hosting Premier League Divisions 1 and 2 matches.

[E] All fields hosting Premier League One Day, Masters or T20 fixtures must be marked with a 30-yard (27.43 meters) circle from the center of the middle stump at either end of the pitch. The fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5-yard (4.57 meters) intervals, each 'dot' should be covered by white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter.

3. Clearances / Transfers

- [A] All players must ensure they are eligible to play for their chosen club before competing in the competition.
- [B] No player can change clubs after 31st December within the Association without Grades Committee approval.
- [C] Any player wishing to play in another Association must obtain a clearance from their Cricket Gold Coast Club or they will not be eligible to play in the Finals if they return to this Association.

4. Membership Qualifications

Each Club shall possess the following qualifications:

- [A] A membership roll of a minimum of eleven [11] players per nominated team.
- [B] Unless the Grades Committee otherwise approves, the possession or lease of one Premier League Division 1 (first grade) standard ground and wicket approved by the CGC Facilities Committee. For the upkeep of its grounds and wickets, each Club shall be responsible, even, if necessary, to the extent of engaging a fit and proper grounds person. The CGC Facilities Manager shall be the judge of the necessity in all cases, and any directions which it may give in this matter shall be complied with by the Club concerned. In the event of failure to comply with any such direction, the Grades Committee may take such action as it may think just.
- [C] Each club will record details on all players as required, using their own registration forms, either manual or electronic, and shall supply these completed forms to the Grades Committee upon demand. The registration forms shall include verification that the player is aware of the regulations and policies governing CGC Competition matches, including (but not limited to) the 1) Code of Behaviour, 2) Intoxicated Player Policy, 3) Alcohol, Smoking and Vaping Policy and 4) Racial and Religious Vilification Code.
- [D] The Board of Cricket Gold Coast may, at its sole discretion, invite, admit, decline, reject, or otherwise determine the participation of any club in a Cricket Gold Coast competition. In exercising this discretion, the Board may take into account any factors it considers relevant to the best interests of Cricket Gold Coast and the competition. The Board's decision shall be final.

5. Age Qualifications

- [A] No player shall play in any CGC senior Competition until he/she is at least fourteen [14] years of age as at the commencement of the match.

6. Club Represented by More than One Team

If any Club plays more than one team in any grade, the players are permitted to move in between the two teams throughout the entire regular season as the club sees fit.

- [A] The Grades Committee reserves the right to regrade players as per Section 9. "Grading of Players"
- [B] A player's qualification for finals is beholden on meeting criteria as set out in Part A Section 22.1 "Elimination Final, Semi Finals and Finals – CGC Competitions"

7. Players – Registration

Before the completion of the first fixture in each season each Club playing in the CGC Competition must:

- [A] Lodge via the PlayHQ database, the names and details of all registered players for all competitions. Registrations of new players must be completed before the player participates in any competition.
- [B] A player shall be permitted to play in no more than one (1) fixture as a fill-in player. The player's fill-in status must be advised to the Grades Committee by 5:00 pm on the Friday prior to the scheduled fixture. Any fixture in which a player participates as a fill-in player shall not be counted for the purposes of finals qualification, regardless of whether the required notification has been provided.
- [C] Notify the Senior Coordinator of the names and contact details of all elected committee members. Lodgment must be before the completion of the first round of Cricket fixtures. New registrations must be updated promptly as each official registers with the Club.
- [D] Failure to comply by the relevant timeframe will result in all teams from all competitions from the offending Club being unable to compete until the situation is rectified.
- [E] No player shall represent more than one Club in the same competition during a season without the prior approval of the Grades Committee. For the purposes of this rule, the following shall each be deemed a single competition:
 - i. Premier and Community Senior Men's Cricket;
 - ii. Masters Cricket – Over 40's;
 - iii. Masters Cricket – Over 50's; and
 - iv. Senior Women's Cricket.

Accordingly, a player who has represented one Club in a competition listed above shall not represent another Club in that same competition during the same season unless approval is granted by the Grades Committee.

- [F] It is the responsibility of each Club to ensure that all registered players are aware of the regulations and policies governing CGC Competition matches, including (but not limited to) the 1) Code of Behaviour, 2) Intoxicated Player Policy, 3) Alcohol, Smoking and Vaping Policy and 4) Racial and Religious Vilification

Code. As in 4[C] all players should acknowledge their understanding of the Code of Behaviour and aforementioned Policies when they register with the Club.

[G] Dual Affiliation:

- i. Any player whose home club (whether a Queensland Cricket Association (**QCA**) club or otherwise) is not a Cricket Gold Coast Member Club or Invited Club must obtain a Season Permit through PlayHQ prior to 31 December of the relevant season. Any application for a permit after 31 December shall require the prior approval of the Grades Committee.
- ii. Any QCA player cannot play in any grade below Premier League Division 1 or 2 without Grades Committee approval. Should the player have played in QCA 1st or 2nd Grade (or equivalent) in the current and/or previous season, the player will not be permitted to play Premier League Division 2 or below.

8. Unfinancial Members

[A] No member of a Club who leaves such Club to join another Club shall be eligible to play in any fixture organised by CGC, until they are financially clear of the Club of which they were originally a member.

[B] A person shall be deemed to be financially clear of a Club if, up to the time of them leaving the Club, they have paid their annual subscription, special levies in the nature of subscription, wicket fees, and any penalty validly imposed by the Club in accordance with the rules thereof.

[C] The final decision shall be left to the discretion of the Grades Committee. In all cases the onus is on the individual player to obtain proof of clearance. A letter from the former club is conclusive evidence.

9. Grading of Players

For the purposes of this rule, grades shall be ranked in the following order:

[A] Grade Order

- i. **Senior Men's Competition**
 1. Premier Division 1
 2. Premier Division 2
 3. Premier Division 3
 4. Community Division 1
 5. Community Division 2
 6. Community Division 3
- ii. **Masters Competition** (*Over 40s and Over 50s are treated as separate competitions for the purposes of this rule*)
 - a. **Over 40s**
 1. Over 40s Division 1
 2. Over 40s Division 2
 3. Over 40s Division 3
 - b. **Over 50s**
 1. Over 50s Division 1
 2. Over 50s Division 2
- iii. **Senior Women's Competition**
 1. Premier Women's Division 1
 2. Community Women's Social Division 1
 3. Community Women's Social Division 2
 4. Community Women's Social Division 3

[B] Restriction on Demotion

- i. A player who has participated in:
 - **eight (8) or more match days** in a particular grade or any higher grade in the Senior Men's Competition; or
 - **four (4) or more match days** in a particular grade or any higher grade in the Masters or Senior Women's Competition;shall not be permitted to play in a lower grade without the prior approval of the Grades Committee. For the avoidance of doubt, participation in a higher grade shall count towards the match day total for all lower grades within the relevant competition.
- ii. Notwithstanding Rule i, a player whose most recent fixture was in a Premier Division grade shall not play in a grade more than one (1) grade below that Premier Division grade without the prior approval of the Grades Committee. This restriction applies across seasons and is not reset at the commencement of a new season. For the avoidance of doubt:

- a. a player whose most recent fixture was in Premier Division 1 may play in Premier Division 2 without approval, but may not play in Premier Division 3 or any lower grade without the approval of the Grades Committee;
- b. a player whose most recent fixture was in Premier Division 2 may play in Premier Division 3 without approval, but may not play in Community Division 1 or any lower grade without the approval of the Grades Committee;
- c. a player whose most recent fixture was in Premier Division 3 may play in Community Division 1 without approval, but may not play in Community Division 2 or Community Division 3 without the approval of the Grades Committee; and
- d. this Rule does not restrict player movement between Community Division grades.

[C] Automatic Promotion Thresholds

- i. A player shall be automatically regraded to the next higher grade and shall no longer be eligible to play in the grade in which the threshold was achieved if, in that grade or any lower grade within the same competition, the player records:
 - a. **By 31 December**
 - i. 400 runs; or
 - ii. 20 wickets.
 - b. **By 28 February**
 - i. 600 runs; or
 - ii. 30 wickets.

Upon reaching any of the above thresholds, the player shall immediately be regraded to the next higher grade and shall not be eligible to play again in the grade in which the threshold was achieved during that season (including any finals fixtures).

Note: Umpires do not have the authority to determine player eligibility.

10. Scheduling of Fixtures

- [A]** The Grades Committee is responsible for determining the draw.
- [B]** The Grades Committee shall determine upon what grounds competition matches shall be played, and no alteration of either fixture or ground therefore shall be made except by the Grades Committee.
- [C]** Should any portion of any fixture be played upon any ground other than that allotted to it, neither Club participating in such fixture shall be awarded any points for that match.
- [D]** The ground, allocated by the Grades Committee, may not be changed while a match is in progress.

11. Failure to Field Teams

- [A]** Should any Club fail in two consecutive matches, arranged by CGC, to field a full side of eleven [11] players in each of the grades in which it is competing, the matter shall be reported to the Grades Committee who, after having heard the Club's explanation, shall take such action as it deems fit.

12. Player's Dress and Equipment

- [A]** No player shall be allowed to play in any match unless they appear in proper cricketing attire. which shall consist of the following:
- [B]** Shirts and Trousers: "Cricket Shirts and Pants" are to be in club colours. Coloured clothing must comply with the following guidelines and be approved by CGC prior to the start of the season.
 - i. All the Players taking the field must be dressed in the same shirts and trousers including any replacement players.
 - ii. All Premier League, Community League, Masters and Women's Divisions must wear coloured shirts and pants which are designed in a manner that is suitable to be used with a pink ball. Clubs can design the playing shirt/s and pants within these boundaries, but the Grades Committee has final decision on approval.
 - iii. A Club must apply for approval of their coloured shirt and trousers by providing a written request together with a colour design or sample to the Grades Committee prior to a date that will be determined and advised by the Grades Committee.
- [C]** Footwear
 - i. In CGC matches played on Turf NO player will be allowed on the field unless wearing spiked footwear [half spiked footwear is permissible]. The Grades Committee may approve a relaxation of this clause on written medical grounds.
- [D]** Sweater
 - i. A sweater may be worn in addition to the shirt, provided that it is similar to the club's colours.
- [E]** T-shirts and undergarments (eg, skins work under playing shirts or trousers)

- i. These should not protrude beyond the external garment where there is a clash with the colour of the match ball.

[F] Pads & Clads

- i. Coloured pads or coloured pad covers may be worn in all competition matches.

[G] Logos

- i. The permitted types of logos on playing apparel are as follows
 - a. Club Logo
 - b. Manufacturer's Logo
 - c. Competition Sponsor's Logo
 - d. Club Sponsor
 - e. Cricket Gold Coast Logo
- ii. From the commencement of the 2028/29 season, the Cricket Gold Coast Logo must be displayed on all playing apparel and shall be positioned on either the sleeve or chest of the garment.
- iii. Prior to the 2028/29 season, the Cricket Gold Coast Logo is optional unless otherwise directed by the Board.

13. Bowling Injury Prevention

- [A]** CGC does not impose a limit on bowling limits to players aged 19 and below. The only limitations are as per the playing conditions for that match type.

14. Team Selections & Match Reports

- [A]** Each Club in all CGC Competitions shall enter the team lists in the PlayHQ database before 5:00pm on the Friday prior to the commencement of each match.
- [B]** Where a team has a bye in any round, a player shall be ineligible to play in a lower grade during the bye round if the player's most recent fixture, whether in the current season or a previous season, was for that team and the player participated in that grade or any higher grade in that fixture. The passage of intervening rounds in which the player did not participate does not alter the player's most recent fixture for the purposes of this rule.
- a. For the purposes of this rule, a player's most recent fixture in the relevant grade or any higher grade shall determine their eligibility.
 - b. Any player seeking to play in a lower grade during such a bye round must obtain the prior approval of the Grades Committee. In the absence of such approval, the player shall be deemed prima facie ineligible to participate.
 - c. This rule applies across all Cricket Gold Coast competitions and grades, including Senior Men's, Masters, and Senior Women's competitions.
 - d. Any match in which an ineligible player participates in breach of this rule shall be deemed a forfeit by the offending team. The non-offending team shall be awarded the maximum competition points available for that fixture, together with any other sanctions the Grades Committee considers appropriate.
- [C] Eligibility for Community T20** – All players are eligible to play in the Community T20 Competition unless they have played in any of the following competitions within the current season:
- i. Premier League;
 - ii. Premier T20 Competition; or
 - iii. Another competition that the Grades Committee consider to be of an equivalent standard.
- [D]** Match Results are expected to be live scored in PlayHQ. If unable to do so the full scores, batting, bowling and fielding statistics are to be entered into PlayHQ by the home team by 10am following the day's play (Monday if match is played on a Sunday).
- [E]** Match results must be entered no later than 10am following the day's play by the home team. Where not live scored - full batting, bowling and fielding statistics must be entered no later than 5pm on the Wednesday after the day's play.
- [F]** Each away team is then responsible for reviewing the results and either confirming them if correct or dispute them if incorrect no later than 5:00pm Monday after the conclusion of the match. Should a team wish to dispute a result this must be sent directly to the Chair of the Grades Committee (grades@cricketgoldcoast.com.au) who will call a Grades Committee meeting at the earliest convenient time to resolve the matter – the Grades Committee may contact representatives from both Clubs involved prior to or after this meeting.
- [G]** The Grades Committee may impose any penalty it deems fit on any Club not complying with this regulation (including the input of teams, match results, and full scorecards for the applicable competitions). The penalties for noncompliance are:
- 1st Breach: written warning
 - 2nd Breach: \$200 fine per team that offends
 - 3rd Breach: Loss of 4 match points per team that offends
 - 4th+ Breach: \$200 fine and 4 match points per team that offends

- [H] The PlayHQ scoring App can be used to score a match. However, a minimum of one (1) manual scorebook must still be used in case of failure of the electronic system. If PlayHQ App has been used throughout the match, this will be considered to meet the reporting requirements for both teams. It is the responsibility of the home team to have the manual scorebook on hand at every game.

15. Premiership Competition

- [A] The Grades Committee shall arrange for a competition program for each Grade at the beginning of each season.
- [B] Match points shall be allotted as follows:

Result	Points
Win in a One Day match	8
Tie/Abandoned One Day match	4
Win in a Twenty20 match	4
Tie/Abandoned Twenty20 match	2
Forfeit Win = Maximum points available for the Competition (including bonus points)	

- [C] **[Premier League Matches only]** Bonus Points shall be allocated in the following scenarios
- 2 Bonus Points (Batting Second): Chase the target score within 50% of the allocated overs for the match – uninterrupted game: 20 Overs.
 - 2 Bonus Points (Bowling Second): Restrict the batting side to equal to or less than 50% of the target score (any decimals rounded down to nearest whole number).
 - 1 Bonus Point (Batting Second): Chase the target score within 80% percent of the allocated overs for the match – uninterrupted game: 32 Overs.
 - 1 Bonus Point (Bowling Second): Restrict the batting side to equal to or less than 80% of the target score (any decimals rounded down to nearest whole number).
- [D] Any team on receiving a forfeit in a match shall be awarded the maximum number of points available for the Competition (including bonus points).
- [E] A team which forfeits a match does not receive any points.
- [F] If a Club forfeits a match in any Grade, the Club shall not receive any points for that round in the Grade in which the forfeit occurred, and in the Grade or Grades below the Grade in which the forfeit occurred.
- [G] A Club may withdraw from a scheduled match only in extenuating circumstances and with the approval of the Grades Committee. Any such approval shall be at the sole discretion of the Grades Committee.
- [H] Where two or more teams are on equal competition points in T20 or One Day Competitions, Net Run Rate (NRR) shall be used to determine the ladder. Should Net Run Rate (NRR) be tied (to three decimal places) then the ladder shall be ranked on the basis of most number of wins, head-to-head results, Quotient in this order.

16. Club Championship

- [A] The Clubs shall compete in a Club Championship terminating on completion of the CGC Cricket Competition Fixtures exclusive of Quarter/Elimination Finals, Semi Finals and Finals.
- [B] Club Championship points are to be determined by multiplying the points secured in each of the following competitions. One day bonus points shall be included.

Men's Competitions:	x 10	Premier League Division 1
	x 7	Premier League Division 2
	x 5	Premier League Division 3
	x 3	Community League Division 1
	x 2	Community League Division 2
	x 1	Community League Division 3
Master's Competitions	x 10	Over 40's Division 1
	x 7	Over 50's Division 1
	x 5	Over 40's Division 2
	x 3	Over 40's Division 3
	x 2	Over 50's Division 2
Women's Competitions	x 10	Premier League Division 1
	x 7	Community Social League Division 1
	x 5	Community Social League Division 2
	x 2	Community Social League Division 3

Note: All forms of competition (excluding T20s) will be included in calculating Club Championship points.

- [C] In the case of a Club fielding two teams in any one Grade, the points of the team who holds a higher position in that grade on completion of the round, apply to its Club Championship points.
- [D] In the event of two or more Clubs being equal on points, the Club Championship will be awarded jointly.
- [E] Club Championship Awards will be awarded for overall Senior Men's Club Championship, Premier, Community, Masters and Women's Club Championships.

17. Player Eligibility for Association Awards

- [A] The minimum qualification for Association awards shall be:

Competition	Batting	Bowling
All Grades (Premier/Community)	Played 8 matches and scored 300 runs	Played 8 matches and taken 20 wickets
Best & Fairest – Premier League Divisions 1 - 3	In Premier League Division 1 & 3 the umpires will award on a 3,2,1 basis.	
Best & Fairest – All Community League	PlayHQ points will be used to determine the winner.	
Best & Fairest – Masters All Divisions	In Masters (all Divisions) the umpires will award on a 3,2,1 basis.	

- [B] For the purpose of computing averages and aggregates for all competitions, performances in any finals match (including Quarter/Elimination Finals, Semi Finals and Finals) shall not be taken into account.
- [C] Any player suspended for one or more matches under the Code of Behaviour will not be eligible for the Best & Fairest award for that season.
- [D] Where Umpire Votes are used to determine the best & fairest award – the Gold Coast Cricket Umpires and Scorers Association (GCCUSA) will administer the voting system in the best way they determine.

18. Disputes Referred

- [A] Any protest/official complaint from a Club, or any matter of dispute between Clubs, shall be adjudicated upon by the Grades Committee after all Clubs concerned have been notified of such protest or dispute and have had the opportunity of making written representations/by electronic means thereon, provided that no such protest or dispute shall be considered by the CGC Grades Committee unless lodged within four (4) days after the matter in question arose, provided that in all cases in dispute any player or Club may appeal to the CGC Board within fourteen (14) days of the date of the Grades Committee decision and its decision thereof shall be final.
- [B] Any protest/official complaint must be made by an elected Club Official via email to the Grades Committee.

19. Grades Committee Powers

- [A] In the event of a breach of the regulations governing CGC Competition matches and/or in respect of any action, conduct, behaviour or decision taken, made or implemented by any Club, player, official or other representatives of the Club by, through or in connection with any CGC Competition match which in the opinion of the Grades Committee, constitutes conduct or action detrimental to the game or the spirit of the game, the Grades Committee may impose on a Club such a penalty as the Grades Committee considers appropriate in the circumstances.
- [B] Without limiting the generality of paragraph [A] above, the penalty may include any of, or any combination of, the following:
- (i) Forfeiture of the Match and Bonus Points gained by the Club in the particular competition match or matches;
 - (ii) In the event of a Quarter/Elimination Final, Semi Final or Final, forfeiture of the match;
 - (iii) A monetary penalty.
 - (iv) Deduction of competition points
- [C] The Grades Committee shall recommend the penalty for any breach of these regulations as per above rule to the board for their approval. The board shall then notify the players and / or their club of these decisions and relevant penalties.

20. Alterations to Regulations

- [A] The Grades Committee has the right to alter any rule at their discretion.
- [B] The Board of CGC has the right to veto any decision of the Grades Committee.
- [C] The Board of CGC has the right to alter any rule at their discretion.

21. Right of Interpretation

- [A] The Board of CGC reserves the right of interpretation of any of the competition rules in the interests of cricket, as required.

22. Elimination Finals, Semi Finals and Finals – CGC Competitions

22.1 Eligibility

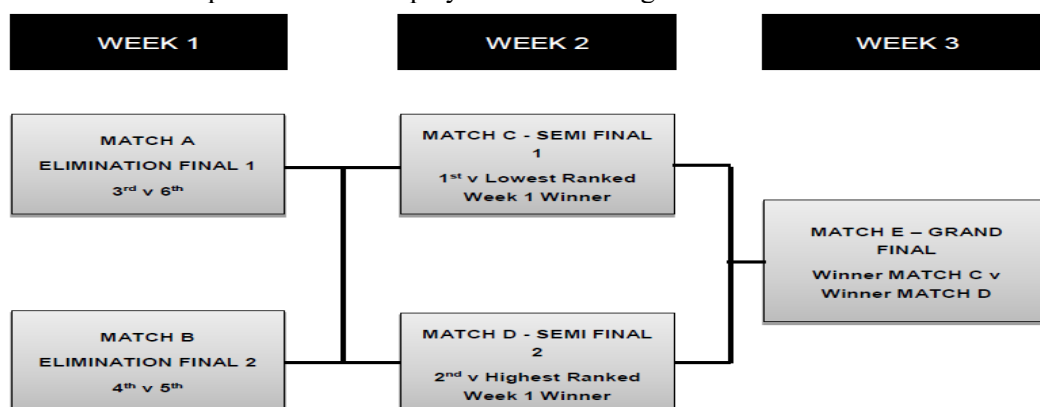
- [A] For the purpose of this regulation, the words “Final Match[es]” shall mean Elimination/Quarter Finals, Semi Finals and Finals and the word “Fixture[s]” shall mean CGC Competition Fixtures unless otherwise stated.
- [B] Premier & Community League - To be eligible to play in Premiership Finals Matches with any Division a player must have played at least eight (8) days in that Division and/or any lower Divisions.
- [C] Masters – To be eligible to play in Premiership Finals Matches with any Division a player must have played at least four (4) days in that Division and/or any lower Divisions. Master Competitions played on alternative weekend cannot be used to qualify to the other competition (i.e. Over 50s matches cannot be used to qualify for Over 40s).
- [D] To be eligible to play in Premiership Finals Matches, where a club has two (2) or more Teams in the one division a player who has played for both teams in that division must have played in at least (6) six days with the Team playing in the Finals Matches.
- [E] The definition of ‘played’ is the player must have been named on the team list, or been a replacement for one of the named players and must take the field. In the event of a washout, the players named shall be deemed to have participated in the match. A substitute has not played in the game.
 - a. It is an expectation that all clubs review their Play HQ records to ensure that any player who has not taken the field in a particular fixture (excluding washouts), is not included on the team list. If there are any discrepancies then the club must notify the Grades Committee. Any breach of this rule may result in severe penalties (including penalties that may span multiple grades).
- [F] If a player has played 8 days in a particular division or lower, they shall be qualified to play in the higher division (i.e. a player who plays 3 games in Community League Division 1 and 5 games in Community League Division 2 is qualified for Community League Division 1 Finals Only).
- [G] If a player has played a minimum of 4 days in a grade or lower and has also played Masters or Juniors, they may count the Masters or Junior games towards the 8 days requirement (to a maximum of 4 days). All Masters Grades (excluding Over 40s Division 1) can be used to qualify for any Premier League or Community League Grade. Over 40s Division 1 can only be used to qualify for Premier League and Community League Division 1. Any Junior game played prior to attaining the age of 14 years shall not be included as qualifying games.
- [H] If a player has played a greater number of days in a higher division, then the player will be ineligible for any lower division.
- [I] No Player may be demoted more than one (1) Division from their last fixture match played.
- [J] Notwithstanding subsections [B] & [C] above of this Regulation, any Club with any consecutive Teams in Finals Matches may select any Player eligible for the higher Division in the next lower Division (subject to 22.1 [I] above of this Regulation) provided that the number of Players so demoted does not exceed two (2) except with the approval of the Grades Committee.
- [K] The Grades Committee will not consider exemptions due to injury and/or compassionate grounds. In the event that a team cannot field 11 available and qualified players (or 12 available and qualified players in Community and Masters competitions), then the Grades Committee may consider an exemption for the ‘next most qualified’ player. The ‘next most qualified’ player is considered to be the next available player closest to achieving the minimum games requirement.
- [L] With the exception of qualifying for a T20 Competition Finals match, matches played in any T20 competition cannot be used to qualify for any Premier, Community or Masters Finals Matches.
- [M] To be eligible to play in the finals day of a standalone T20 competitions (ie Premier/Community T20 competition), a player must have played in at least one (1) CGC T20 Competition fixture with the team playing in the Finals Match. Regular Season T20 fixtures excludes any preseason, One Day (ie 40 or 36 over match) or Masters fixtures.
- [N] For the purposes of finals qualification, where a team has a bye in any round, any player who was selected in that team's most recent fixture shall be deemed to have played in the bye round and may count that round towards their finals eligibility requirements.
- [O] Any club seeking an exception from any of the above rules must make an application to the Grades Committee by the Wednesday 10am prior to the game.

22.2 Ground Allocation

- [A] Regular Season Games that are allocated a ground will not be able to change the allocated ground outside of extenuating circumstances, at the absolute discretion of the Grades Committee.
- [B] The Grades Committee shall allocate the grounds on which Finals are played. In all Finals the team that has finished higher on the premiership ladder shall nominate the ground on which they would prefer the final is played, to be approved by the Grades Committee.
- [C] The Grades Committee may allocate the venue of the Premier Division 1 Grand Final to the best ground available. In the event that Bill Phippen Oval is available, then the Premier Division 1 Final shall be played at this venue.
- [D] The Grades Committee may allocate back-up grounds for all Finals matches at their discretion.

22.3 Schedule of Finals

- [A] The structure of the Finals shall be a top 4 when there is 12 or fewer team competing in a particular grade and a top 6 where there is 13 or more. The Grades Committee reserves the right to make the decision on which finals structure to where there are changes to the number of competing teams after the commencement of the season.
- [B] Top 4 Structure: The top four teams in shall play Semi Finals as follows:
 - No. 1 Team v No. 4 Team
 - No. 2 Team v No. 3 Team
 - i. The winners of Semi Final Matches shall play in the Final. In the event of a draw or tie, the highest placed team from the regular season will advance through to the final.
- [C] Top 6 Structure: The top six teams shall play in the following Finals Structure:



- i. The winners in Week 1 shall qualify for Week 2 and winners of Week 2 shall play in the Final. In the event of a draw or tie, the highest placed team from the regular season will advance through to the final.
- [D] All Final Matches will be played using unmodified playing conditions to those played throughout the season except as in (i) below. Any modification that Cricket Gold Coast make prior to or during the season will stand in all Finals matches including the Grand Final.
- [E] **Backup Day:** In the event of wet weather, the Sunday immediately following the scheduled Grand Final shall be designated as a backup day.
 - i. Where no play is possible, or fewer than ten (10) overs have been completed in the match on the scheduled Saturday, the match shall be replayed in its entirety on the backup day. Any play completed on the Saturday shall be disregarded and the match shall recommence from the beginning on the Sunday.
 - ii. Where ten (10) or more overs have been completed in the match on the scheduled Saturday, the backup day shall not be utilised and the match result shall be determined in accordance with the applicable wet weather and premiership rules.

23. Helmet Policy for all Senior Competitions

- [A] For the purposes of this rule “Senior Competitions” are to include all Premier League, Community League and Masters Competitions as sanctioned by Cricket Gold Coast
- [B] It is mandatory for all cricketers to wear an unmodified British Standard 7928:2013 compliant helmet at all times when batting, wicket keeping up to the stumps or fielding within 10 meters of the batter (with the exception of slips and gully fielders) in all CGC Cricket competitions.
- [C] Should a batter attempt to play without a helmet:
 - a. (if an official umpire is present) the game will be stopped until they wear an unmodified compliant helmet – the batter will be timed out if they do not wear a compliant helmet. The batter will be reported with a Level 2.9 offence per the Code of Conduct (minimum 2 week ban)
 - b. (if no official umpire is present) The batter will be reported with a Level 2.9 offence per the Code of Conduct (minimum 2 week ban)

24. Club Risk Assessment/Ground Check

The Club Risk Assessment/Ground Check must be completed by the Home Captain in consultation and agreement with the Away Captain.

- a. Yes/No Visible water pooling on the field/outfield within 30m of the cricket pitch
- b. Yes/No Evidence of water underfoot whilst walking on the field
- c. Yes/No Visibility of Play is affected by Rain/Fog
- d. Yes/No An inspection of the ground has occurred, and the field is safe to use (free of defects) for the intended purpose.
- e. Yes/No Has a Marsh – Cricket Match Day Checklist been completed.

Please note that should rain fall immediately prior to or during the game, then reassessment as to whether play should continue must be made, taking into account the affect any additional rain may have on the playing surface.

Notwithstanding the foregoing, where an official umpire has been appointed, the umpire's determination as to the fitness of the ground for play shall be final.

PART B - COMPETITION GENERAL PLAYING CONDITIONS

The competition is played under management of Cricket Gold Coast Limited.

All matches shall be played in accordance with the current Laws of Cricket, including Experimental Laws as recognised for the time being by Cricket Australia, as amended by the Board of CGC on advice of the Grades Committee as set out in these regulations and playing conditions.

Premier League, Community League, Masters and Women's is to be played under MCC Laws 2026 Ed unless varied hereunder.¹

Law 1 The Players

1.1 Number of Players

- [A] A Club shall not commence a match, unless it has a minimum of seven [7] players [as listed in accordance with General Playing Conditions Clause 1.2] in attendance at the time set down for commencement of play.
- [B] **In Premier Division 1 – 11 players shall be permitted.**
- [C] In Premier League Divisions 2 and 3 and Premier T20 - 12 players shall be permitted. 11 fielders only shall be on the field at any one time. One player in each side shall not be permitted to bat in an innings. Unlimited interchange of fielders without restrictions from the 12 players nominated to take part in the match shall be allowed, provided that no time is wasted. Should a player be injured and not be able to take their place in the field, the replacement fielder must in the first instance be one of the 12 nominated players.
- [D] In Community League Divisions, Community T20 and all Masters Divisions - 13 players shall be permitted. 11 fielders only shall be on the field at any one time. Only 11 batters may bat in an innings. Unlimited interchange of fielders without restrictions from the 13 players nominated to take part in the match shall be allowed, provided that no time is wasted. Should a player be injured and not be able to take their place in the field, the replacement fielder must in the first instance be one of the 13 nominated players.

Note: In CGC competitions, the interchange of fielders without restriction (i.e., penalty time for bowlers) is permitted between the 12 (Premier Divisions 2 & 3) or 13 (All Community League Divisions) players selected in accordance with clause 1.1, provided no playing time is wasted. In the event where a fielder is replaced by a substitute from outside the playing 11, 12 or 13, then the fielder must be on the field for the same length of time as their absence before being able to bat or bowl for a maximum of 90 minutes.

1.2 Nomination of Players

- [A] The two captains shall, before tossing, give their paper team list to the umpire/s and ensure it is the same list as on PlayHQ.
- [B] Captains must ensure that the selected team is entered into PlayHQ prior to the commencement of the match in Community League matches – there is no need to exchange written team sheets.
- [C] No match shall commence unless this procedure has been completed. Having been completed, no alteration shall be made to either team list without the consent of the opposing captain except in the relevant circumstances governed by General Playing Condition 1.4.

1.3 Player Availability for Representative Matches

- [A] All players who are registered with a Competing Club (as per Part A – Section 1. Clubs) are eligible to nominate to represent the Gold Coast as part of any Queensland Country representative sides that Cricket Gold Coast may enter. The player must have participated in a Cricket Gold Coast Competition during the season to be eligible.
- [B] Should a player nominate and be selected in a Queensland Country representative team and subsequently withdraw from the side, they will be unable to be named in any team for their Club for the duration of the representative fixtures that they withdrew from.

1.4 Concussion

- [A] In the event of a major head trauma or if the umpires suspect a player has been concussed a replacement player is allowed to immediately take the field.
- [B] The Concussion Substitute is permitted to bat, bowl, keep wicket or field as though they were a members of the starting 12 (Premier League) or 13 (Community and Masters Cricket).

¹ Cricket Gold Coast has elected to adopt and apply the 2026 amendments to the MCC Laws of Cricket for the entirety of the 2026/27 season. Accordingly, those amendments shall take effect in all Cricket Gold Coast competitions from the commencement of the 2026/27 season, notwithstanding that the amendments do not formally come into effect under the MCC Laws until 1 October 2026.

- [C] The Concussion Substitute shall be a similar type of player (best endeavors), however the opposing team shall not be unfairly disadvantaged by a team's choice of replacement player. The status of the match may permit other types of replacements, for example:
- A batter may be replaced by a bowler provided the team will no longer bowl in the match.
 - A batter may be replaced by a bowler subject to the captain's undertaking that the replacement will not bowl in the match.
 - A bowler may be replaced by a batter provided that the team will no longer bat in the match or the bowler has been dismissed.
- [D] If the Concussion Substitute is removed from another Grade, they shall be able to add a new player into the team subject to conditions in 1.4[C].
- [E] Any player who is substituted out of a match due to Concussion will require qualified doctor's Medical Approval to return to play. This Medical Approval shall be reviewed by the Grades Committee.
- [F] Where an umpire removes, or directs the removal of, a player from a match due to a suspected concussion or the player displaying signs or symptoms consistent with concussion, that player shall not be permitted to take any further part in the match. The player shall also be required to obtain clearance from a qualified medical practitioner before being eligible to participate in any subsequent Cricket Gold Coast match.

Law 2 The Umpires

Law 2 shall apply with the following amendments:

2.1 Appointment, Attendance and Fees

- [A] Umpires for all matches, under the control of the Grades Committee, shall be appointed by the Gold Coast Umpires & Scorers Association (GCCUSA) Selection Committee.
- [B] The umpire/s shall take control of the ground 45 minutes prior to the scheduled start time and has the sole responsibility to make the final decision of pitch, ground and light conditions, having taken advice from the curator/groundstaff and the respective captains. The umpires are to ensure they have completed the risk assessment on the ground prior to the toss.
- [C] Their primary objective is to ensure the pitch is 'safe', not necessarily 'good', I.E.: a damp pitch may not be 'unsafe' therefore it may be played on.
- [D] A match report (if necessary) shall be completed by umpires at the end of the match as necessary and entered via an appropriate channel as set by the GCCUSA by 5.00pm Wednesday following the conclusion of the match including the player votes of 3-2-1 in all Premier League Divisions.
- [E] Umpire's fees are to be paid at or before the first major break each day without exception.
- [F] Wash out and late forfeits that are not published on the Cricket Gold Coast website or other similar method of communication are set at half match payment for the relevant match format;
- [G] Umpire match fees shall be paid in cash on the day of the match as per the amount below:

Match Format	2 Umpires	1 Umpire
T20's	\$100 per umpire	\$100 per umpire
Premier League – All Divisions	\$200 per umpire	\$200 per umpire
Community League – All Divisions	\$160 per umpire	\$160 per umpire
Masters Cricket – All Divisions	\$200 per umpire	\$200 per umpire
Note: Each team is responsible for paying half of the relevant match fee per game.		

2.2 Change of Umpire

- [A] The Gold Coast Umpires & Scorers Association (GCCUSA) Selection Committee shall have the right to appoint replacement umpires for all matches. The replacement umpire shall be able to take full responsibility as an umpire.

2.3 Fitness for Play

- [A] Washouts prior to 10am on Match Day (Premier and Community League; 7am for Women's, 9am for Masters)
- If the home club believes the ground is unplayable, they are to contact the away team captain to tell them they think the day's play should be called off.
 - The away captain can either agree, or request to review the ground and decide then.
 - If the away captain agrees to call the game off, they are to contact the coordinator, by text message (**only the away team captain can do this**). The coordinator will then advise GCCUSA that the game has been called off. **UNDER NO CIRCUMSTANCES ARE CLUBS TO CONTACT THE UMPIRES DIRECTLY.**

Note: Text message to the Coordinator calling a match off should include the following:

- Ground of the match being called off
- Grade of the match (eg Premier Division 2)
- Participating Clubs/Teams (including any additional names if the Club has two or more team in the particular competition eg Mudgeeraba Red v Palm Beach Gold)

- iv. If there is no umpire appointed to a match, then the coordinator should still be notified, added to the list on the CGC website (<https://cricketgoldcoast.com.au/wet-weather-information/>), and the match should be entered to PlayHQ as “Match Abandoned”.
- v. If the away captain requests to review the ground then both captains are to meet at the ground and if they then agree to call the game off, they are then to contact the Coordinator.
- vi. If both captain cannot reach a decision prior to 10am or the specified time above (competition dependent), then they must follow the procedure in 2.3[B] below:

- [B] Washouts after 10am on Match Day (Premier and Community League; 7am for Women’s, 9am for Masters)**
- i. The umpire shall be the sole judge of whether play is possible and nobody else can call off the game.
 - ii. If the match is scheduled to be played on turf and there is no umpire appointed and the two captains cannot reach a decision, the coordinator should be contacted and he will arrange for a board member to attend the match to make a decision.
 - iii. If the match is scheduled to be played on synthetic and there is no umpire appointed and both captains cannot reach a decision then play shall continue.
 - iv. Umpires are to be paid half of the relevant match fee if the washout has not been published on the Wet Weather Website by 10am (Senior matches) or 9am (Masters and any Senior matches played on Sundays commencing at 10am; 7am for Women’s).

[C] Following the period prescribed for play on any scheduled match day if the umpires consider the wicket, ground or weather conditions unsafe to play, then play may be suspended until it is considered safe to play or the day’s play is cancelled.

[D] If umpire is appointed to a Premier League match, they must use a light meter to determine the suitability of the light. If the reading is at or below 260 LUX then play must be suspended. Umpires, if appointed may use a light meter in Community League grades.

2.4 Suspension of Play in Dangerous or Unreasonable Conditions

The following shall apply in addition to MCC Law 2.8 (2026 Edition):

- i. **[40/30 Rule]** If thunder follows a lightning flash by forty (40) seconds or less, play must cease immediately. Players and officials must leave the field of play. At this point, players may, if it is safe to do so, place covers on the pitch and playing area before seeking appropriate shelter.
- ii. **[30/30 Rule]** If thunder follows a lightning flash by thirty (30) seconds or less, all players and officials must immediately leave the field and seek appropriate shelter. No person shall remain on the field for any reason, including placing or securing covers.
- iii. Play shall not resume until thirty (30) minutes have elapsed since the last occasion on which thunder followed a lightning flash by thirty (30) seconds or less. If, during the suspension of play, thunder again follows a lightning flash by thirty (30) seconds or less, the thirty (30) minute period shall recommence from the time of that occurrence.

Law 5 The Bat

Cricket bats must be compliant with MCC rules including being complaint with a bat gauge as per MCC Laws of Cricket ed 2026 Law 5.7.1 and as described in Appendix B of the same.

Law 6 The Pitch

Law 6 shall apply with the following amendments:

6.1 Area of Pitch

For the purposes of Law 6 of the Laws of Cricket, a pitch prepared 4 feet 4 inches (1.32 meters) on either side of a line joining the center of the wickets, shall suffice for CGC Competition matches.

6.2 Fitness of Pitch for Play

See General Playing Condition 2.7 and 2.8.

6.3 Selection and Preparation

- [A]** The pitch and grounds shall be prepared as follows before the commencement of play, including:
- (a) The creases are permitted to be remarked on before each innings of the match on which play is expected to take place.
 - (b) Following the completion of the toss, no further preparation, maintenance, repair or alteration of the pitch shall be permitted prior to the commencement of play.
- [B]** The Home Club is expected to performed all preparation considered reasonable for a match to commence at the designated starting time. The Grades Committee reserves the right to fine or penalise Clubs should they fail to comply with this rule.
- [D]** For Finals Matches it is the host Club’s obligation to ensure:

- (i) That the wicket has been properly prepared in accordance with the Laws of Cricket, the CGC Regulations and Playing Conditions;
- (ii) That appropriate arrangements have been made so that ground staff are available at the grounds for the preparation and repair of the wicket prior to and up to the commencement of play on each scheduled day of play.

[E] Any breach of this regulation will be dealt with at the discretion of the Grades Committee which may impose any action it deems appropriate.

Notes: Refer to One Day Playing Conditions 22.1 and 28[C] for pitch markings for wide deliveries and outfield markings relating to fielding restriction overs (Premier League, Masters and T20 matches).

Law 10 Covering the Pitch

Law 10 shall apply with the following addition:

- [A] The pitch may be entirely protected against rain up to the commencement of play each day and for the duration of the match. Covers are to be removed as early as possible on match day unless conditions prevent this from reasonably happening.
- [B] If in the opinion of the Grades Committee, a Club without prior notification to the Grades Committee, fails to adequately protect the wicket block on any oval that is under that Club's direct control on the Thursday, Friday and Saturday night prior to any Grade match, penalties can be applied as seen fit by the Grades Committee.
 - i. For the purposes of this Rule, "adequately protect the wicket block" means that a Club has taken reasonable and best efforts to protect the wicket block from weather damage, including the use of hessian (where appropriate), a wicket cover and full square coverage wherever practicable.
 - ii. In assessing whether a Club has adequately protected the wicket block, the Grades Committee will consider all relevant circumstances, including the availability of personnel, safety considerations, weather conditions, and any other extenuating circumstances.
 - iii. The expectation is that Clubs will utilise hessian, wicket covers and full square covers where such equipment is available and can reasonably be deployed. However, where extenuating circumstances exist, a Club will not be deemed in breach solely because full coverage could not be achieved.
 - iv. Clubs must ensure that all covers and protective equipment are maintained in a serviceable condition. Where a Club is aware, or ought reasonably to be aware, of defects or damage to covers (including holes, tears or other failures that may compromise their effectiveness), the Club must take prompt and reasonable steps to repair, replace or otherwise rectify the issue.
- [C] The Grades Committee at their discretion, has the right to request clubs to cover wickets earlier in the week at their discretion.
- [D] Penalties will vary from loss of points and/or fines, up to forfeit and fines.

LAW 11 Intervals

The following shall apply for intervals.

11.4 Changing Agreed Times of Intervals

- [A] In the event of the ground, weather or light conditions causing a suspension of play, the umpires, after consultation with the captains, may decide in the interests of timesaving, to bring forward the time of the tea interval.

11.5 Changing Agreed Time for Tea Interval

- [A] If an innings ends or there is a stoppage caused by weather or bad light within 10 minutes of the agreed time for the Tea interval, the interval shall be taken immediately. The interval shall be of the allocated length and the time remaining in the session of play shall be added to the length of the next session. No extra allowance shall be made for the 10-minute interval between innings.

Law 12 Start of Play, Cessation of Play

Law 12 shall apply with the following amendments:

12.1 Hours of Play

- [A] The playing hours for each Grade are set out in the following schedule:

Grade	Commencement	Tea	Cessation
Premier League Division 1 Matches 40 Over Matches	11:30am	2:10pm – 2:30pm	5:10pm
Premier League Division 1 – Semi & Grand Final – 40 Over Matches	10:00am	12:40pm – 1:00pm	3:40pm*

Premier League Division 2 Matches 40 Over Matches	12:00pm	2:35pm – 2:50pm	5:25pm
Premier League Division 3 & Community League Matches	12:15pm	2:45pm – 3:00pm	5:30pm
Masters – Over 40s and 50s 40 Over Matches	10:00am	12.40pm – 1.20pm	4:00pm
Approved Premier League Day/Night Fixtures	2:30pm	5:10pm – 5.30pm	8:10pm

** The latest finishing time shall remain 5:10pm. Therefore, there is a 90-minute allowance before time is lost.*

- [B] In Premier League Division 1 Only – play is able to be extended by 20 minutes to a cessation time of 5.30pm if there are interruptions to the match due to ground, weather or light.
- [C] Where matches are unable to start on time due to players travelling from junior matches, or other extenuating circumstances, the Umpires and Captains (or representatives at the ground) should take this into consideration. This may result in a delayed start and reduced overs match, which should be determined and agreed upon prior to the start of play.
- [D] A scheduled fixture may only be played as a Day/Night match with the approval of the Grades Committee. Any request to vary a fixture to Day/Night playing hours must be submitted at least two (2) weeks prior to the scheduled match and include written approval from both team captains. No Day/Night match may proceed without Grades Committee approval.

Law 15 Declaration and Forfeiture

Law 15 shall apply subject to the following:

- [A] No team shall be permitted to declare their innings.

Law 16 The Result

Law 16 shall apply with the following addition:

16.11 Contrived Result

- [A] The Grades Committee may investigate a match or the actions of the captains of the teams or any player involved in a match if it reasonably suspects that the competing teams with or without the assistance of any other person or club have:
 - (i) Colluded to contrive the result of a match
- [B] The Grades Committee may conduct such investigations as it sees fit and invite submissions about the match or the conduct of either captain or any player involved.
- [C] If the Grades Committee finds that the team/s, official/s, captain/s or player/s have unfairly contrived the outcome of a match to the detriment of any other team in the competition, it may in its absolute discretion do one or more of the following:
 - (i) Fine a team, captain, official or player;
 - (ii) Report the behavior of a player/s, captain/s, official/s or team as an alleged breach of the Code of Behavior.
 - (iii) Disallow any points earned by a team in respect of the match;
 - (iv) Amend any points earned by a team in the match; and/or
 - (v) Take such other action as is deemed appropriate
- [D] In this clause, “unfairly contrived the outcome of a match” means an agreement or action designed to contrive the outcome of a match in favour of a team or to achieve a result that is unfair to any of the other teams in the same competition.
- [E] Nothing in General Playing Condition 16.11 prevents the Grades Committee from taking any action/s under the Code of Behaviour in relation to conduct captured by this clause.

Law 20 Dead Ball

Law 20 shall apply as modified below:

- [A] Law 20.4 will apply, except in a match where powerlines are on or over the field of play, either umpire shall call and signal Dead ball, should a ball that has been hit by the batter make contact, while still in play, with the powerlines. The ball shall not count as one of the over and no runs shall be scored. If, however, the delivery had already been called a No ball, then the No ball shall count and the No ball penalty applied, including if appropriate a free hit from the next delivery. No other runs (including penalty runs) apart from the No ball penalty shall be scored. For the sake of clarity, no warnings, penalties, or other actions by the players will be taken into account for the purpose of this playing condition other than the No ball infringement.

Law 21 No Ball

21.1 Ball Bouncing Over Shoulder Height of Striker

Law 21.10 shall be replaced per the specific Competition's playing condition in Parts C – G.

21.2 Bowling of high full pitched balls

- [A] Any delivery which passes or would have passed on the full above waist height of the striker standing upright at the popping crease is to be deemed a No Ball.
- [B] If the delivery is considered to being dangerous the bowler shall be given a first warning in the first instance, a final warning in the second instance and if there is a third instance shall not be permitted to bowl for the remainder of the innings. This process is only to be followed if the deliveries are considered to be dangerous
- [C] There is no requirement for umpires to report a bowler removed from the game due to bowling too many high full-pitched deliveries in the over, unless the bowling was deemed deliberate and dangerous.

Law 25 Batter's Innings; Runners

- [A] A runner is not permitted apart from Masters Matches.

Time Allowances

- [A] In all matches time allowances can be made for lost ball/replacement of a ball, player injury and other extenuating circumstances. Time allowances can be made when a GCCUSA umpire has been appointed to the match and are used when determining the relevant slow over rate penalty in the particular grade. Note – time allowances are not made when there is a significant amount of runs scored/wickets taken.

PART C – PREMIER LEAGUE ONE DAY PLAYING CONDITIONS

Premier League is to be played under MCC Laws 2026 Ed and Part B – General Playing Conditions unless varied hereunder

Law 4 THE BALL

4.1 Weight and Size

- [A] The brand of ball must be one manufactured by RJR Sports only of the specified type for each competition below.
- [B] Premier League Matches must use a 4-piece Pink RJR Turf King 156-gram ball with the Cricket Gold Coast endorsement.

Law 11 DURATION OF MATCHES

Law 11 shall apply subject to the following:

One Day matches shall consist of one innings per side for the respective number of overs. Where the match is interrupted, the minimum number of overs required to constitute a match are as per the below:

Grade	Over Limit	Minimum Overs to Constitute a Match
Premier League Divisions	40 Overs	20 Overs

. Number of Overs Per Bowler

- [A] No bowler shall bowl more than 8 overs in the innings.
- [B] In a delayed or interrupted match where the overs are reduced for both teams or for the team 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), except that where the total overs are not divisible by five, an additional over shall be allowed to the minimum number of bowlers necessary to make up the balance.
- [C] When an interruption occurs mid-over and on resumption the bowler has exceeded the new maximum allocation, the bowler will be allowed to finish the incomplete over.
- [D] In the event of a bowler breaking down and being unable to complete an over, another bowler will bowl the remaining deliveries. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

Law 12 START OF PLAY; CESSATION OF PLAY

Law 12 shall apply with the following amendments:

- [A] The Tea Interval shall be taken at the conclusion of the innings of the team batting first.
- [B] Where play is delayed or interrupted the umpires will reduce the length of the interval to the following times

Time Lost	Reduced Interval Time
More than 120 Minutes	10 Minutes
- [C] Drinks shall be taken after:
 - a. 40 Over Matches – 20 Overs
 - b. Additional drinks breaks may be taken at the discretion of the umpire following consultation with the captain (or captains delegate) prior to the commencement of the match when the match is played in extreme heat.

Law 13 INNINGS

Law 13 shall apply with the following additional clauses:

Length of Innings

13.1 General

- [A] Each team shall bat for the overs prescribed unless all out earlier, a result is achieved, or the innings is reduced in accordance with Rule 13.3.
- [B] A team shall not be permitted to declare its innings closed.
- [C] The objective of any adjustment to playing time or overs is to provide both teams with the opportunity to bat for the same number of overs wherever practicable.
- [D] Calculations for reduced overs shall be based on the average over rate for the scheduled match duration. Any recalculation shall not result in the scheduled finishing time being brought forward, although play may be extended to permit the completion of an in-progress over if required.
- [E] A minimum number of overs must be available for the second innings to commence or recommence as prescribed in Rule 16.2.

13.2 Slow Over Rates

- [A] If the fielding side fails to bowl the required number of overs by the scheduled or rescheduled cessation time, play shall continue until the required overs have been bowled or a result is achieved.
- [B] Where a side fails to bowl the required overs within the prescribed time, the umpire may apply a penalty of six (6) runs for each over not completed. In determining whether a penalty applies, the umpire shall consider any extenuating circumstances.
- [C] Any penalty runs awarded under Rule 13.2[B] shall be added to the batting side's score. The umpire must advise both captains and scorers before play recommences.
- [D] Where penalty runs are awarded during the second innings and those runs result in the batting side passing the target score, the match shall be deemed complete.
- [E] If a Duckworth-Lewis-Stern (DLS) calculation is required following the award of penalty runs, the penalty runs shall be applied before the DLS calculation is performed.
- [F] The captain of an offending side shall be cited with a Level 6.1 offence.
- [G] **Slow over rate penalties shall only apply where an official umpire is appointed to the match.**

13.3 Delayed or Interrupted Matches

13.3.1 Interruption During the First Innings

- [A] Where play is delayed or interrupted during the first innings, overs shall be recalculated in accordance with Rule 13.1 and the target score for the team batting first shall be determined using the Duckworth-Lewis-Stern (DLS) Method.
- [B] If the fielding side fails to bowl the allocation/revised allocation of overs by the scheduled/rescheduled completion time of the first innings, play shall continue until those overs have been bowled. The team batting second shall only be entitled to face the number of overs commenced by the scheduled completion time, or such number as determined by the standing umpire.

13.3.2 Interruption During the Second Innings

- [A] Where play is delayed or interrupted during the second innings, overs shall be reduced in accordance with Rule 13.1.
- [B] Where the first innings is completed prior to the scheduled or rescheduled interval, any reduction of overs shall not commence until the amount of time gained has elapsed.
- [C] A Duckworth-Lewis-Stern (DLS) calculation shall be performed at each interruption to recalculate the target score.

Law 16 THE RESULT

Law 16 shall apply subject to the following:

16.1 All Other Matches – A Tie or a Draw

In matches in which both teams have had the opportunity of batting for the agreed number of overs and the scores are equal, the result shall be a Tie and no account shall be taken of the number of wickets that have fallen.

The following shall also apply in addition to the above:

16.2 Minimum Overs

- [A] A result can be achieved only if both teams have had the opportunity of batting for at least 20 overs, unless one team has been all out in less than 20 overs or unless the team batting second scores enough runs to win in less than 20 overs.
- [B] All matches in which both teams have not had an opportunity of batting for a minimum of 20 overs, shall be declared No Result.

16.3 Delayed or Interrupted Matches - Calculation of the Target Score

- i. Where, following a suspension of play after the commencement of the match, the number of overs available to either team is reduced below the original allocation, a revised target score shall be calculated using the Duckworth-Lewis-Stern (DLS) Method as embedded within the approved PlayHQ Live Score application.
- ii. The revised target score shall be calculated by the scorers, club officials or player scorers, as applicable.
- iii. Where umpires are appointed, the umpires must verify the DLS calculation, confirm the revised target score and communicate the target score to both captains before play recommences. No play shall recommence until the revised target score has been confirmed by the umpires.
- iv. Where no umpire is appointed, both captains must review and agree the revised target score before play recommences.

Law 21 NO BALL

21.10 Ball Bouncing Over Shoulder Height of Striker

Law 21.10 shall be replaced by the following:

A bowler shall be allowed to bowl two fast short pitched deliveries per over.

- [A] A fast short-pitched ball is defined as a ball, which after pitching, passes or would have passed above shoulder height of the batter standing upright at the popping crease.
- [B] The umpire at the bowlers end shall advise the bowler and the batter on strike when each fast short pitched delivery has been bowled.
- [C] In the event of a bowler bowling more than two fast short pitched deliveries in an over as defined in [A] above, the umpire at the bowlers end shall call and signal No Ball on each occasion. A differential signal shall be used to signify a No Ball for a fast short pitched delivery. The umpire shall call and signal No Ball and then tap the head with the other hand. In addition, when the ball is dead, the umpire shall caution the bowler, inform the captain of the fielding side, the batter at the wicket and the other umpire of what has occurred. This caution shall apply throughout the innings.
- [D] If there is a second instance of the bowler being No Balled for bowling more than two fast short pitched deliveries in an over, the umpire shall repeat the procedure in [C] above and advise the bowler that this is the final warning for the innings.
- [E] Should there be any further instance by the same bowler in that innings, the umpire shall call and signal No Ball and when the ball is dead, direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over or part thereof nor be allowed to bowl the next over or part thereof.
- [F] The umpire will report the occurrence to the other umpire, the batter at the wicket and as soon as possible to the captain of the batting side.
- [G] This regulation is not a substitute for Dangerous and Unfair Bowling that umpires may apply at any time.
- [H] Where a short-pitched ball goes over the head of the batter, it shall be included as one of the two short-pitched deliveries for the over.

Law 21 shall apply with the following additions:

1. Free Hit After a No Ball

- [A] The delivery following a No Ball called shall be a free hit for whichever batter is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of No Ball or Wide), then the next delivery will become a free hit for whichever batter is facing it.
- [B] For any free hit, the striker can only be dismissed under the circumstances that apply for a No Ball even if the delivery for the free hit is called a Wide. Changes to fielding positions are only permitted if a different batter is on strike for the free hit delivery.
- [C] The bowler's end umpire will indicate the free hit delivery by (after the No Ball signal) extending one arm straight upwards and moving it in a circular motion.

Law 22 WIDE BALL

Law 22 shall apply subject to the following

Law 22.1 Judging a Wide

- [A] As a guideline to the umpires for the calling of wides, the wide line crease markings shall be marked in white/blue at each end of the pitch.
- [B] A delivery passing the striker on the off side outside the Off Side Wide Line shall be a Wide provided they maintain a normal batting position and have not brought the ball within reach at any time from when the bowler commences their run up. If, in the opinion of the umpire, the striker has brought the ball within reach, the Off Side Wide Line shall be disregarded and the umpire shall apply a general interpretation consistent with the normal operation of Law 22 (ie the line moves with the batter).
- [C] Any delivery that passes the striker outside the return crease shall be a Wide regardless of whether he has brought the ball within reach.
- [D] Where a short-pitched delivery passes above the batter's head while standing upright at the popping crease and the batter does not make contact with the ball, the delivery shall be called and signaled a Wide.
- [E] A delivery passing the striker's stumps on the leg side without any contact with the striker's bat or person shall be a Wide unless;
 - i. the ball passes between the striker and the stumps.
 - ii. the striker is attempting to play, or has aborted an attempt to play, a reverse sweep or switch hit. In this scenario only a delivery passing the striker outside the Off Side Wide Line on the leg side shall be a Wide.

Law 28 THE FIELDER

Law 28 shall apply with the following additions:

Restrictions on the Placement of Fielders

- [A] At the instant of delivery, there may not be more than 5 fielders on the leg side.

[B] In addition to the restriction contained in A above, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply (hereinafter referred to as the Fielding Restriction Overs (FROs)) are set out in the following paragraphs.

[C] The following fielding restrictions shall apply:

Two semi circles shall be drawn on the field of play. The semi circles shall have as their center the middle stump at either end of the pitch. The radius of each of the semicircles shall be 30 yards (27.43 meters). The semi circles shall be linked by two parallel straight lines drawn on the field. The fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5 yard (4.57 meters) intervals, each 'dot' to be covered by white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter. During the Fielding Restriction Overs (as set out below), only the number of fielders set out in the table below shall be permitted outside this fielding restriction area at the instant of delivery.

At the instant of delivery:

- (i) FRO 1 - no more than two (2) fielders shall be permitted outside this fielding restriction area. In an innings of 40 overs, these are overs 1 to 8 inclusive.
- (ii) FRO 2 - no more than four (4) fielders shall be permitted outside this fielding restriction area. In an innings of 40 overs, these are overs 9 to 32 inclusive.
- (iii) FRO 3 - no more than five (5) fielders shall be permitted outside this fielding restriction area. In an innings of 40 overs, these are overs 33 to 40 inclusive.

[D] In the event of an infringement of any of the fielding restrictions in this playing condition, the umpire at the striker's end shall call and signal No Ball.

[E] At the commencement of the second and third Fielding Restriction Overs of an innings, the umpire shall signal such commencement to the scorers by rotating their arm in a large circle.

[F] In circumstances when the number of overs of the batting team is reduced, the number of Fielding Restriction Overs shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

[G] Where, in an interrupted innings, on resumption the recalculated number of Fielding Restriction Overs (as set out above) is no longer achievable, the actual number of Fielding Restriction Overs for that innings will be the closest achievable whole number.

Innings Duration	FRO 1	FRO 2	FRO 3
	2 fielders outside circle	4 fielders outside circle	5 fielders outside circle
20	4 overs	12 overs	4 overs
21	4	13	4
22	5	13	4
23	5	14	4
24	5	14	5
25	5	15	5
26	5	16	5
27	6	16	5
28	6	17	5
29	6	17	6
30	6	18	6
31	6	19	6
32	7	19	6
33	7	20	6
34	7	20	7
35	7	21	7
36	7	22	7
37	8	22	7
38	8	23	7
39	8	23	8
40	8	24	8

Example: If a game is reduced to 24 overs: FRO 1 – Overs 1-5, FRO 2 – Overs 6-19, FRO 3 – Overs 20-24

[H] Each block of Fielding Restriction Overs must commence at the start of an over.

[I] If following an interruption while a Fielding Restriction Over is not in progress, it is found on resumption that the recalculated number of Fielding Restriction Overs remaining equals or exceeds the number of overs to be bowled in the innings, then the Fielding Restriction Overs will commence at the start of the next over.

[J] If play is interrupted during a Fielding Restriction Over and on resumption the total number of Fielding Restriction Overs has already been exceeded, then the fielding restrictions will be lifted immediately. Note that this is the only circumstance under which the Fielding Restriction Overs status can be changed during an over.

[K] At the commencement of each discretionary block of Fielding Restriction Overs, the umpire shall signal such commencement to the scorers by rotating their arm in a large circle.

PART D – COMMUNITY LEAGUE ONE DAY PLAYING CONDITIONS

Community League is to be played under MCC Laws 2026 Ed and Part B – General Playing Conditions unless varied hereunder

Law 4 THE BALL

4.1 Weight and Size

- (a) All Community League must use a Pink 2-piece RJR Shield 156-gram ball with the Cricket Gold Coast endorsement.

Law 11 DURATION OF MATCHES

One Day matches shall consist of one innings per side and each innings will be limited to 36 six-ball overs with a minimum of 18 overs to constitute a match.

. Number of Overs Per Bowler

- [A] No bowler shall bowl more than 6 overs in an innings.
- [B] In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one-sixth of the total overs allowed (unless such a number has been exceeded before the interruption), except that where the total overs are not divisible by six, an additional over shall be allowed to the minimum number of bowlers necessary to make up the balance
- [C] When an interruption occurs mid-over and on resumption the bowler has exceeded the new maximum allocation, the bowler will be allowed to finish the incomplete over.
- [D] In the event of a bowler breaking down and being unable to complete an over, another bowler will bowl the remaining deliveries. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

Law 12 START OF PLAY; CESSATION OF PLAY

Law 12 shall apply with the following amendments:

- [A] 1. The Lunch Interval shall be of 15 minutes duration and taken at the conclusion of the innings of the team batting first
- [B] Where play is delayed or interrupted the umpires will reduce the length of the interval to the following times

Time Lost	Reduced Interval Time
More than 120 Minutes	10 Minutes

Law 13 INNINGS

Law 13 shall apply with the following additional clauses:

Length of Innings

13.1 General

- [A] Each team shall bat for the overs prescribed unless all out earlier, a result is achieved, or the innings is reduced in accordance with Rule 13.3.
- [B] A team shall not be permitted to declare its innings closed.
- [C] The objective of any adjustment to playing time or overs is to provide both teams with the opportunity to bat for the same number of overs wherever practicable.
- [D] Calculations for reduced overs shall be based on the average over rate for the scheduled match duration. Any recalculation shall not result in the scheduled finishing time being brought forward, although play may be extended to permit the completion of an additional over by each team if required.
- [E] A minimum number of overs must be available for the second innings to commence or recommence as prescribed in Rule 16.2.

13.2 Slow Over Rates

- [A] If the fielding side fails to bowl the required number of overs by the scheduled or rescheduled cessation time, play shall continue until the required overs have been bowled or a result is achieved.
- [B] **There are no penalty runs allocated for slow over rates in Community Cricket.**

13.3 Delayed or Interrupted Matches

13.3.1 Interruption During the First Innings

- [A] Where play is delayed or interrupted during the first innings, overs shall be recalculated in accordance with Rule 13.1 and the target score for the team batting first shall be determined using the Duckworth-Lewis-Stern (DLS) Method.

13.3.2 Interruption During the Second Innings

- [A] Where play is delayed or interrupted during the second innings, overs shall be reduced in accordance with Rule 13.1.

[B] Where the first innings is completed prior to the scheduled or rescheduled interval, any reduction of overs shall not commence until the amount of time gained has elapsed.

[C] A Duckworth-Lewis-Stern (DLS) calculation shall be performed at each interruption to recalculate the target score.

Law 16 THE RESULT

Law 16 shall apply subject to the following:

16.1 All Other Matches – A Tie or a Draw

In matches in which both teams have had the opportunity of batting for the agreed number of overs, and the scores are equal, the result shall be a Tie and no account shall be taken of the number of wickets that have fallen.

The following shall also apply in addition to the above:

16.2 Minimum Overs

[A] A result can be achieved only if both teams have had the opportunity of batting for at least 18 overs, unless one team has been all out in less than 18 overs or unless the team batting second scores enough runs to win in less than 18 overs.

[B] All matches in which both teams have not had an opportunity of batting for a minimum of 18 overs, shall be declared No Result – this means that an interrupted match must begin at or before 3.00pm.

16.3 Delayed or Interrupted Matches – Calculation of the Target Score

- i. Where, following a suspension of play after the commencement of the match, the number of overs available to either team is reduced below the original allocation, a revised target score shall be calculated using the Duckworth-Lewis-Stern (DLS) Method as embedded within the approved PlayHQ Live Score application.
- ii. The revised target score shall be calculated by the scorers, club officials or player scorers, as applicable.
- iii. Where umpires are appointed, the umpires must verify the DLS calculation, confirm the revised target score and communicate the target score to both captains before play recommences. No play shall recommence until the revised target score has been confirmed by the umpires.
- iv. Where no umpire is appointed, both captains must review and agree the revised target score before play recommences.

Law 21 NO BALL

21.10 Ball Bouncing Over Shoulder Height of Striker

Law 21.10 shall be replaced by the following:

A bowler shall be allowed to bowl two fast short pitched deliveries per over.

[A] A fast short-pitched ball is defined as a ball, which after pitching, passes or would have passed above shoulder height of the batter standing upright at the popping crease.

[B] The umpire at the bowlers end shall advise the bowler and the batter on strike when each fast short pitched delivery has been bowled.

[C] In the event of a bowler bowling more than two fast short pitched deliveries in an over as defined in [A] above, the umpire at the bowlers end shall call and signal No Ball on each occasion. A differential signal shall be used to signify a No Ball for a fast short pitched delivery. The umpire shall call and signal No Ball and then tap the head with the other hand. In addition, when the ball is dead, the umpire shall caution the bowler, inform the captain of the fielding side, the batter at the wicket and the other umpire of what has occurred. This caution shall apply throughout the innings.

[D] If there is a second instance of the bowler being No Balled for bowling more than two fast short pitched deliveries in an over, the umpire shall repeat the procedure in [C] above and advise the bowler that this is the final warning for the innings.

[E] Should there be any further instance by the same bowler in that innings, the umpire shall call and signal No Ball and when the ball is dead, direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over or part thereof nor be allowed to bowl the next over or part thereof.

[F] This regulation is not a substitute for Dangerous and Unfair Bowling that umpires may apply at any time.

[G] Where a short-pitched ball goes over the head of the batter, it shall be included as one of the two short-pitched deliveries for the over.

Law 21 shall apply with the following additions:

1. Free Hit After a No Ball

[A] There are no Free Hits after No Balls.

Law 22 WIDE BALL

Law 22 shall apply subject to the following

Law 22.1 Judging a Wide

- [A] Umpires are instructed to apply a strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket.
- [B] Any off side or leg side delivery that in the opinion of the umpire does not give the batter a reasonable opportunity to score shall be called a Wide.
- [C] Where a short-pitched delivery passes above the batter's head while standing upright at the popping crease and the batter does not make contact with the ball, the delivery shall be called and signaled a Wide.

Law 28 THE FIELDER

Law 28 shall apply with the following additions:

Restrictions on the Placement of Fielders

- [A] At the instant of delivery, there may not be more than 5 fielders on the leg side.

Batting Restrictions

- [A] A batter shall be required to retire immediately upon reaching 150 runs.
- [B] A batter who retires after reaching 150 runs may resume their innings only after all other eligible batters have either been dismissed, retired under Rule [A], or batted.
- [C] Where a team has named a 12th player and/or 13th player, the 12th player and/or 13th player must bat before any retired batter may resume their innings.
- [D] If more than one batter retires after reaching 150 runs, those batters may resume their innings only after all other eligible batters have batted, and must return in the order in which they retired.
- [E] If a batter reaches 150 runs after all other eligible batters have been dismissed, retired or batted, that batter may continue their innings.
- [F] A team shall be declared all out when ten (10) wickets have fallen.

PART E – MASTERS (OVER 40'S & OVER 50'S) COMPETITION

Masters Cricket is to be played under MCC Laws 2026 Ed and Part B – General Playing Conditions unless varied hereunder

Law 4 THE BALL

4.1 Weight and Size

[A] Masters must use a 4-piece Pink RJR Test Special 156-gram ball with the Cricket Gold Coast endorsement.

Law 11 DURATION OF MATCHES

Law 11 shall apply subject to the following:

One Day matches shall consist of one innings per side for the respective number of overs. Where the match is interrupted, the minimum number of overs required to constitute a match are as per the below:

Grade	Over Limit	Minimum Overs to Constitute a Match
Masters (Over 40s & 50s)	40 Overs	20 Overs

. Number of Overs Per Bowler

- [A] No bowler shall bowl more than 7 overs.
- [B] In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one-sixth of the total overs allowed (unless such a number has been exceeded before the interruption), except that where the total overs are not divisible by six, an additional over shall be allowed to the minimum number of bowlers necessary to make up the balance.
- [C] When an interruption occurs mid-over and on resumption the bowler has exceeded the new maximum allocation, the bowler will be allowed to finish the incomplete over.
- [D] In the event of a bowler breaking down and being unable to complete an over, another bowler will bowl the remaining deliveries. Such part of an over will count as a full over only in so far as each bowler's limit is concerned.

Law 12 START OF PLAY; CESSATION OF PLAY

Law 12 shall apply with the following amendments:

[A] Where play is delayed or interrupted the umpires will reduce the length of the interval to the following times

Time Lost

More than 120 Minutes

Reduced Interval Time

10 Minutes

[B] Drinks shall be taken after 20 Overs. Additional drinks breaks may be taken at the discretion of the umpire following consultation with the captain (or captains delegate) prior to the commencement of the match when the match is played in extreme heat.

Law 13 INNINGS

Law 13 shall apply with the following additional clauses:

Length of Innings

13.1 General

- [A] Each team shall bat for the overs prescribed unless all out earlier, a result is achieved, or the innings is reduced in accordance with Rule 13.3.
- [B] A team shall not be permitted to declare its innings closed.
- [C] The objective of any adjustment to playing time or overs is to provide both teams with the opportunity to bat for the same number of overs wherever practicable.
- [D] Calculations for reduced overs shall be based on the average over rate for the scheduled match duration. Any recalculation shall not result in the scheduled finishing time being brought forward, although play may be extended to permit the completion of an additional over by each team if required.
- [E] A minimum number of overs must be available for the second innings to commence or recommence as prescribed in Rule 16.2.

13.2 Slow Over Rates

- [A] If the fielding side fails to bowl the required number of overs by the scheduled or rescheduled cessation time, play shall continue until the required overs have been bowled or a result is achieved.
- [B] Where a side fails to bowl the required overs within the prescribed time, the umpire may apply a penalty of six (6) runs for each over not completed. In determining whether a penalty applies, the umpire shall consider any extenuating circumstances.

- [C] Any penalty runs awarded under Rule 13.2[B] shall be added to the batting side's score. The umpire must advise both captains and scorers before play recommences.
- [D] Where penalty runs are awarded during the second innings and those runs result in the batting side passing the target score, the match shall be deemed complete.
- [E] If a Duckworth-Lewis-Stern (DLS) calculation is required following the award of penalty runs, the penalty runs shall be applied before the DLS calculation is performed.
- [F] The captain of an offending side shall be cited with a Level 6.1 offence.
- [G] **Slow over rate penalties shall only apply where an official umpire is appointed to the match.**

13.3 Delayed or Interrupted Matches

13.3.1 Interruption During the First Innings

- [A] Where play is delayed or interrupted during the first innings, overs shall be recalculated in accordance with Rule 13.1 and the target score for the team batting first shall be determined using the Duckworth-Lewis-Stern (DLS) Method.
- [B] If the fielding side fails to bowl the allocation/revised allocation of overs by the scheduled/rescheduled completion time of the first innings, play shall continue until those overs have been bowled. The team batting second shall only be entitled to face the number of overs commenced by the scheduled completion time, or such number as determined by the standing umpire.

13.3.2 Interruption During the Second Innings

- [A] Where play is delayed or interrupted during the second innings, overs shall be reduced in accordance with Rule 13.1.
- [B] Where the first innings is completed prior to the scheduled or rescheduled interval, any reduction of overs shall not commence until the amount of time gained has elapsed.
- [C] A Duckworth-Lewis-Stern (DLS) calculation shall be performed at each interruption to recalculate the target score.

Law 16 THE RESULT

Law 16 shall apply subject to the following:

16.1 All Other Matches – A Tie or a Draw

In matches in which both teams have had the opportunity of batting for the agreed number of overs,, the result shall be a Tie and no account shall be taken of the number of wickets that have fallen.

The following shall also apply in addition to the above:

16.2 Minimum Overs

- [C] A result can be achieved only if both teams have had the opportunity of batting for at least 20 overs, , unless one team has been all out in less than 20 overs or unless the team batting second scores enough runs to win in less than 20 overs.
- [D] All matches in which both teams have not had an opportunity of batting for a minimum of 20 overs, shall be declared No Result – this means that a delayed match must begin at or before 1.10pm

16.3 Delayed or Interrupted Matches - Calculation of the Target Score

- i. Where, following a suspension of play after the commencement of the match, the number of overs available to either team is reduced below the original allocation, a revised target score shall be calculated using the Duckworth-Lewis-Stern (DLS) Method as embedded within the approved PlayHQ Live Score application.
- ii. The revised target score shall be calculated by the scorers, club officials or player scorers, as applicable.
- iii. Where umpires are appointed, the umpires must verify the DLS calculation, confirm the revised target score and communicate the target score to both captains before play recommences. No play shall recommence until the revised target score has been confirmed by the umpires.
- iv. Where no umpire is appointed, both captains must review and agree the revised target score before play recommences.

Law 21 NO BALL

21.10 Ball Bouncing Over Shoulder Height of Striker

Law 21.10 shall be replaced by the following:

A bowler shall be allowed to bowl two fast short pitched deliveries per over.

- [A] A fast short-pitched ball is defined as a ball, which after pitching, passes or would have passed above shoulder height of the batter standing upright at the popping crease.
- [B] The umpire at the bowlers end shall advise the bowler and the batter on strike when each fast short pitched delivery has been bowled.
- [C] In the event of a bowler bowling more than two fast short pitched deliveries in an over as defined in [A] above, the umpire at the bowlers end shall call and signal No Ball on each occasion. A differential signal shall be used to signify a No Ball for a fast short pitched delivery. The umpire shall call and signal No Ball and then tap the head with the other hand. In addition, when the ball is dead, the umpire shall caution the bowler, inform the

captain of the fielding side, the batter at the wicket and the other umpire of what has occurred. This caution shall apply throughout the innings.

- [D] If there is a second instance of the bowler being No Balled for bowling more than two fast short pitched deliveries in an over, the umpire shall repeat the procedure in [C] above and advise the bowler that this is the final warning for the innings.
- [E] Should there be any further instance by the same bowler in that innings, the umpire shall call and signal No Ball and when the ball is dead, direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over or part thereof nor be allowed to bowl the next over or part thereof.
- [F] The umpire will report the occurrence to the other umpire, the batter at the wicket and as soon as possible to the captain of the batting side.
- [G] This regulation is not a substitute for Dangerous and Unfair Bowling that umpires may apply at any time.
- [H] Where a short-pitched ball goes over the head of the batter, it shall be included as one of the two short-pitched deliveries for the over.

Law 21 shall apply with the following additions:

1. Free Hit After a No Ball

- [A] The delivery following a No Ball called shall be a free hit for whichever batter is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of No Ball or Wide), then the next delivery will become a free hit for whichever batter is facing it.
- [B] For any free hit, the striker can only be dismissed under the circumstances that apply for a No Ball even if the delivery for the free hit is called a Wide. Changes to fielding positions are only permitted if a different batter is on strike for the free hit delivery.
- [C] The bowler's end umpire will indicate the free hit delivery by (after the No Ball signal) extending one arm straight upwards and moving it in a circular motion.

Law 22 WIDE BALL

Law 22 shall apply subject to the following

Law 22.1 Judging a Wide

- [A] Umpires are instructed to apply a strict and consistent interpretation in regard to this Law in order to prevent negative bowling wide of the wicket
- [B] Any off side or leg side delivery that in the opinion of the umpire does not give the batter a reasonable opportunity to score shall be called a Wide.
- [C] Where a short-pitched delivery passes above the batter's head while standing upright at the popping crease and the batter does not make contact with the ball, the delivery shall be called and signaled a Wide.

Law 28 THE FIELDER

Law 28 shall apply with the following additions:

Restrictions on the Placement of Fielders

- [A] At the instant of delivery, there may not be more than 5 fielders on the leg side.
- [B] In addition to the restriction contained in A above, further fielding restrictions shall apply to certain overs in each innings. The nature of such fielding restrictions and the overs during which they shall apply (hereinafter referred to as the Fielding Restriction Overs (FROs)) are set out in the following paragraphs.
- [C] The following fielding restrictions shall apply:
 - Two semi circles shall be drawn on the field of play. The semi circles shall have as their center the middle stump at either end of the pitch. The radius of each of the semicircles shall be 30 yards (27.43 meters). The semi circles shall be linked by two parallel straight lines drawn on the field. The fielding restriction areas should be marked by continuous painted white lines or 'dots' at 5 yard (4.57 meters) intervals, each 'dot' to be covered by white plastic or rubber (but not metal) disc measuring 7 inches (18 cm) in diameter. During the Fielding Restriction Overs (as set out below), only the number of fielders set out in the table below shall be permitted outside this fielding restriction area at the instant of delivery.
 - At the instant of delivery:
 - (iv) FRO 1 - no more than two (2) fielders shall be permitted outside this fielding restriction area. In an innings of 40 overs, these are overs 1 to 8 inclusive.
 - (v) FRO 2 - no more than four (4) fielders shall be permitted outside this fielding restriction area. In an innings of 40 overs, these are overs 9 to 32 inclusive.
 - (vi) FRO 3 - no more than five (5) fielders shall be permitted outside this fielding restriction area. In an innings of 40 overs, these are overs 33 to 40 inclusive.
- [D] In the event of an infringement of any of the fielding restrictions in this playing condition, the umpire at the striker's end shall call and signal No Ball.

[E] At the commencement of the second and third Fielding Restriction Overs of an innings, the umpire shall signal such commencement to the scorers by rotating their arm in a large circle.

[F] In circumstances when the number of overs of the batting team is reduced, the number of Fielding Restriction Overs shall be reduced in accordance with the table below. For the sake of clarity, it should be noted that the table shall apply to both the 1st and 2nd innings of the match.

[G] Where, in an interrupted innings, on resumption the recalculated number of Fielding Restriction Overs (as set out above) is no longer achievable, the actual number of Fielding Restriction Overs for that innings will be the closest achievable whole number.

Innings Duration	FRO 1	FRO 2	FRO 3
	2 fielders outside circle	4 fielders outside circle	5 fielders outside circle
20	4 overs	12 overs	4 overs
21	4	13	4
22	5	13	4
23	5	14	4
24	5	14	5
25	5	15	5
26	5	16	5
27	6	16	5
28	6	17	5
29	6	17	6
30	6	18	6
31	6	19	6
32	7	19	6
33	7	20	6
34	7	20	7
35	7	21	7
36	7	22	7
37	8	22	7
38	8	23	7
39	8	23	8
40	8	24	8

Example: If a game is reduced to 24 overs: FRO 1 – Overs 1-5, FRO 2 – Overs 6-19, FRO 3 – Overs 20-24

[H] Each block of Fielding Restriction Overs must commence at the start of an over.

[I] If following an interruption while a Fielding Restriction Over is not in progress, it is found on resumption that the recalculated number of Fielding Restriction Overs remaining equals or exceeds the number of overs to be bowled in the innings, then the Fielding Restriction Overs will commence at the start of the next over.

[J] If play is interrupted during a Fielding Restriction Over and on resumption the total number of Fielding Restriction Overs has already been exceeded, then the fielding restrictions will be lifted immediately. Note that this is the only circumstance under which the Fielding Restriction Overs status can be changed during an over.

[K] At the commencement of each discretionary block of Fielding Restriction Overs, the umpire shall signal such commencement to the scorers by rotating their arm in a large circle.

Batting Restrictions

[A] Batter shall be required to retire after the ball on which they reach 50 runs.

[B] Any batter that retires due to reaching 50 runs may resume their innings after all other batter in the team have been dismissed.

[C] If more than one batter retires due to reaching 50 runs, all of the retired batter may resume their innings after all other batter in the team have been dismissed. They must resume in the order they retired.

[D] If a batter reaches 50 runs after all other batter have been dismissed or been forced to retire due to reaching 50 runs, then that batter may continue their innings.

[E] A team shall be declared as being all out when 10 wickets have fallen.

[F] The batting team shall nominate 11 batters, only these 11 can bat during the innings. For the sake of clarity, the 12th/13th player does not need to bat before a retired batter returns.

[G] Runners are permitted in Masters Competitions but only when an injury that has been sustained within the match.

Eligibility to Play Masters Divisions

[A] Over 40s – All players must be 40 or older at the commencement of the match.

[B] Over 50s – All players must be 50 or older at the commencement of the match.

PART F - T20 MATCHES

T20 Cricket is to be played under MCC Laws 2026 Ed and Part B – General Playing Conditions unless varied hereunder.

1 THE BALL

- [A] The brand of ball must be one manufactured by RJR Sports only of the specified type for each competition below.
- [B] Premier League Matches must use a 4-piece Pink RJR Turf King 156-gram ball with the Cricket Gold Coast endorsement.

2 DURATION OF MATCHES

Matches shall be of 20 Overs duration. The matches will consist of one innings per side and each innings will be limited to 20 six ball overs. A minimum of 5 overs per side shall constitute a match.

3 HOURS OF PLAY AND INTERVALS

3.1 Hours of Play

Match start times shall be as published in PlayHQ and may be varied at the discretion of Cricket Gold Coast. Unless otherwise advised by Cricket Gold Coast, matches shall consist of:

- First Innings: 85 minutes
- Interval: 10 minutes
- Second Innings: 85 minutes

For the avoidance of doubt, the total scheduled duration of a match is three (3) hours.

Cricket Gold Coast may vary scheduled start times, including where teams are required to travel between venues or where competition scheduling requirements necessitate an adjustment.

3.2 Intervals between Innings

If the innings of the team batting first is completed prior to the scheduled time for the interval, the interval of ten minutes shall take place immediately and the innings of the team batting second shall commence.

3.3 Intervals for Drinks

An individual player may be given a drink either on the boundary edge, at the end of an over or at the fall of a wicket, on the field, provided that no playing time is wasted. No other drinks shall be taken.

4 LENGTH OF INNINGS

4.1 General

- [A] Each team shall bat for the overs prescribed unless all out earlier, a result is achieved, or the innings is reduced in accordance with Rule 13.3.
- [B] A team shall not be permitted to declare its innings closed.
- [C] The objective of any adjustment to playing time or overs is to provide both teams with the opportunity to bat for the same number of overs wherever practicable.
- [D] Calculations for reduced overs shall be based on the average over rate for the scheduled match duration. Any recalculation shall not result in the scheduled finishing time being brought forward, although play may be extended to permit the completion of an additional over by each team if required.
- [E] A minimum number of overs must be available for the second innings to commence or recommence as prescribed in Rule 16.2.

4.2 Slow Over Rates

- [A] If the fielding side fails to bowl the required number of overs by the scheduled or rescheduled cessation time, play shall continue until the required overs have been bowled or a result is achieved.
- [B] Where a side fails to bowl the required overs within the prescribed time, the umpire may apply a penalty of six (6) runs for each over not completed. In determining whether a penalty applies, the umpire shall consider any extenuating circumstances.

- [C] Any penalty runs awarded under Rule 13.2[B] shall be added to the batting side's score. The umpire must advise both captains and scorers before play recommences.
- [D] Where penalty runs are awarded during the second innings and those runs result in the batting side passing the target score, the match shall be deemed complete.
- [E] If a Duckworth-Lewis-Stern (DLS) calculation is required following the award of penalty runs, the penalty runs shall be applied before the DLS calculation is performed.
- [F] The captain of an offending side shall be cited with a Level 6.1 offence.
- [G] **Slow over rate penalties shall only apply where an official umpire is appointed to the match.**

4.3 Delayed or Interrupted Matches

4.3.1 Interruption During the First Innings

- [A] Where play is delayed or interrupted during the first innings, overs shall be recalculated in accordance with Rule 13.1 and the target score for the team batting first shall be determined using the Duckworth-Lewis-Stern (DLS) Method.
- [B] If the fielding side fails to bowl the allocation/revised allocation of overs by the scheduled/rescheduled completion time of the first innings, play shall continue until those overs have been bowled. The team batting second shall only be entitled to face the number of overs commenced by the scheduled completion time, or such number as determined by the standing umpire.

4.3.2 Interruption During the Second Innings

- [A] Where play is delayed or interrupted during the second innings, overs shall be reduced in accordance with Rule 13.1.
- [B] Where the first innings is completed prior to the scheduled or rescheduled interval, any reduction of overs shall not commence until the amount of time gained has elapsed.
- [C] A Duckworth-Lewis-Stern (DLS) calculation shall be performed at each interruption to recalculate the target score.

5 RESTRICTIONS ON THE PLACEMENT OF FIELDSMEN

- [A] At the instant of delivery, there may be no more than 5 fieldsmen on the leg side.
- [B] For the first 6 overs only of each innings, only two fielders are permitted to be outside the fielding restriction circle, known as the power play.
- [C] Two semicircles shall be drawn on the field of play. These semicircles shall have as their center the middle stump at each end of the pitch. The radius of each of the semicircles shall be 30 yards (27.43 meters). The semicircles shall be linked by two parallel straight lines drawn on the field. The fielding restriction are shall be marked by continuous white lines or by 'dots' at 5 yard (4.57 meter) intervals, each dot to be covered by white plastic or rubber (but not metal) discs measuring 7 inches (18cm) in diameter.
- [D] During the non-power play overs, no more than 5 fieldsmen shall be permitted outside the fielding restriction area.
- [E] In the event of an infringement of any of the above fielding restrictions, either umpire shall call and signal 'No Ball'.
- [F] In circumstances where the number of overs for the team batting first are reduced, the number of overs in regard to the power play shall be reduced proportionately in a ratio of 6:20 (30%) in accordance with the table below for both the first and second innings. 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	Overs of Fielding Restrictions
6-9	2
10-13	3
14-16	4
17-19	5
20	6

- [G] If an innings is interrupted during an over, the status of that over, whether it is a power play over or not must be retained when the over is completed.

6 NUMBER OF OVERS PER BOWLER

- [A] No bowler shall bowl more than 4 overs in an innings.
- [B] In a delayed or interrupted match where the overs are reduced for both teams or for the team bowling second, no bowler may bowl more than one fifth of the total overs allowed unless the total has been exceeded before the interruption.

- [C] Where the total overs are not divisible by 5, one additional over shall be allowed to the maximum number per bowler necessary to make up the balance.
- [D] When an interruption occurs mid-over and on resumption the bowler has exceeded the new maximum allocation, they will be permitted to finish the incomplete over.
- [E] In the event of a bowler breaking down and being unable to complete an over, another bowler will bowl the remaining deliveries. Such part of an over will count as a full over in so far as each bowler's limit is concerned.

7 NO BALL

21.10 Ball Bouncing Over Shoulder Height of Striker

Law 21.10 shall be replaced by the following:

A bowler shall be allowed to bowl one fast short pitched deliveries per over.

- [A] A fast short-pitched ball is defined as a ball, which after pitching, passes or would have passed above shoulder height of the batter standing upright at the popping crease.
- [B] The umpire at the bowlers end shall advise the bowler and the batter on strike when each fast short pitched delivery has been bowled.
- [C] In the event of a bowler bowling more than one fast short pitched delivery in an over as defined in [A] above, the umpire at the bowlers end shall call and signal No Ball on each occasion. A differential signal shall be used to signify a No Ball for a fast short pitched delivery. The umpire shall call and signal No Ball and then tap the head with the other hand. In addition, when the ball is dead, the umpire shall caution the bowler, inform the captain of the fielding side, the batter at the wicket and the other umpire of what has occurred. This caution shall apply throughout the innings.
- [D] If there is a second instance of the bowler being No Balled for bowling more than one fast short pitched deliveries in an over, the umpire shall repeat the procedure in [C] above and advise the bowler that this is the final warning for the innings.
- [E] Should there be any further instance by the same bowler in that innings, the umpire shall call and signal No Ball and when the ball is dead, direct the captain to take the bowler off forthwith. If necessary, the over shall be completed by another bowler, who shall neither have bowled the previous over or part thereof nor be allowed to bowl the next over or part thereof.
- [F] The umpire will report the occurrence to the other umpire, the batter at the wicket and as soon as possible to the captain of the batting side.
- [G] This regulation is not a substitute for Dangerous and Unfair Bowling that umpires may apply at any time.
- [H] Where a short-pitched ball goes over the head of the batter, it shall be included as one of the two short-pitched deliveries for the over.

Law 21 shall apply with the following additions:

1. Free Hit After a No Ball

- [A] The delivery following a No Ball called shall be a free hit for whichever batter is facing it. If the delivery for the free hit is not a legitimate delivery (any kind of No Ball or Wide), then the next delivery will become a free hit for whichever batter is facing it.
- [B] For any free hit, the striker can only be dismissed under the circumstances that apply for a No Ball even if the delivery for the free hit is called a Wide. Changes to fielding positions are only permitted if a different batter is on strike for the free hit delivery.
- [C] The bowler's end umpire will indicate the free hit delivery by (after the No Ball signal) extending one arm straight upwards and moving it in a circular motion.

8 WIDES

Law 22 shall apply subject to the following

Law 22.1 Judging a Wide

- [A] As a guideline to the umpires for the calling of wides, the wide line crease markings shall be marked in white/blue at each end of the pitch.
- [B] A delivery passing the striker on the off side outside the Off Side Wide Line shall be a Wide provided they maintain a normal batting position and have not brought the ball within reach at any time from when the bowler commences their run up. If, in the opinion of the umpire, the striker has brought the ball within reach, the Off Side Wide Line shall be disregarded and the umpire shall apply a general interpretation consistent with the normal operation of Law 22 (ie the line moves with the batter).
- [C] Any delivery that passes the striker outside the return crease shall be a Wide regardless of whether he has brought the ball within reach.
- [D] Where a short-pitched delivery passes above the batter's head while standing upright at the popping crease and the batter does not make contact with the ball, the delivery shall be called and signaled a Wide.

- [E] A delivery passing the striker's stumps on the leg side without any contact with the striker's bat or person shall be a Wide unless;
 - iii. the ball passes between the striker and the stumps.
 - iv. the striker is attempting to play, or has aborted an attempt to play, a reverse sweep or switch hit. In this scenario only a delivery passing the striker outside the Off Side Wide Line on the leg side shall be a Wide.

9 THE RESULT

- [A] A result can be achieved only if both teams have had the opportunity to bat for at least 5 overs, unless one team has been all out in less than 5 overs or unless the team batting second scores enough runs to win in less than 5 overs. If both teams have not had an opportunity to bat for a minimum 5 overs, the result shall be declared a no result.
- [B] In matches where both teams have had the opportunity to bat for the agreed number of overs, the team scoring the higher number of runs shall be the winner. If the scores are equal, the result shall be a tie and no account shall be taken of the number of wickets that have fallen.

10 DELAYED OR INTERRUPTED MATCHES – CALCULATION OF THE TARGET SCORE

- [A] Where, following a suspension of play after the commencement of the match, the number of overs available to either team is reduced below the original allocation, a revised target score shall be calculated using the Duckworth-Lewis-Stern (DLS) Method as embedded within the approved PlayHQ Live Score application.
- [B] The revised target score shall be calculated by the scorers, club officials or player scorers, as applicable.
- [C] Where umpires are appointed, the umpires must verify the DLS calculation, confirm the revised target score and communicate the target score to both captains before play recommences. No play shall recommence until the revised target score has been confirmed by the umpires.
- [D] Where no umpire is appointed, both captains must review and agree the revised target score before play recommences.

11 PROCEDURE OF SUPER OVER

In the event the scores are equal (ie either the number of runs scored or as a result of the Duckworth-Lewis-Stern calculation), the result shall be determined through a tiebreaker based on the ICC one over per side Eliminator "Super Over". Matches that are tied in non-finals matches shall finish as a tie; super overs are to only be used in any Finals fixture.

The Super Over shall occur as follows:

- (a) Subject to weather conditions the Super Over shall commence 5 minutes after the conclusion of the match,
- (b) The Super Over will take place on the pitch allocated for the match. The team who batted second shall bat in the first innings of the Super Over. The umpires shall not change ends. The fielding side shall choose which end to bowl from.
- (c) Prior to the commencement of the Super Over, each team shall select three batters and one bowler – this does not have to be in batting or bowling order.
- (d) Any player who has been removed from the game shall not participate in the Super Over
- (e) The selected players are given in writing to the umpires.
- (f) Each team's over is played with the same fielding restrictions as those that are in place for the last over of the T20 match.
- (g) 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.
- (h) The loss of two wickets in the over ends the team's one over innings.
- (i) 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.
- (j) If a Super Over cannot be completed due to light or weather conditions, the match will be deemed a tie.

Appendix 1: Field Markings (One Day and T20 Matches)

